

*CITY OF MIST*

# SHADOWS & SHOWDOWNS



DELVE INTO THE MIST AND UNCOVER THE SECRETS OF THE CITY

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See the full list of backers at the end of the book.

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### CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. Parental guidance is advised.

### PRONOUN USE

Where the third person is required, this book refers to characters as 'she', players as 'he', and the MC as 'she' as well. This is an arbitrary division for the sake of readability and balance in the use of pronouns; characters, players, and MCs may be of any or no gender.

### THIS IS A SUPPLEMENT PRODUCT

This book is an expansion for the *City of Mist Role-Playing Game*. The rules and setting of the game are described in the *City of Mist Player's Guide* and *City of Mist Master of Ceremonies' Toolkit*.

*City of Mist*

**SHADOWS &  
SHOWDOWNS**

**A CITY OF MIST EXPANSION**



# **HOW TO USE THIS BOOK**

## Welcome back to the City, Rifts!

You first became aware of the secretive world of Mythos after your awakening, when you discovered how to look behind the veil of the Mist. You gathered your crew, hit the streets, solved strange cases, and fought against the forces of an obscure evil – or became that evil yourself. You uncovered the workings of criminal operations in the dark alleys of the City. You lost so much personally, but you also opened up so many new possibilities. Can this City hide any more wonders and horrors from you?

Boy, oh boy... You've only seen the tip of the iceberg. *Shadows & Showdowns* will usher you deeper into the ever-changing world behind the veil of the Mist, where hard-boiled veteran Rifts, power-hungry Avatars, monstrous Conjurations, and the ever-elusive Gatekeepers are constantly clashing. Can you keep this City together without losing yourself?

The chapters of this book explore the secrets of the City, starting from just below the tip of the iceberg and delving down to its most mysterious deep end:

- **Chapter 1: If Dreams Could Kill (Player Options)** is an expansion for players which features six new themebooks, new character creation tools, and dozens of new improvements and premade theme kits, helping you turn your characters into true Rift veterans.
- **Chapter 2: Overlooked Attractions (Locations & NPCs)** explores 40 new establishments, hideouts, contacts, informers, and gangs operating in the Rift underworld of the City, enriching your series with strange encounters, new allies, and dangerous Rift adversaries.
- **Chapter 3: Don't Believe the Truth (Archvillain Operations)** delves further into the Mist to reveal the ruling pantheon of the City, a council of Avatars that together control every aspect of life on the streets and whose servants await to haunt your crew at every turn.
- **Chapter 4: Suits Unveiled (Gatekeepers)** is the ultimate answer to the ultimate question: *What is the Mist?* This chapter is the complete Gatekeepers expansion, exploring the world and life of the guardians of the Mist, with everything you need to include them in your series as adversaries – or play them as PCs!

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"I LIKE IT EVEN LESS WHEN THEY HAVE A 10-FOOT GIANT WATCHING OVER THEM."



"THIS ONE WOULDN'T SHUT UP, THOUGH."



"SHE KEPT ON TALKING ABOUT A BIGGER PICTURE AND THAT MADE ME THINK ABOUT WHERE I'M AT, WHICH I HATE."



"HELPING HER WOULD KILL MY CAREER, SO OF COURSE I LAUGHED AT THE IDEA."

"I MEAN ALL I HAD TO DO WAS TURN HER IN."



A close-up comic book panel. On the left, a man with short brown hair and a serious expression looks towards the right. He has a large, intricate tattoo of a spider on the back of his head. He is wearing a dark, button-down shirt. On the right, a woman with long, dark hair tied back is shown from the chest up. She is wearing a bright green, form-fitting suit with a belt. Her hands are clasped in front of her. The background is a soft-focus green, suggesting an indoor setting like a car or office.

"BUT YOU SEE, MR. CHAIRMAN, SOMETIMES YOU GOTTA GET THE JOB DONE DESPITE YOURSELF."

# IF DREAMS COULD KILL

NEW PLAYER OPTIONS



So you've been a Rift for a while now. You've seen what the City looks like under the veil of the Mist, fought with gods, and mingled with monsters. You've taken a dive into the swirling unknown of your Mythos and you came back, different. You've got the lowdown, but do you really have a grasp of what's going on?

The fact of the matter is, you change all the time. You're always a mystery to yourself. Is there a common thread that goes through all the aspects of your life, or are you just a bundle of identities glued together? That legend inside you, does it define you, or is it just a bad dream you are trying to push out? There are far greater things, far worse things you can achieve, if you tap into it. Skimming the surface just won't do anymore.

## NEW RULES: SWING SPECTRUMS

A swing spectrum is just like a regular spectrum, except that its tier can be reduced by giving a status of the opposite polarity such as *hot/cold*, *sad/happy*, etc. Swing spectrums may have tiers in either polarity, but never in both polarities at the same time. For example, in most cases, an object cannot take a status of *flaming-hot* while being *frozen*.

While a swing spectrum has no status, it behaves normally, receiving the polarity of whichever status it receives first. E.g., when a dumpster is first set *on-fire-3* or is first *frozen-solid-5*, it receives either of these statuses normally. Additional statuses of the same polarity stack normally: *on-fire-3* and *on-fire-3* stack to *flaming-hot-4*, etc.

When a swing spectrum with a status receives a new status of the *opposite* polarity, first reduce the tier of the current status by the number of tiers in the new status. If the current status is completely canceled, and the new status still has some tiers remaining, the remaining tiers are then applied, giving the spectrum a new polarity.

For example, if a dumpster *on-fire-3* takes *chilled-2*, you reduce *on-fire-3* by two tiers, leaving it with only *guttering-flames-1*. If the same dumpster with *guttering-flames-1* then takes *frozen-solid-5*, it would first lose its *guttering-flames-1* against one tier of *frozen-solid-5*, and receive the remaining four tiers as *frozen-4*. Its polarity now shifts to the cold side, so any subsequent cold status tiers stack normally, while any subsequent hot status tiers are first deducted from the cold status tiers.

This chapter expands the options available to players:

**New Themebooks** offers six Themebooks to expand the range of characters you can build with *City of Mist*: Conjunction, Destiny, Enclave, Familiar, Struggle, and Turf.

**New Character Creation Tools** includes a guide to help you put together your best *City of Mist* character concepts as well as a tool for rapid character creation with over 70 pick-and-play theme kits.

**New Character Development Options** includes 50 veteran improvements, rules for using extra themes, and a library of ready-to-use extra Relic and Familiar themes to make your character's Moments of Evolution more diverse and interesting.

## NEW RULES: THEME KITS

A Theme Kit is essentially a blueprint for a theme. It contains a list of thematically-linked power tags, weakness tags, and sometimes Mysteries or Identities to choose from.

Theme Kits allow a player to construct a personalized theme out of a **general concept** that has already been defined by the MC or a rulebook. Such kits can cover **broad tropes** typical to your series, which may apply to multiple PCs, such as "Government Agent"; or a **specific instance** of a person, object, set of powers, or place that a PC attains or controls. A kit allows the player to customize the general concept to their liking, while still keeping within the restrictions set by you.

For example, if a player befriends Pegasus, the MC could provide them with a Theme Kit representing Pegasus as a Familiar, allowing the player to customize it into a new extra theme.

Theme Kits are also used in the new Rapid Character Creation option (page 40).

## CREATING YOUR OWN THEME KITS

You can create your own Theme Kit in the same way you would create a standard theme (as explained in the *Player's Guide*, page 74). However, when you create a Theme Kit, you answer **all** the power tags questions and **all** the weakness tags questions in the themebook to create a list of ten power tags and four weakness tags for your kit. Create a Mystery or an Identity for your kit; you can also provide several options to choose from. Optionally,

you can add a special improvement to your kit (although you should carefully consider the effect on the game's balance when designing such improvements).

## THEME KIT STRUCTURE

A Theme Kit contains:

- The kit title, describing the nature of the themes that can be created with it
- The kit theme type, such as Expression or Personality
- A Mystery or Identity (sometimes more than one to allow choice)
- A list of ten power tags to choose from, ordered by their power tags questions from A to J
- A list of four weakness tags to choose from, ordered by their weakness tags questions from A to D
- Optionally, a special theme improvement

## CREATING A THEME FROM A KIT

When you select a Theme Kit as a blueprint for your theme, you automatically receive the first power tag listed in it (marked in bold). You must then choose a weakness tag and, if relevant, a Mystery or an Identity. If you are creating a full theme (as opposed to a nascent theme, see *Player's Guide*, page 265), you should also pick two more power tags from the list.

## IMPROVING A KIT-BASED THEME

When you mark three Attention and gain an improvement on a theme that was created using a Theme Kit, you can use your improvement for one of the following:

- Pick a new power tag from the kit's power tag list.
- Answer a new power tag question from the themebook of the kit's type (e.g. the Subversion themebook for a Subversion-based kit). When you choose this option, you cannot later choose the power tag from the Theme Kit that was created using the same question; and conversely, you cannot choose a power tag question to answer if you already have the tag from the Theme Kit that was created using that question. The same principle applies if you are adding a weakness tag.
- Choose the special improvement given in the kit, if any.
- Choose one of the theme improvements included in the themebook of the kit's type (e.g. if your theme is an Ally theme based on an Ally Theme Kit, you may choose Ally theme improvements for this theme).



**NEW  
THEMEBOOKS >**



## MYTHOS THEMEBOOK

# CONJURATION

CREATING FANTASTICAL BEINGS OR OBJECTS: THROUGH SORCERY · BY SUMMONING THEM FROM SOMEONE'S DREAMS · BY CONSTRUCTING THEM FROM THE ENVIRONMENT · BY OPENING A PORTAL TO ANOTHER REALM · BY GIVING BIRTH TO THEM OR FORMING THEM OUT OF ONE'S BODY

A Rift's ability to influence the world through her Mythos' powers knows no bounds. Some Rifts have such a special bond with their Mythos that they are able to project some of its power and create individual and self-operating beings, known as Conjurations. The Rift of Zeus could birth the goddess Athena out of his forehead, while the Rift of the Monkey King could create a clone of herself out of every hair she pulls off her head. The Rift of Anansi could conjure imaginary spiders that are nonetheless venomous and the Queen of Hearts could call on her army of card soldiers to part someone of their head.

A Conjunction is not a Rift; it is not a real individual,

animal, object, or place that is channeling a Mythos. Instead, a Conjunction is an intense concentration of Mythos magic created by a Rift, which can appear and interact like a unique individual or thing, but is completely unreal. It exists only by the force of a Rift's Mythos powers and dissipates like a fading dream if those powers are turned off, taken away, or dispelled.

As a magical construct, a Conjunction does not necessarily abide by the laws of the Mist and may appear in its true legendary form, like a monster, a fabled warrior, or a faraway enchanting melody. It may be sentient or at least resemble a sentient individual, but more often than not it behaves like an archetype or a character in a

story, and lacks the depth and texture of a real person. Excepting rare cases, Conjurings do what they would do in the Mythos: warriors fight, monsters devour, tricksters deceive, vehicles transport, and so on.

Sleepers interact with Conjurings as they would with other Mythos powers: they justify them in the easiest way possible or else forget about them. Therefore, if a Conjunction appears like a human being or an animal, those unaware of its nature would interact with it as if it were really a person or an animal in the City. Rifts who are unaware of a Conjunction's real nature often mistake it for another Rift or a Touched individual under the influence of a Rift. Many Rifts don't even know Conjurings exist or understand how they differ from Rifts.

Note that other Mythos themes use Conjurings regularly as part of their descriptions. The ability to form barriers of ice (Expression or Bastion) or to summon sneaky fox spirits (Subversion) both conjure new objects and beings into existence. This themebook represents a powerset centered on the creation of Conjurings. Depending on your Mythos, your character may be able to create just one type of Conjunction, a limited set, or many different kinds of Conjurings.

## CONCEPT

Think about your Mythos. In the legend, was your Mythos able to summon or create beings or objects? Did your Mythos give life to any beings or objects?

Alternatively, what aspect of the legend would you like your character to manifest as a Conjunction? Is there a secondary character, creature, or object in your Mythos that you want to be able to bring into your character's life?

Based on the legend, think about the answer to the question below:

### ? WHAT DOES YOUR MYTHOS CREATE OR SUMMON?

- A specific individual, creature, or object.
- A group/host/family/team of \_\_\_\_\_.
- Anything that comes from the realm/domain of \_\_\_\_\_.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your

answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** Rumpelstiltskin who appears when the Miller's Daughter is in need, Zeus as the father of the Olympians, the card soldiers of the Queen of Hearts, nightmares brought to life by Night Mares, the vehicles of Jules Verne's novels.

### A WHAT CAN YOU CONJURE INTO EXISTENCE?

*Rumpelstiltskin, father of the Olympians gods, my card soldiers, materialize nightmares, steampunk transportation*

### B WHO OR WHAT IS YOUR FAVORITE OR MOST USEFUL CONJURATION?

*a furious fey, Athena - goddess of wisdom, Ace of Hearts, one's worst nightmare, the space gun (cannon that shoots a pod)*

### C WHAT OTHER CONJURATION ARE YOU ABLE TO MANIFEST?

*a spinning wheel that turns straw to gold, Ares - god of war, the Jabberwock, copies of one's loved ones, the Nautilus (submarine)*

### D HOW DOES YOUR CONJURATION FIGHT FOR YOU OR PROMOTE YOUR CAUSE?

*money is no object, weapons of Hephaestus, spades and clubs, cause asphyxiation, mounted guns*

### E WHAT SKILL OR KNOWLEDGE, MUNDANE OR ARCANE, DOES YOUR CONJURATION POSSESS OR PROVIDE YOU WITH?

*legendary dealbroker, divine foresight, testudo formation, horseback riding, mechanical engineering*

### F HOW DOES YOUR CONJURATION PROTECT YOU?

*devilishly deceptive, godlike invulnerability, alert private guard, veil of darkness, bulky metal plating*

### G WHAT CONDITIONS ARE FAVORABLE FOR YOUR CONJURING?

*a time of great need, a matter that concerns a specific god, off with her head!, creatures of night and shadows, venture into the unknown*

### H WHAT MAKES YOUR CONJURATIONS HARDER TO RESIST OR BANISH?

*deals protected by fairy law, godly presence, there's always another card, invisible by daylight, almost accurate science*

### I WHAT USEFUL ITEM RELATED TO YOUR CONJURATION CAN YOU MANIFEST?

*a dashing set of clothing, a golden shield, a bucket of red paint, an object the victim dreamed of, a toolbox*

### I HOW DO YOU CONTROL YOUR CONJURATIONS?

*I have his true name, tough love, royal decree, a magical bridle, excellent pilot*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT OR WHO COULD OBSTRUCT YOUR CONJURING?

*hallowed grounds, family feud, Alice!, calm and sensible minds, not enough space*

### B IN WHAT WAYS DO YOUR CONJURATIONS GET OUT OF HAND?

*playing tricks and pranks on me, the kids challenge my authority, follow orders too literally, feed on my own nightmares, gigantic and loud machinery*

### C WHAT OR WHO CAN BIND, BANISH, CONTROL, OR DESTROY YOUR CONJURATIONS?

*must obey his true name, the titans, rip through them like paper, servants of dark sorcery, unexpected journey complications*

### D WHAT IS YOUR CONJURATIONS' GREATEST FLAW?

*enraged when he doesn't get his way, underestimate mortals, without me they fall into chaos, need fear to prey upon, overkill in most cases*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your Conjunction's powers, to its legend, or to its mundane form. For example:

- (Rumplestiltskin) "What will I sacrifice for power?"
- (Zeus) "How can my children work together?"
- (Queen of Hearts) "Am I really a queen if my kingdom exists only in my head?"

You can try exploring the following options:

- Wondering about the nature of your Conjunction(s) and your relationship
- Doubts about the (un)reality of your Conjunction(s) and its implications
- Questions that your Conjunction(s) want you to explore

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Rumplestiltskin) Bargain With the Imp
- (Zeus) Father of the Olympians
- (Queen of Hearts) House of Cards

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You told one of them about the true nature of your Conjunction(s). Ask them how they treated the Conjunction(s) since. If your Conjunction(s) likes it, take a Help point on them; if it doesn't, take a Hurt point on them.

- One of them has the power to banish or dispel your Conjunction(s), or could potentially achieve such power. Take a Hurt point on them.
- One of them is the number-one fan of your Conjunction(s), and has shown real interest, amazement, and even exhilaration when you conjure. Take a Help point on them.

## CONJURATION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### No Conjurer of Cheap Tricks

When you **Change the Game** with tags from this theme to create new tags for your Conjunction, you get one extra point of Juice.

### Banish Resistance

Danger moves can burn one less tag when applied to your Conjunction power tags or story tags created through them. When a PC tries to burn your Conjunction power or story tags, they must first spend the first point of Juice in their batch to overcome your banish resistance.

### Form Serves Purpose

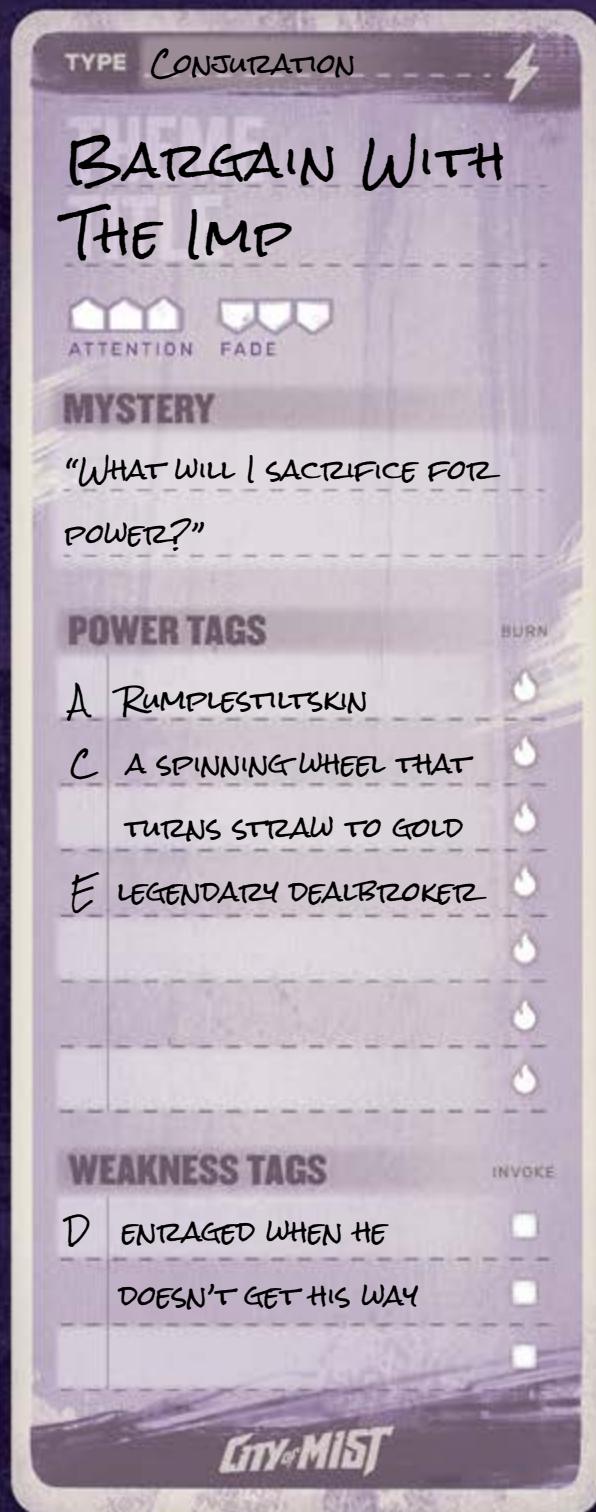
Choose a Core Move that best represents what your Conjunctions are made for. Whenever you use it with tags from this theme, it's *Dynamite!*

### Mask of the Mundane

Your Conjunction can be easily mistaken for a mundane person or object. Once per scene, when you **Sneak Around** to hide the true nature of your Conjunction, you can trade a miss result for a 7-9 or a 7-9 result for 10+.

### Ruptured Rift

When you burn a tag for a hit in this theme, you can mark Crack on one of your Logos themes instead of burning that tag.





## ⚡ MYTHOS THEMEBOOK

# DESTINY

A PROPHECY · A CURSE · AN UNAVOIDABLE DUTY · A DEAL YOU MADE WITH THE DEVIL · A FATE WRITTEN IN THE STARS · BEING THE CHOSEN ONE · A DESTINY BOUND TO AN OBJECT OR A TEXT · A PERSONALITY TRAIT THAT SPELLS YOUR PRE-DETERMINED DEMISE · UNCANNY SERENDIPITY, GOOD OR BAD LUCK · A FAMILY LEGACY

In legend, destiny is the most powerful force of all. Some Mythoi's power stems not from the great feats or supernatural abilities they possess, but from the shimmering laws they etched in the annals of destiny or on the web of fate. The Little Mermaid is destined to turn to sea foam; King Arthur was destined to draw the sword in the stone and become the King of Britain; it was foretold that the Norse god Heimdall will slay the trickster god Loki and die by his hand; in the Indian *Bhagavad Gita*, Arjuna the archer must fulfill his warrior duties despite his moral dilemma; Icarus, son of Daedalus, did not heed his father's warning and his hubris led him to fly too close to the sun; and the descendants of those cursed

with lycanthropy would turn into werewolves on nights when the moon is full.

The Rift of a Mythos with a predetermined destiny isn't necessarily bound by the same fate as her Mythos; rather, the influence of that fate changes along with any change to the role her Mythos takes in her life. The more a Rift opens up to the destiny of her Mythos, the closer she comes to Avatarhood and the ultimate realization of her Mythos' destiny. The opposite is also true: the more she forgoes this destiny, the less she is bound to her Mythos and to its fate, and she may eventually become a Sleeper again to free herself of this fate completely.

Note that some power tags in this themebook represent the force of your destiny, others represent abilities, qualities, and skills that you or your Mythos acquired as a result of living in the shadow of such a fate.

## CONCEPT

Think about your Mythos. In the legend, was your Mythos' destiny bound by a prophecy, by a curse, by a task appointed by divine or otherworldly forces, or by any other unavoidable fate?

Based on the legend, think about the answer to the question below:

### ? HOW WAS YOUR FATE PREDETERMINED?

- It was foretold that I would \_\_\_\_\_.
- My nature, blood, duty, or birth compels me to \_\_\_\_\_.
- A supernatural force, \_\_\_\_\_, has sealed my fate.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** The Little Mermaid, King Arthur, Heimdall, Arjuna, Icarus, Curse of the Pharaohs (a belief that those who enter a Pharaoh's tomb will come to bad luck and death)

### A WHAT IS MOST USEFUL ABOUT YOUR DESTINY?

*no soul to worry about - yet, destined to rule, sense of impending danger, greatest archer in the world, too proud to be afraid, contagious bad luck*

### B WHO OR WHAT WAS YOUR MYTHOS BEFORE ITS DESTINY MANIFESTED?

*carefree mermaid, unify the kingdom, guardian of the gods, avenging warlord, maze runner, renowned tomb-raider*

### C WHAT TRAIT OR EMOTION LED TO YOUR DESTINY OR EMERGED FROM IT?

*genuine desire to do good, seeker of justice, keen sight and hearing, compassion, rebellious and indignant, scientific curiosity*

### D WHAT IMMUNITY OR PROTECTION DOES YOUR DESTINY GRANT YOU?

*adapted to aquatic life, undisputable monarchy, can only be killed by Loki, never shirks duty, never underperform, immune to other curses*

### E HOW DID YOU LEARN TO LIVE WITH YOUR DESTINY?

*dance like no human has ever danced before, make my kingdom flourish, meaddrinker - immune to intoxication, unshakable devotion, can take a fall, apothecary*

### F WHO OR WHAT HELPED YOU MANIFEST YOUR DESTINY?

*the sea witch, Merlin, the Bifrost rainbow bridge, Lord Krishna, Deadalus the legendary craftsman, Horus in the form of a falcon*

### G WHAT ITEM DO YOU POSSESS THAT IS TIED TO YOUR DESTINY?

*potion of transformation, Excalibur, the resounding horn Gjallarhorn, the mighty bow Gandiva, a set of artificial wings, the accursed crowbar*

### H HOW CAN YOU DIRECT YOUR DESTINY OR A PART OF IT TO SOMEONE ELSE?

*turn someone into seafoam, knight a new knight, bestow the true sight, bind someone to the warrior's oath, make them crash and burn, summon ravenous mummies*

### I HOW CAN YOU HASTEN YOUR DESTINY, OR ESCAPE IT?

*the love of a Sleeper, a public display of power, befriend the enemy, transcend emotions, go out with a bang, banish malevolent forces*

### J WHAT ABILITY OR POWER DID YOU REVEAL WHEN YOUR DESTINY UNFOLDED?

*daughter of the air, a great leader, slayer of tricksters, killing spree, high-altitude flight, treasure of the Pharaohs*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT DOOM OR DEMISE DOES DESTINY HAVE IN STORE FOR YOU?

*turn into sea foam, betrayal everywhere, die in the hands of a trickster, kill my own kin, crash and burn, consumed by an unnatural disease*

### B WHAT PERSONALITY FLAW LED TO YOUR DESTINY?

*wants what she cannot have, misplaced trust, uptight do-gooder, riddled with self-doubt, hubris, does not heed warnings*

### C HOW DOES YOUR IMPENDING DESTINY NEGATIVELY AFFECT YOUR LIFE?

*"I'm not a real human being", high expectations, it's always doom and gloom, avoided by my loved ones, permanently grounded, set off traps and alarms*

### D WHAT EVIL IS DRAWN TO YOU BECAUSE OF YOUR DESTINY?

*creatures who seek to feed off souls, a soft spot for Morgana le Fay, hated by tricksters, deified warriors, gremlins (cause aviation malfunctions), the undead*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your destiny, to your Mythos' legend, or to the mundane form it takes. For example:

- (The Little Mermaid) "What does it mean to have a soul?"
- (Icarus) "How high can I go?"
- (Curse of the Pharaohs) "I wonder, what's inside this?"

You can try exploring the following options:

- The very questions that brought about your destiny
- Philosophical musings about predetermination
- Things you need to discover to make your destiny come true

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos' destiny has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (The Little Mermaid) Wishing for an Eternal Soul
- (Icarus) The Sky's The Limit
- (Curse of the Pharaohs) Curse of the Pharaohs

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You sense that one of them is or could be instrumental in manifesting your destiny. Take a Help or Hurt point on them, depending on the role they will serve.
- One of them has or can potentially achieve the power to interfere with fate, either in general, or with your fate specifically. Take a Hurt point on them.
- One of them has found out about the destiny that awaits you, even if you don't even know it. Ask them what they did with that information and how they treated you since, and take a Help or Hurt point on them accordingly.

## DESTINY THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### Destiny Manifest

Choose a Core Move that best represents the actions you must take to manifest your destiny. Whenever you use it with tags from this theme, it's *Dynamite!*

### S%#t's Getting Real

Every Core Move you make that is crucial to the manifestation of your destiny is *Dynamite!*. As a side effect, in addition to your Mystery, your destiny functions as an Identity: the moves **Make a Hard Choice** and **End of the Road** apply to it, but you mark Fade instead of Crack when required.

### What You're Meant to Be

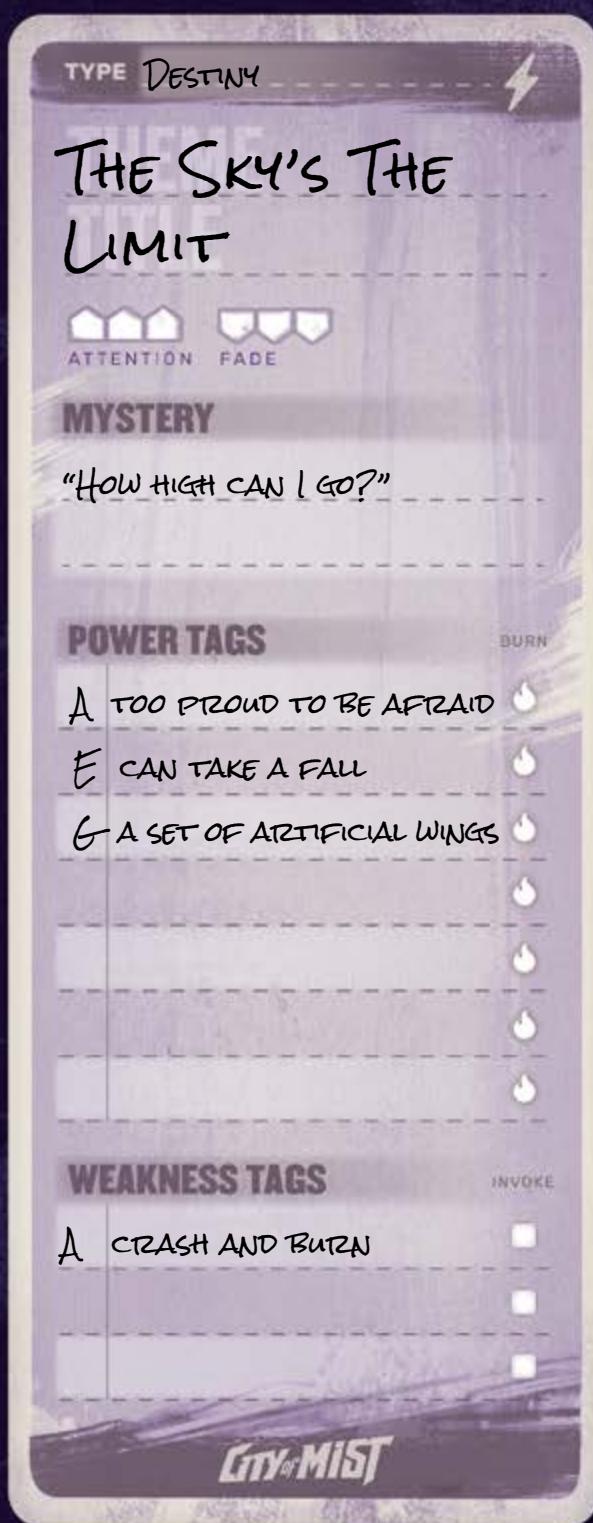
When your destiny finally manifests, you may replace this theme with a new Mythos theme (except Destiny) instead of a Logos theme. As usual, you lose all your tags and improvements, including this one, and gain Build-Up points instead. Your new Mythos theme must reflect what you have become as a result of your destiny.

### Delay Fate

When you have downtime and you choose to explore the Mythos of this theme, you can choose to remove one Fade from this theme instead of receiving Attention.

### Weave the Starry Web of Fortune

Your powerful connection to destiny allows you to read or influence others' fortunes. Choose a power tag question from the Divination or Expression themebooks and answer it. Write down the answer as a new power tag on this theme.





## MYTHOS THEMEBOOK

# ENCLAVE

A DOOR THAT LEADS TO A LEGENDARY PLACE • A MYTHICAL BUILDING DISGUISED AS MUNDANE • A STREET THAT HIDES A MAGICAL KINGDOM • AN APARTMENT OR A HOUSE FULL OF MYSTERIES • A SECRET DIMENSION INTO WHICH YOU CAN TRANSPORT YOURSELF AND OTHERS

Sometimes the Mist in a certain place in the City grows so thin that a Rift can be formed there. These places, called Enclaves, are often abandoned, ruined, or forgotten by society (see Thin Places, *MC Toolkit*, page 20). Other times, they are places of mystery, pointing to a greater reality or shrouded in the supernatural, such as temples, cemeteries, bookshops, or pockets of unadulterated nature amidst the urban and artificial. In rare occasions, an Enclave can be formed simply because a place resembles a place in the Mythos so greatly, that the sheer power of symbolism disperses the Mist.

Enclaves are pockets within the City where the realm of the Mythoi (aka the Age of Wonder, see page 296) can push through. Within the boundaries of an Enclave, the physical and social laws of the City are replaced with the reasoning of the Enclave's Mythos, be it logical, emotional, mystical, or symbolical. An Enclave is shaped in the likeness of a prominent place in its Mythos, such as King Arthur's castle, Camelot, or the Hanging Gardens of Babylon. Depending on the scale of its power, an Enclave can even be populated with creatures and characters from its legend; these resemble Conjurations, but they aren't technically separate from their Rift and therefore cannot be banished – unless they leave the Enclave, at which point they become Conjurations.

The interaction between an Enclave and the physical space it occupies (if any) varies greatly. A place only Touched by a Mythos will appear normal for the most part, but strange or wondrous things can happen there. For example, a spring hidden in the thicket of a City park could spout magical water that heal wounds or be frequented by dryads or fairies. A Borderliner Enclave not only affects the space it occupies but also exists as a mirror dimension side-by-side with it. A haunted house could have invisible poltergeists hurling furniture in fits of rage; someone who is crossing over to “the other side” or **Looking Beyond the Mist** could see the poltergeists as haunting individuals or even see the house as it was hundreds of years ago, when the family of ghosts was still alive. Destroying the physical house would also destroy the Enclave. Finally, a Legendary Enclave can be a completely separate pocket dimension, accessed through the City but not bound to it. An Enclave’s balance of Mythos and Mist is not linked to your character’s level of awareness; you may choose any of the above configurations when you create an Enclave theme.

Enclaves can take statuses and tags like everything else in the game. If relevant, they affect your actions using the resources granted by this theme. If the Enclave can act on its own, it should be considered as a Secondary Character you control. For example, when someone attempts to enter your Enclave, if it contains traps, you may **Hit With All You’ve Got** (if the intruder is unaware or ill-prepared) or **Go Toe to Toe** (if they are actively attempting to avoid the traps) using tags from this theme.

## CONCEPT

Think about your Mythos. What was the most important place featured in the legend? Did the legend take place in a magical kingdom or realm? Did any character have a unique abode, such as a foreboding castle? Did they take on a quest to reach a magical place or pass such a place on their journeys? What was special about that place? What special properties or inhabitants did it have?

Based on the legend, think about the answer to the question below:

### ? WHAT LOCATION SERVES AN IMPORTANT ROLE IN YOUR MYTHOS?

- It’s the kingdom or realm of \_\_\_\_\_.
- It’s a unique building, the \_\_\_\_\_.
- It’s a hidden, magical, or symbolic place, the \_\_\_\_\_.

- It’s \_\_\_\_\_, a place which represents or grants power.
- It’s \_\_\_\_\_, an alternate dimension.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** St. Francis’ forest, Ali Baba’s treasure cave, the Jade Emperor’s heavenly palace, Baba Yaga’s hut with chicken legs, a nightclub that is the trope of a Temple of Doom, a haunted house.

### A WHAT OR WHERE IS YOUR ENCLAVE?

*a forest full of creatures, Ali Baba’s treasure cave, the Jade Palace, Baba Yaga’s hut, Nightclub of Doom, a haunted house*

### B WHAT IS MOST USEFUL ABOUT YOUR ENCLAVE?

*a host of animal companions, riches beyond imagination, beyond evil or mortality, a witchcraft and potion-making lab, I draw energy from the patrons, an invisible mirror world*

### C HOW CAN YOU ACCESS YOUR ENCLAVE QUICKLY, DISCREETLY, ETC.?

*pass through any tree or greenery, secure vault door, climb on a passing cloud, runs on chicken legs, private back door, become a poltergeist*

### D WHAT PROTECTS YOUR ENCLAVE?

*the Wolf of Gubbio, forty bandits, Guardian Lions, panicked chicken kick, laced with ancient deathtraps, throw furniture and household items*

### E WHAT ARE THE MAGICAL OR SUPERNATURAL PROPERTIES OF YOUR ENCLAVE?

*cleanse body and soul, password protected, the Mandate of Heaven, need my permission to leave, trade blood for dark powers, play with one’s perception*

## F WHAT ACTIVITY DOES YOUR ENCLAVE BEST SUPPORT?

*sustain the poor and the weary, ambush a greedy enemy, rest and recover, harrow a prisoner, altar for human sacrifice, a colonial dressing room*

## G WHO RESIDES IN YOUR ENCLAVE?

*the Holy Spirit, my trusty advisor Morgiana, audience with the Jade Emperor, my servant Vasilisa, DJ High Priest, ghosts of a Victorian family*

## H WHAT CAN YOU LEARN IN YOUR ENCLAVE?

*all that birds can see and hear, how to talk to bandits, Xianxia immortal soul cultivation, whispers of heroes on a quest, trade information for salvation, whispers of the dead*

## I WHAT ATMOSPHERE OR EMOTION PREVADES YOUR ENCLAVE?

*peace and serenity, appeal to greed, supreme authority, hard work pays off, demonic ecstasy, fear and terror*

## J WHAT ITEM, SKILL, OR QUALITY DO YOU KEEP WHEN YOU LEAVE THE ENCLAVE?

*speak to animals, sack of gems and gold, peaches of immortality, a magical wood stove, skull-decorated spear, a memento*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT IS YOUR ENCLAVE'S BIGGEST FLAW?

*cannot protect the faithless, eavesdropping, removed from earthly affairs, cramped space, hungry for more victims, buried emotions*

### B WHAT HAPPENS WHEN YOU'VE SPENT TOO LONG IN YOUR ENCLAVE?

*aversion to modern life, starving, feeling of superiority, turn into a disheveled hag, sensitivity to daylight, involuntary incorporeality*

### C WHO IS TRYING TO ACCESS YOUR ENCLAVE, DESTROY IT, OR ESCAPE FROM IT?

*the Devil, my brother Cassim, Rift of the Monkey King, child and teenage heroes, nightlife competition, real-estate agents*

## D WHAT COULD HINDER YOU FROM ACCESSING OR USING YOUR ENCLAVE?

*pollution, nickel-and-diming, unworthy of the Heavenly palace, rebellious and skittish chicken legs, police inspection, exorcism*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your Enclave's powers, to its legend, or to its mundane form. For example:

- (St. Francis' Forest) "How can mankind live in communion with nature?"
- (Ali Baba's Cave) "Who wants to steal my gold?"
- (The Jade Palace) "How can I achieve immortality?"

You can try exploring the following options:

- A secret your Enclave holds or can help you uncover
- Differences between your Enclave and the City that make you wonder
- Doubts about using the power of the Enclave

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Enclave's Mythos has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (St. Francis' Forest) Forest of Communion
- (Ali Baba's Cave) Open Sesame
- (The Jade Palace) The Keys to Heaven

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them has visited your Enclave. If you brought them with you, take a Help point on them. If they got in without you or if they caused trouble, take a Hurt point on them instead.
- One of them complains that you spend too much time in your Enclave or has expressed concerns about how it affects you. Take a Hurt point on them.
- When your Enclave was in danger of being discovered or damaged, one of them stepped up to cover for you or had your back. Take a Help point on them.

## ENCLAVE THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### Legendary Headquarters

Your Enclave also serves as your base of operations. Choose a theme improvement from the Base of Operations extra themebook.

### Bastion of Mythos

When you **Face Danger** for your Enclave, it's *Dynamite!* and you may roll+Mythos instead of roll+Power.

### Private Lab

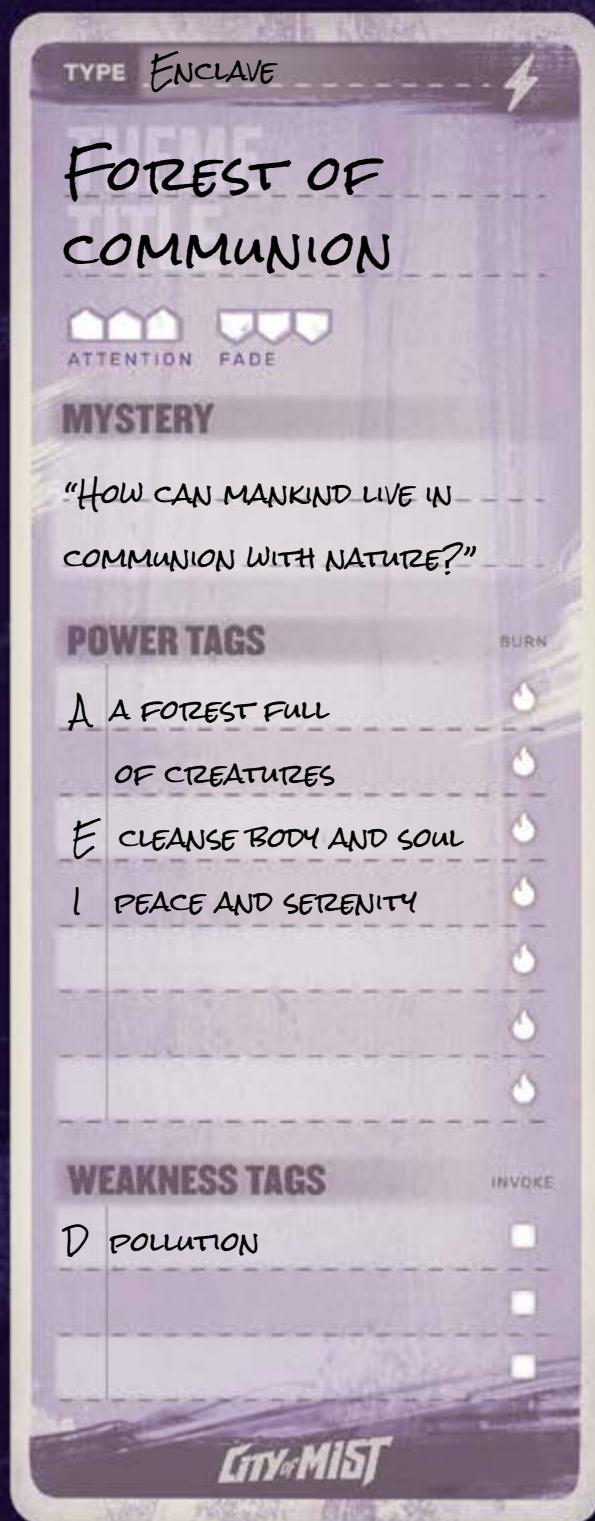
When you make the **Montage (Downtime)** move while inside your Enclave, if you *work the case* or *prepare for your next activity* you may either gain 1 additional point of benefit (Clue or Juice respectively) or mark Attention on this theme, at your option.

### Take Me Home

Once per session, you can have your character instantly show up or already be at your Enclave, no matter where she was in the City.

### Maw of Conjurations

When you bring someone or something from your Enclave to the City, you may burn its tag for a hit and get an automatic result of 9 (instead of 7) with a Power of 3, for a total unmodified score of 12. Statuses apply to both your automatic result and your Power, as usual. If you do so to **Change the Game** and create tags for your Conjuration, you also gain 1 extra Juice.





## MYTHOS THEMEBOOK

# FAMILIAR

A GHOST DOG THAT CAN WALK THROUGH WALLS · A MAGICAL RIDING BEAST · A HOUSE CAT WHO IS ALSO A GUARDIAN LIONESS SPIRIT · A SONGBIRD WHOSE SONG REVITALIZES ALL WHO HEAR · A REAL-LIFE DRAGON · A SWARM OF BATS THAT TURN INTO DRACULA

Mythology and folk tales teem with fantastical creatures and magical, sometimes anthropomorphic (human-like) animals. From the Puss in Boots through unicorns to the Chinese “phoenix” Fenghuang, these enchanted critters are the companions of heroes and evil sorcerers alike. In the City, these Mythoi most often manifest through extraordinary modern-day animals, usually ones that are special, well-loved, wise, weird, or just lucky. Whether a pet, a part of the urban fauna, or a wild beast on the loose, these mundane animals serve as Rifts for animal Mythoi, although it is possible for Familiars to harbor Mythoi of monsters, people, or even objects. Like human Rifts, Familiars

wear their modern-day form most of the time, but Rifts may recognize them for what they truly are, especially when they embody their Mythos and its powers.

If this is your only Mythos theme, it’s possible that your Familiar, not you, is the Rift and the source of power. Perhaps your Familiar chose you as a companion for some reason, and its presence allows you to become Touched by the world behind the Mist. If not, your Familiar could be a part of your greater Mythos or it could have its own Mythos, one that aligned itself with yours. In any case, a Familiar chooses its companion and follows her wishes, for the most part, although the relationship can be a complicated one. In

most cases, Familiars should be treated as Secondary Characters, allowing you to control their actions – even if your character doesn't.

## CONCEPT

Think about your Mythos. In the legend, was your Familiar's Mythos a magical or anthropomorphic animal? Alternatively, did your human Mythos have an animal companion or steed? What was their attitude toward their human companion? What were the animal Mythos' abilities and powers?

Based on the legend, think about the answer to the question below:

### ? WHAT KIND OF CREATURE IS IN YOUR MYTHOS?

- It's a companion or beast who helps me \_\_\_\_\_.
- It's an anthropomorphic animal symbolizing \_\_\_\_\_.
- It's a beast or a monster who devours \_\_\_\_\_.
- It's a legendary creature with the power to \_\_\_\_\_.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** the Indian god-bird Garuda, the Snake of Eden, Tortoise from *The Tortoise and the Hare*, Egyptian lioness goddess Sekhmet, Celtic Salmon of Wisdom, the Greek Chimera.

### A WHAT IS YOUR FAMILIAR'S MAIN TRAIT, ABILITY, OR POWER?

*swift flight, cunning manipulator, slow and steady wins the race, the ultimate protector, bestow wisdom, vicious monster*

### B WHAT OTHER NATURAL WEAPON OR DEFENSE DOES YOUR FAMILIAR POSSESS?

*a strong beak, venomous bite, tortoise armor, sharp claws, slippery scales, a scorpion's tail*

### C WHAT MAKES YOUR FAMILIAR FOLLOW YOU?

*bringer of light, enact revenge upon mankind, wants to prove his worth, Sekhmet's blessing, guide me out of trouble, a juicy steak*

### D HOW DOES YOUR FAMILIAR MOVE?

*great golden wings, slither out of nowhere, faster when you don't look, feline grace, upstream swimmer, solo stampede*

### E WHAT OTHER MAGICAL ABILITIES OR PROPERTIES DOES YOUR FAMILIAR HAVE?

*snake-slayer, tempt mortals, evoke complacency, heal wounds, reborn after being eaten, multiple heads*

### F WHICH ACUTE OR SUPERNATURAL SENSES DOES YOUR FAMILIAR POSSESS?

*telescopic vision, feel one's hidden desires, knows the way, uncanny senses, read a person's destiny, find a foe's weakness*

### G WHO OR WHAT CAN YOUR FAMILIAR SUMMON TO ITS HELP?

*a murder of crows, the apple of the Tree of Knowledge, the Hare - fastest animal of all!, call forth the desert wind, summon the Fianna rangers, cause a volcanic eruption*

### H WHAT ENVIRONMENT OR CONDITIONS DOES YOUR FAMILIAR LIKE BEST?

*open sky, dens of inequity, garden vegetables power-up, perch atop a vantage point, works better with thumb in mouth, ruins and desolation*

### I HOW DO YOU AND YOUR FAMILIAR WORK TOGETHER?

*fly-by attack!, seduction tactics, create a distraction, she saves me from harm, slam them with the fishbowl, command the beast*

### J WHAT DOES YOUR FAMILIAR SYMBOLIZE IN ITS MYTHOS?

*victory over the darkness, corruption of mankind, perseverance, the divine warrior, all the world's knowledge, bringer of disaster*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A IN WHAT WAY DOES YOUR FAMILIAR GET IN YOUR WAY?

*feathers everywhere, independent evil agenda, taunts overpowered foes, always gets in between my feet, know-it-all comments, scares people away*

### B WHAT PREVENTS YOUR FAMILIAR FROM BEING HELPFUL, OR DISTRACTS IT?

*shiny things, exposed ankles, once he locks on a target..., catnip is a problem, lousy short-term memory, potential prey*

### C WHAT NATURAL OR SUPERNATURAL VULNERABILITY DOES YOUR FAMILIAR HAVE?

*too cramped to fly here, grabbed by the tail, flipped on its back, challengers from within the pride, a fish out of water, exposed necks*

### D WHAT NEGATIVE HABIT OR BEHAVIOR DID YOU PICK UP FROM YOUR FAMILIAR?

*aversion to reptiles, never take the direct approach, once I lock on a target..., haughty and aloof, destined to be caught, a taste for destruction*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your Familiar's powers, to its legend, or to its mundane form. For example:

- (Garuda) “What are the evil Naga up to this time?”
- (Snake of Eden) “When is it right to break the rules?”
- (Tortoise) “Who rigged this race?”

You can try exploring the following options:

- Something your Familiar wants you to help it discover
- Questions you have because of your Familiar
- Curiosity about the origin and nature of your Familiar

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Familiar's Mythos has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Garuda) Vishnu’s Flying Mount
- (Snake of Eden) Crawling Sin
- (Tortoise) Fastest Turtle Ever

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them dislikes your Familiar or made a nasty comment about it. Take a Hurt point on them.
- Your Familiar likes to play or hang out with one of them and maybe had a brief adventure with them. What happened there? Take a Help point on them.
- One of them has expressed concern about your relationship with your Familiar. Ask them what they think about it: Are you mistreating your Familiar? Or does your Familiar have a bad influence on you? Take a Help or Hurt point on them based on their answer.

## FAMILIAR THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

**Natural Affinity**

Choose a Core Move that best represents your Familiar's style and abilities. Whenever you use it with tags from this theme, it's *Dynamite!*

**Friends Are There**

When you **Change the Game** to remove negative effects from your Familiar, you get one extra point of Juice.

**Back-to-Back**

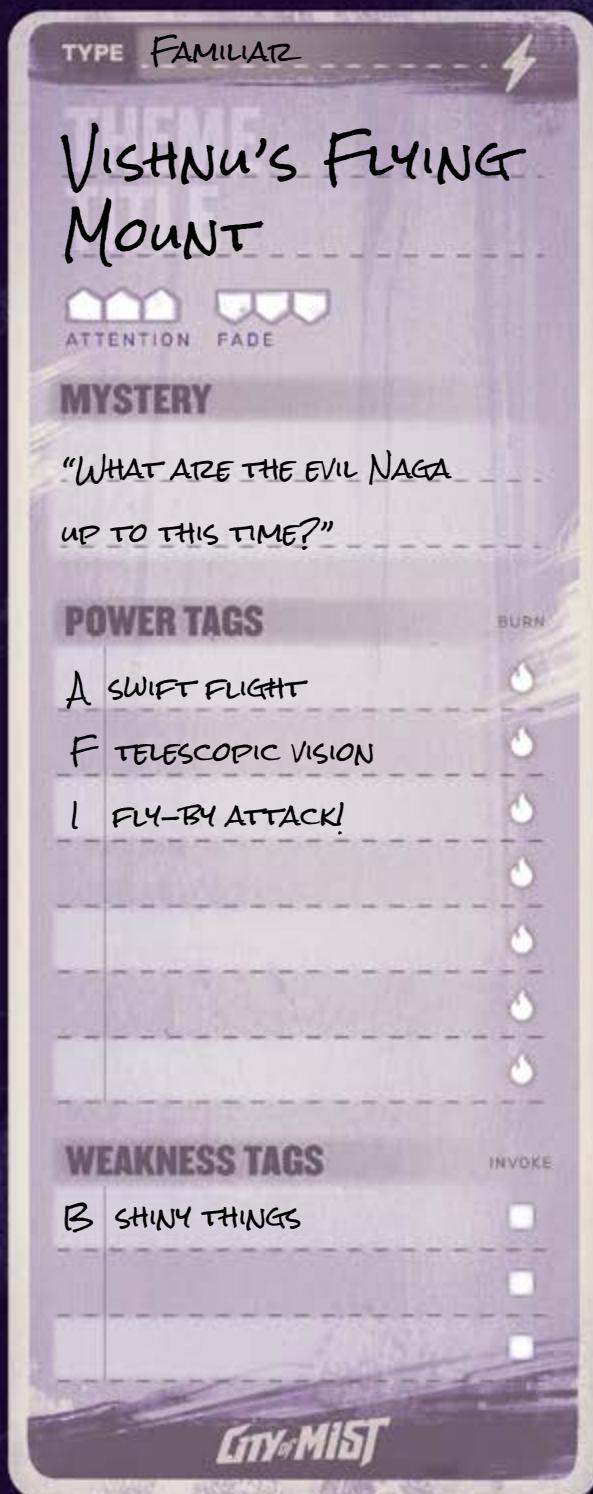
Once per session, when you make a move with your Familiar at your side, you can trade a miss result for a 7-9.

**True Form**

When you choose this improvement, choose two temporary story tags that reflect your Familiar's true form. Once per session, your Familiar can transform into its true form and gain its true form tags. If you ever spend an improvement to adopt a true form tag as a permanent power tag in this theme, you can choose a new true form tag in its stead.

**The Mythos Within**

Choose a Mythos themebook that best represents the powers of your Familiar. Choose a theme improvement from that themebook.





LOGOS THEMEBOOK

# STRUGGLE

A LIFE CIRCUMSTANCE YOUR CHARACTER IS EXPERIENCING AS A HARDSHIP AND IS COPING WITH:

- LONELINESS • PERSECUTION OR DISCRIMINATION • MENTAL ILLNESS • MEDICAL CONDITION • FINANCIAL DEBT
- DISABILITY OR PHYSICAL LIMITATION • INSECURITY • PENT UP EMOTIONS • DEPENDENT • LACK OF MEANING • ADDICTION • ABUSE • GUILT

The examples above are life situations which a person may or may not be struggling with, depending on their personal experience. You decide whether your character frames her situation as a 'struggle', regardless of the situation itself.

Sometimes the most important thing in one's life is the adversity one is dealing with every day. Hardship – whether physical, mental, emotional, social, financial, or spiritual – can paint everything you do and experience, pervading and sometimes defining your life.

You wake up every morning to the same struggles and the same dilemmas. A burden forever walks with you, always threatening to overwhelm you and drag you down to the pits of despair.

Through this struggle, you were forced to grow. Perhaps in order to cope with being a single parent, you had to learn to multitask, to plan ahead, or to stand up for yourself when no one else would. Maybe living with a debilitating injury forged your indomitable spirit and grew your compassion more than the glowing football

career you lost ever could. Maybe by fighting against oppression, you found a community that gave you more hope and love than you ever believed possible and the courage to outdo yourself.

None of this justifies your struggle or makes it any easier; it's just the way it is – people make the most out of the worst situations, and you had to find a way to survive. Sometimes you break, wishing this struggle would just end. The rest of the time you just learn to live through it.

The Struggle themebook power tag questions focus on those few and precious things the character has gained by learning to live and coping with her situation. Some of your chosen power tags can be empowering, describing how your character grew despite and perhaps because of adversity; others can be sad or bitter, describing useful qualities you had to develop in order to cope, but would probably rather not had to have learned at all.

The cause for your struggle can be represented through the character's weakness tags or, with prior coordination where sensitive subjects are involved, the MC's hard moves, or even as a Danger.

## CONTENT WARNING

The Struggle themebook is designed to help you create the classic noir character that is carrying something painful within her or that is going through trials and tribulations in her personal life. It attempts to highlight the good, empowering, or useful aspects that came out of the bad, but by no means does it aspire to justify or glorify suffering, wrongdoing, or hardships.

Please be aware that when you create a character with this theme, you might be bringing a difficult real-life topic into your group's game. Check with the MC and the other players if they are willing to explore this aspect in your group's series and what their boundaries are in relation to this topic. Actively verify that everyone at the table is comfortable with the subject of your Struggle theme. You never know what other players are dealing with in their private lives or what their history is; whether this subject could bring up unpleasant thoughts, feelings, or memories; or whether they just don't want to deal with such topics in their pastime activity. Respect your fellow group members: if you want to explore topics that they don't, find another group to do so with.

The Struggle themebook may overlap with the Defining Event or Routine themebooks; however, unlike these themebooks, it focuses on the ongoing hardship that the character experiences in her daily life. It can also be used to create Mythos-related adversity such as a fairytale wasting illness that no one can cure or a parasitic pixie that makes your life miserable. In such a case, the theme created is a Mythos theme.

## CONCEPT

Think about your character's modern-day life. What form of adversity or suffering is at the center of her daily struggles? Is she coping with something physical, mental, emotional, social, financial, or spiritual? How does she cope with it?

Based on this, think about the answer to the question below:

### A WHAT DO YOU STRUGGLE WITH?

- I am coping with \_\_\_\_\_.
- Every day, I face the hardship/limitation of \_\_\_\_\_.
- I can't seem to successfully \_\_\_\_\_.

Next, flesh out your idea with some details: How and when did your struggle begin? How does it affect your everyday life? Who helps you cope with it? What makes it worse?

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** lonely detective, member of a persecuted minority, depression, debt to a mobster, only months to live, caring for a baby hydra

### A DESPITE THE HARSHIP, WHAT WAS THE BEST THING THAT CAME OUT OF THIS?

*astute people-watching, solidarity among the oppressed, someone will always reach out, savvy & streetwise, not afraid of death, my little hydra friend*

### B BECAUSE OF YOUR STRUGGLE, WHAT NEW STRENGTH DID YOU FIND IN YOURSELF?

*strike up a conversation, unyielding hope, resist negative thoughts, I won't let them take my pride, high pain threshold, protective like a mama hydra*

**C** HOW DO YOU MANAGE EVERYDAY LIFE WITH YOUR STRUGGLE?

*imaginary interviews with dead victims, slip by unnoticed, monitor energy levels, hard-working, always on painkillers, juggling*

**D** HOW OR WHERE DO YOU FIND RELIEF FROM YOUR STRUGGLE?

*Rusty's Bar, music obsession, daily workouts, ice cream stress relief, reading myths and legends, put the little monster to sleep*

**E** WHO IS IN YOUR SUPPORT NETWORK?

*the police psychologist, fellow freedom fighters, I can always count on my family, my big jazz band, gain the empathy of perfect strangers, monster rearing moms' club*

**F** WHAT SKILL, ABILITY, OR HABIT DO YOU NEED TO DEAL WITH YOUR STRUGGLE?

*expect people to disappoint, easily underestimated, basic pharmacology, hold my own against bullies, breathing meditation, tell white lies*

**G** WHAT USEFUL ITEM DO YOU ALWAYS CARRY BECAUSE OF YOUR STRUGGLE?

*camera, Shepherd Hoyt & Deva law firm calling card, a violin, pepper spray, titanium alloy walking cane, tupperware with raw meat*

**H** WHAT ARE YOU SORELTY AWARE OF BECAUSE OF YOUR STRUGGLE?

*map out someone's social connections, insight into politics, indicators of mental conditions, who runs the streets, identify what matters most to someone, traces of monstrous creatures*

**I** WHEN YOU'RE IN PAIN, HOW DO YOU LASH OUT?

*biting remarks, physical confrontation, throw a tantrum, holdout gun in my garter, pretend to have a heart attack, let the hydra loose*

**J** WHAT GIVES YOU HOPE THAT YOUR STRUGGLE WILL END?

*encouraged when someone likes me, recognize a true ally, a day without sadness, incriminating evidence, cutting-edge treatment, my baby is growing*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game.

Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

**A** HOW DOES YOUR STRUGGLE AFFECT YOUR EVERYDAY LIFE?

*can't make friends, treated with injustice, overwhelmed by despair, gnawing financial concerns, anxiety attacks, it's always hungry*

**B** HOW DOES YOUR STRUGGLE MAKE YOU FEEL?

*unlovable, exploding with rage, incapable of functioning, a complete failure, a person without a future, parental exhaustion*

**C** WHAT DOES A BAD DAY LOOK LIKE?

*sudden fear of dying alone, the system turns against you, suicidal thoughts, debt collectors, agonizing chronic pain, my baby ate the babysitter*

**D** WHAT MAKES YOUR STRUGGLE WORSE?

*surrounded by the socially apt, half-hearted allies, everything is fine and I still feel bad, trouble at workplace, happiness won't last, tantalizing flesh*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive, or belief related to your Struggle. For example:

- (Lonely detective) "No one likes me, and I can't blame them."
- (Member of a persecuted minority) "Let's hope they don't see me."
- (Foster mom to a baby hydra) "My baby must be nourished, safe, and hidden."

You can try exploring the following options:

- A belief that is at the root of your struggle
- A conviction to be free of your struggle
- A resignation to continue to bear the struggle

Write your Identity on your theme card.

Acting in conflict with this statement means you are finding the struggle less meaningful or breaking free of it. Let everyone at the table know what could constitute acting against this Identity.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Lonely detective) Playing Solitaire
- (Member of a persecuted minority) The Invisible Shackles
- (Foster mom to a baby hydra) Nine Mouths to Feed

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them doubts, ignores, or belittles your struggle, or unrealistically expects you to “get over it”. Take a Hurt point on them.
- One of them has supported you through your hardship at least once, offering what you needed the most at that time. What was it? Take a Help point on them.
- One of them is trying to help you move on with your life. If you appreciate it, take a Help point on them. If you begrudge them for it, even though they mean well, take a Hurt point on them.

## STRUGGLE THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### Evolution Through Hardship

Whenever you gain an improvement with this theme, you may use it to mark Build-Up once. If you do, you also mark Crack on this theme. You cannot take this improvement through an improvement given by another themebook.

### Driven by Compassion

Once per session, when you spend a Help point to help a crewmate, you gain 2 Juice from it, instead of 1.

### Going Through the Motions

Choose a Core Move that best represents how you cope with your struggle. Whenever you make this Core Move with tags from this theme, it's *Dynamite!*

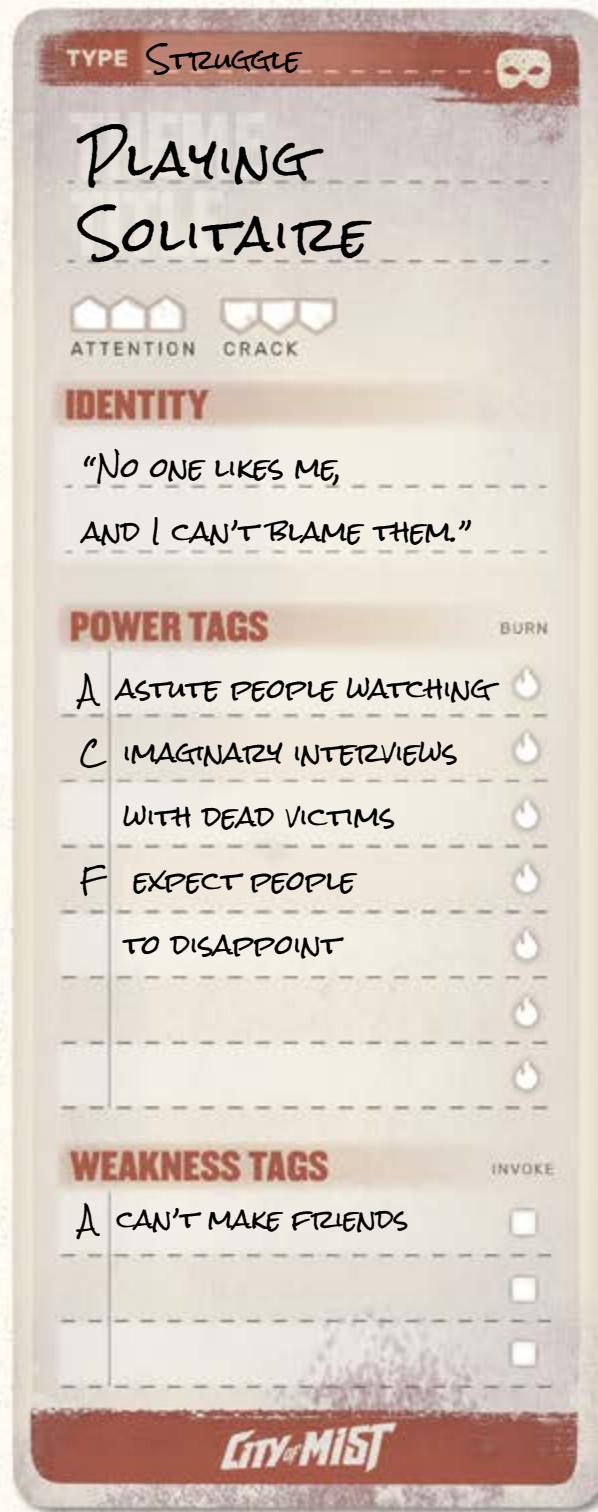
### Touchy Subject

Whenever someone else mentions your struggle in a way that irks or offends you, you can choose to go into an emotional state and take an appropriate tier-2 status of your choice until the end of the scene or until you calm down, whichever comes sooner. When it's

over, the MC will give you an ongoing tier-1 status to reflect the aftermath of your behavior.

### You Can't Break Me

Once per scene, when you Face a Danger that would break your spirit, you can trade a miss result for a 7-9.





## LOGOS THEMEBOOK

# TURF

A STREET, NEIGHBORHOOD, OR DISTRICT YOU CONTROL • A JURISDICTION • A TRADE INDUSTRY YOU MANAGE •  
A SOCIAL MOVEMENT OR CLASS YOU LEAD • AN ONLINE FORUM YOU MANAGE • AN UNINHABITED CITY AREA  
YOU CULTIVATE

Living in the City, surrounded by millions of souls pursuing their own agendas, you need to carve out a place for yourself and for the people and things you love, a place that is yours. Modern-day queens and kings, stewards and wardens, preside over their territory whether it's a neighborhood, an industry, or a virtual space. Along with the power and benefits of being a so-called monarch in your turf come the duties and responsibilities of keeping it safe and operational. Folks look up to you to call the shots and contenders lie in wait for their opportunity to seize the power.

A turf theme represents a domain that you control and the benefits that come with that control. Your domain may be physical, social, technological, professional, etc. Whatever it is, when you're operating within your turf, you're in your element. Your turf answers to your call, supports you, and works for you. In return, it expects you to do the same.

Your turf and characters or objects in it can take statuses just like anything else in the game. Such statuses may not affect you directly, but they affect your ability to make moves using your Turf.

## CONCEPT

Think about your character's modern-day life. Is she a leader, a ruler, or an official who presides over her own domain? Does she work a specific neighborhood? Is there an area or field in the City that is under her control or guidance?

Based on this, think about the answer to the question below:

### ? WHAT IS YOUR DOMAIN?

- I am the head-honcho in \_\_\_\_\_.
- I call the shots from \_\_\_\_\_ to \_\_\_\_\_.
- I'm responsible for peace/safety/prosperity/business in \_\_\_\_\_.

Next, flesh out your idea with some details: When and how did you gain control over your turf? What is included in its area? Who are the regulars in your turf?

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** Cross End mobster, Head of Helix Labs R&D Facility, dock workers union leader, top fashionista, super hacker, and sewers hobo.

### A WHAT AREA OR DOMAIN DO YOU CONTROL?

Cross End, Helix Labs research facility, the docks, the fashion industry, cyberspace, the sewers

### B WHAT DOES IT TAKE TO RULE YOUR TURF?

true grit, corporate shark mentality, support of the union, hypnotic glamour, prodigal programming skills, bump of direction

### C WHAT DO YOU KNOW BEST ABOUT YOUR TURF?

familiar faces, Research & Development, port waterways, who's who, server backdoors, knows every pipe

### D WHO IN YOUR TURF FOLLOWS YOUR ORDERS?

ratpack gang, the lab coats, union laborers, model wannabes, an army of bots, the rats

### E WHAT ROUTINE ACTIVITY TAKES PLACE IN YOUR TURF?

gang warfare, illegal experimentation, trafficking, public relations, social media, smugglers' paradise

### F WHAT RESOURCE IS ABUNDANT IN YOUR TURF?

people with nothing to lose, high-tech gizmos, stolen goods, wardrobe and make-up, classified information, human waste

### G WHERE IS YOUR SEAT OF POWER LOCATED?

Ridley street, "In my office - now!", Union Hall, Visage magazine, my sick rig, pump room 43

### H HOW DO YOU HURT THOSE WHO ENCROACH ON YOUR TERRITORY?

drive-by shooting, connections with the CEO, arsonist, implicate someone in a scandal, Deathstroke virus, flood trap

### I WHAT ADVANTAGE DO YOU HAVE OVER YOUR COMPETITION IN YOUR TURF?

sympathetic population, I'm smarter, high alcohol tolerance, media coverage, government-grade software, used to the dark

### J HOW DO YOU MONITOR THE GOING-ONS IN YOUR TURF?

informants everywhere, access to building surveillance, Diamond the streetwalker, gossip queen, keylogger, sensitive to rat behavior

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT KIND OF TROUBLE TYPICALLY HAUNTS YOUR TURF?

police raids, experiment gone horribly wrong, low wages, everyone's a drama queen, slow internet connection, wafts of unbearable odor

### B WHAT NEGATIVE BEHAVIOR OR QUALITY DID YOU DEVELOP IN YOUR ROLE AS LEADER?

drug addiction, must check check double check, endless haggling, jealous, can't maintain eye contact, food poisoning

### C WHO OR WHAT UNDERMINES YOU?

rival gangs, “bloody scientists think they know everything”, opposition from within, bad hair day, badly written code, City Waterworks officials

### D WHO, WHAT, OR WHERE IS OUTSIDE OF YOUR TURF?

out of the hood, classified Helix Labs information, don't mess with the government, people with no reputations to tarnish, the physical world, the Upside

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive, or belief related to your Turf. For example:

- (Cross End mobster) “In Cross End, my word is the last word.”
- (Head of Helix Labs R&D facility) “We’re here to do science, groundbreaking science.”
- (Top fashionista) “Darling, if you’re not on the cover of Visage, you don’t exist.”

You can try exploring the following options:

- Convictions about your position as leader
- Your vision for your turf and its future
- Attitude or stance typical in your turf

Write your Identity on your theme card.

Acting in conflict with this statement means you are losing interest in ruling your turf or your rule is compromised. Let everyone at the table know what could constitute acting against this Identity.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Cross End mobster) Cross End is Mine!
- (Head of Helix Labs R&D facility) R&D Lab 54D
- (Top fashionista) Trendsetter

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them has the potential to destabilize the status quo in your turf. Take a Hurt point on them.
- One of them has helped you deal with a threat to your throne, external or internal. Take a Help point on them.
- You once caught one of them operating in your turf. Tell them what you said. If they complied, take a Help point on them. If they ignored you, take a Hurt point on them.

## TURF THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

#### Feel the Pulse

At the beginning of every session, you gain three Clues representing your monitoring of your turf. You can spend these Clues at any time to ask about what goes down in your turf right now, who is there, and what they are doing.

#### The Turf Provides

At the beginning of every session and whenever you choose to give attention to your turf on the **Montage (Downtime)** move, you get one temporary story tag of your choice representing a benefit derived from your turf. You cannot keep more than one such tag at a time.

#### King of My Castle

Choose a Core Move that best represents your style of rulership over your turf. Whenever you make this Core Move in your turf, it’s *Dynamite!*

#### (No) Loyalty Knows No Limits

When in your turf, you can choose to have an ally NPC or object from your turf take a status meant for you, if it’s reasonably possible. When you do, mark Crack on this theme.

#### You’re in My Turf Now

When someone is in your turf, it constitutes as having a clear shot, so you can always **Hit With All You’ve Got** (you still need to **Go Toe to Toe** if you wish to achieve a goal against them).

TYPE TURF



## CROSS END IS MINE!



### IDENTITY

"IN CROSS END, MY WORD IS  
THE LAST WORD."

### POWER TAGS

BURN

- A CROSS END
- D RATPACK GANG
- J INFORMANTS EVERYWHERE

INVOKE

### WEAKNESS TAGS

- A POLICE RAIDS

*City of Mist*





# NEW CHARACTER CREATION TOOLS

# CONCEPT: THREE MYTHIC FEATURES

Coming up with a cool City of Mist character can be a challenge. Once you get the hang of legendary and ordinary, Mythos and Logos, putting together a basic concept is simple – but making it *spectacular* isn't always easy.

For example, when creating a character based on the Mythos of *Puss in Boots*, a street-level con man comes to mind, for a Logos. That can be a great character to play, but it can become even better by using the **Three Mythic Features method**, which helps you create a character concept that has the signature City of Mist twist.

First, **study the Mythos you are using as a foundation and select three features you like about it**. You need to be familiar with the Mythos at least at a basic level to do so; even reading the Wikipedia article about it or conjuring a few details from your memory about this tale should be enough. Also, it's not important to pick out the most prominent features of the legend; pick out the ones you like most. Sometimes a secondary or obscure detail can be the basis for a great character.

When you choose your features, try to pick:

- at least one that describes miraculous powers or special abilities ascribed to the character (or item or place) you chose
- at least one that captures the character's attitude and motives or the symbolism of the story

Once you have your three mythic features, use them to create your concept as follows:

- Use one mythic feature as a basis for your **Mythos** powers.
- Transform one mythic feature into a mundane, modern-day walk of life that has similar features, activities, or goals. This will become your character's **Logos**.
- Use the third as an embellishment or a **style** feature.

Don't be tempted to go for the obvious connections. Here are a few tips that could help you create a fresh take on your legend:

- **Cross Mythos and Logos:** Instead of matching the legends' miraculous abilities with her Mythos powers, and her legendary trade with a modern walk of life, try to cross her Mythos and Logos: pick a walk of life that is based on the legend's miraculous powers and Mythos powers that are based on a mundane detail in the legend.

• **Give it a twist:** With some of your features, avoid a literal interpretation of the feature, such as the Tin Man from the Wizard of Oz having a body made of tin. Try a **figurative interpretation** of the legend, such as a Tin Man who is emotionally impervious or literally devoid of a heart. Or try a **loose interpretation**, such as a Tin Man who magnetically manipulates metals to construct a tin armor around him. Don't overdo it: one big twist or a couple of minor twists are enough, because you still want to have a solid, recognizable connection to the Mythos.

• **Work the Mythos into the character's life, not just her powers:** Mythos is more than just a source of superpowers. It's a legend that infuses your character's life, sometimes becoming a condition the Rift has to live with. Think of characters like Post-Mortem, Lily Chow, Job, or Ben Newman (given as an example on the next page): their entire life story is built around their Mythos, while their powers are just a side-effect. Try to expand your concept beyond what legendary abilities your character will get from her legend, to how this legend is affecting her life as a whole: the good, the bad, and the ugly.

## EXAMPLE: PUSS IN BOOTS

Let's break down the story of the Puss in Boots:

### Puss in Boots

- Talks his way out of anything, cunning, persuasive, inventive
- Promotes his penniless master to nobility (for his own benefit?)
- He's a talking cat, in boots. Gotta have the boots

With Puss in Boots, the first feature naturally translates into a con man Logos, which would be the obvious path to take. Instead, better to use the second feature for the character's Logos. Instead of a con artist, we'll have a social climber or PR specialist who gets ahead by picking out a good-looking posterboy (a potential Defining Relationship theme) and propelling him to greatness while collecting the bounty behind the scenes. Developing this concept, it sounds like the Puss in Boots Rift is in politics but isn't in a position to take the lead (perhaps due to a corrupt past, a Defining Event theme). We're looking at a **campaign manager**, and as an added twist on the gender of the original cat, we'll make her a woman.

Another obvious choice would be to use the first feature for Mythos powers, giving the Rift legendary cunning. While that would be useful and completely acceptable, let's try to develop the powerset from the third feature, which is really two separate things: "Cat" and "Boots". So this Rift has catlike abilities: supernatural agility,

sharp instincts, and deadly-sharp claws (possibly a Mobility theme). While a pretty common powerset, it's not what you'd expect from a Puss in Boots Rift, which is exactly the point. Meanwhile, the boots can be the true source of social power, represented as a Relic that allows the Rift to command attention and make convincing suggestions (this is also true in the legend, where Puss always appears to the king in his beautiful boots).

The first feature ends up as an indicator of our Rift's style: her cunning, persuasiveness, and inventiveness are actually her mundane qualities (Personality theme), maybe even the qualities that got her chosen for the Rift of this Mythos. All in all, here is our new character concept.

**Alexa Price is the Rift of Puss in Boots.**

She is a top-of-the-line political campaign manager working for an up-and-coming mayoral candidate in the City, her own closet being too full of skeletons to run for mayor. Famous for her love of high boots, Alexa actually owns just one pair which can change appearance. These legendary boots allow her to command anyone's attention and easily gain audience with the City's high and mighty. She was also gifted with feline instincts that have gotten her into where she doesn't belong and out of trouble more than once in the past.

Suggested themes:

- Relic – I'd Kill for Those Boots
- Mobility – Purrrfect Instincts
- Personality – Natural-Born Social Climber
- Defining Event – Skeletons in the Closet -or- Defining Relationship: The City's Favorite Posterboy

## EXAMPLE: BABY NEW YEAR

Baby New Year is a symbol of the year: he is born on New Year's Day, ages throughout the year, and dies or retires on the next New Year's Eve. He has features resembling the events of that year and a close connection with the figure of Father Time (aka Chronos or the Grim Reaper), the personification of time. Baby New Year's three mythic features would therefore be:

Baby New Year

- A Baby
- Ages throughout the year, connected to the year
- Connected with time, or Father Time

First, we choose one mythic feature as the basis for Baby New Year's Mythos powers. Again, the obvious choice

here would be choosing the third feature and giving him time manipulation powers; instead, we'll focus on the Baby's strange biological clock and connection to the year. This person will age rapidly throughout the year, going from infancy to old age every year and then flashing back to infancy at midnight on New Year's Eve. To make him playable, we'll say he retains his memories and adult personality from year to year, but his body goes through an entire life cycle each year. A rough calculation shows he ages 7-8 years each month, meaning that he's a child until March and an elderly man after October. Perhaps, if he concentrates, he can age himself or make himself younger momentarily. By highlighting the feature that is truly unique about this Mythos, and creating a condition rather than just a powerset, we make the most out of this concept.

Another possible feature of his Mythos powers is his connection with the events of the year – perhaps he is drawn to major historical events and trends in the City or can sense them, giving him limited precognition (Divination theme). Maybe he personifies the “signs of the times”, all that is popular and important in this year (Adaptation theme).

For his logos, we'll take the time feature and twist it. This character still needs a heavy dose of noir or crime drama tropes to place him firmly in the City, so we need a profession or walk of life connected closely with time and crime: **a getaway driver** (Routine or Training theme).

Finally, being a baby will serve as a stylistic embellishment – regardless of how old his body is, our getaway driver is an entitled playboy (Personality theme), though for good measure we'll place him in his late twenties. Father Time as a father figure (Defining Relationship theme) could be nice but also a little trite, and finally a nice getaway car would be handy (Possessions theme). Here is the final draft:

**Ben Newman is the Rift of Baby New Year.**  
Ben is a dashing, highly sought after getaway driver, known for his uncanny, almost precognitive instincts and strange resourcefulness. However, Ben has a problem – he is miraculously reborn every New Year's Eve and ages rapidly through the year, making his age often inappropriate for his job. To stay in the driving business, he pretends to be his own brother, cousin, grandad, or son.

Suggested themes:

- Divination – I Am The Year
- Adaptation – Sign of the Times
- Training – Burning Rubber
- Possessions – Wheels of Fortune



# **RAPID CHARACTER CREATION**

While sometimes inspiration for a theme descends upon you effortlessly, at other times it can be useful and quicker to have a limited selection of options to choose from.

The following is a new way to speed up character creation, using Theme Kits (see page 10). Following these steps you will first choose your four themes, then pick all of your power and weakness tags.

## **STEP 1: CHOOSE A LEGENDARY ARCHETYPE**

Pick one, two, or three Mythos theme kits from the **Legendary Archetypes** table on the next page, depending on the awareness level you wish your character to have: a Touched PC gains the first one, a Borderliner also gains the second, and a Legendary gains all three.

## **STEP 2: CHOOSE A NOIR TROPE**

Pick your remaining themes, for a total of four, in the following order:

### **Choose an occupation**

- Attorney At Law (Training)
- Beat Officer (Routine)
- Bounty Hunter (Mission)
- Blue-Collar Worker (Routine)
- Cat Burglar (Training)
- Crime Lord (Routine)
- Detective (Routine)
- Doctor (Training)
- Getaway Driver (Training)
- Homemaker (Routine)
- Journalist (Routine)
- Mercenary (Routine)
- Politician (Routine)
- Retired Citizen (Routine)
- School Pupil (Routine)
- Socialite (Mission)
- Stage Performer (Training)
- Vagrant (Routine)
- Vigilante (Mission)

Borderliners and Touched choose a second Logos Theme, **a personal feature**

- 15 Minutes of Fame (Defining Event)
- Alcoholic (Struggle)
- Charmer (Personality)
- Debt (Struggle)
- Hard-Boiled (Personality)
- I Killed Someone (Defining Event)
- Loss of Loved One (Defining Event)
- Martial Artist (Training)
- Single Parent (Struggle)

Touched choose a third Logos Theme, **an accessory or companion NPC**

- Arsenal (Possessions)
- Filthy Rich (Possessions)
- Gang Turf (Turf)
- Home Neighborhood (Turf)
- Loved One (Defining Relationship)
- Professional Partner (Defining Relationship)

## **STEP 3: CHOOSE TAGS AND MOTIVATIONS**

In each of your theme kits:

- Gain the first power tag (listed in **bold typeface**).
- Choose two more power tags and one weakness tag.
- Gain the Mystery or Identity.

In one theme kit of your choice, you may now choose an additional power tag together with an additional weakness tag.

## **OPTIONAL STEP 4: CUSTOMIZE YOUR CHARACTER**

The legendary archetype and noir trope theme kits allow you to create a character in minutes, but they are naturally more generic than themes created with theme-books and tailored to your concept. Go over your power tags, weakness tags, Mysteries, and Identities and tweak them to better match your character concept.



# LEGENDARY ARCHETYPES

LEGENDARY ARCHETYPE	EXAMPLES	TOUCHED	BORDERLINER	LEGENDARY
<b>Assassin</b>	Cain, Hashishiyyin, Feng Meng	Stealth	Fighting Prowess	Swiftness
<b>Beast</b>	Big Bad Wolf, Minotaur, Shere Khan	Animal Shapeshifting	Rage	Heightened Senses
<b>Blacksmith God/dess</b>	Vulcan, Ogun, Tvastar	Tinkerer	Magic Sword	Rage
<b>Commoner Thief</b>	Goldilocks, Jack and the Beanstalk, Aladdin	Swiftness	Lucky	Stealth
<b>Creature of Darkness</b>	Naga, Vampire, Wendigo	Steal Life Force	Fighting Prowess	Hypnotism
<b>Demigod or Giant</b>	Hercules, Gilgamesh, Paul Bunyan	Invulnerability	Fighting Prowess	Magic Sword
<b>Elemental Creature</b>	Golem of Prague, Poseidon, Pele	Elemental Mastery	Magical Transportation	Sorcery
<b>Fertility God/dess</b>	Ishtar, Persephone, Dagda	Healing	Elixir of Life	Captivating Beauty
<b>Ghost</b>	Hamlet's father, Banshee, Bloody Mary	Incorporeality	Magical Transportation	Speak to the Dead
<b>Good Fairy/Spirit</b>	Angel, Fairy Godmother/father, a White Witch	Magical Protection	Healing	Sorcery
<b>Hunter / woodsperson</b>	Robin Hood, Artemis, Finn MacCool	Heightened Senses	Fighting Prowess	Stealth
<b>King/Queen</b>	Guinevere, Cleopatra, Jade Emperor	Dominating Presence	Chosen One	Castle
<b>Knight/Warrior</b>	Jeanne d'Arc, David, Miyamoto Musashi	Fighting Prowess	Magic Sword	Steed
<b>Knowledge God/dess</b>	Anansi, Wenchang Wang, Odin	Knowledge Affinity	Sorcery	Library
<b>Mischievous Fairy/Spirit</b>	Gremlin, Rumplestiltskin, Coyote	Trickery	Rage	Sorcery
<b>Musician</b>	Pied Piper of Hamelin, Orpheus, Han Xiangzi	Musical Instrument	Hypnotism	Captivating Beauty
<b>Nature Spirit/God</b>	Dryad, Aja, The Horned God	Animal Shapeshifting	Elemental Mastery	Healing
<b>Prince/Princess</b>	Rapunzel, Paris (Troy), Lady Godiva	Captivating Beauty	Dominating Presence	Musical Instrument
<b>Prophet or Seer</b>	Laozi, Utnapishtim, Cassandra	Knowledge Affinity	Dominating Presence	Elixir of Life
<b>Resourceful Folk Hero/ine</b>	Hansel & Gretel, Vasilisa, Puss in Boots	Cleverness	Lucky	Dominating Presence
<b>Sun God/dess</b>	Apollo, Ra, Amaterasu	Elemental Mastery	Invulnerability	Steed
<b>Swashbuckler</b>	The Three Musketeers, Zorro, The Count of Monte Cristo	Swiftness	Fighting Prowess	Captivating Beauty
<b>Trickster God/dess</b>	Anansi, Loki, Eris	Trickery	Materialize Hopes & Fears	Scrying
<b>Underworld God/dess</b>	Anubis, Pluto, Xolotl	Speak to the Dead	Raise the Dead	Invulnerability
<b>Wizard/Warlock/Witch</b>	Baba Yaga, Merlin, The Evil Queen	Sorcery	Scrying	Trickery

# MYTHOS THEME KITS: LEGENDARY ARCHETYPES

## ANIMAL SHAPESHIFTING

Adaptation



**MYSTERY:** Is my true nature animal or human?

**POWER TAGS:** wear animal shapes, grow natural weapons, true animal form (choose one), stronger in the moonlight, shapeshift just one body part, thick animal hide, feral instincts, summon animal companions, stampede, grant animal form

**WEAKNESS TAGS:** must protect nature, difficult to mimic a specific animal, a detectable magical aura, animalistic habits

## CAPTIVATING BEAUTY

Subversion



**MYSTERY:** Who would I be without my good looks?

**POWER TAGS:** Mesmerize others with my beauty, strike a pose, draw the interest of the high and mighty, they beg to serve me, fan the flames of attraction, read body language, a helpful animal companion, see through superficial beauty, start a war over me, magically fix their attention on me

**WEAKNESS TAGS:** the old and the wise, no real experience with love, possessive suitors, narcissist

## CASTLE

Enclave



**MYSTERY:** How can I become a ruler worthy of this castle?

**POWER TAGS:** a hidden stronghold, virtually impregnable, secret passage, the castle guards, built on a vortex of prosperity, a refuge for recovering knights, the castle servants, the old library, benevolent rulership, thirst for conquest

**WEAKNESS TAGS:** often coveted, forget modern way of life, enemy saboteurs, hard to access under siege

## CHOSEN ONE

Destiny



**MYSTERY:** What must I do to fulfill my destiny?

**POWER TAGS:** I am the chosen one, remember where I came from, courage, can't die before I fulfill my destiny, go with my gut feeling, recognize the words of the wise, proof of my identity (choose one), dub someone as my second, meet my destiny squarely, bend fate

**WEAKNESS TAGS:** susceptible to backstabbing, too sure of himself, can't live a normal life, questionable advisors

## CLEVERNESS

Subversion



**MYSTERY:** Who is smart enough to pose a challenge for me?

**POWER TAGS:** legendary smarts, keep them talking, strangely overlooked, sleight of hand, overconfident opponents, figure out an opponent's plan, rally others to your cause, not easily fooled, I just need a moment to think, hide in plain sight

**WEAKNESS TAGS:** I've tried this trick before, physically vulnerable, hated for my cunning, looks down on the simple-minded

## DOMINATING PRESENCE

Expression



**MYSTERY:** When I have their attention, where should I lead them?

**POWER TAGS:** attention-commanding speaker, command silence, words ring true and wise, the greater the audience the better, Sleepers are easily convinced, talk my way out of trouble, uncannily suggestive voice, completely overturn the situation, proud and regal, resist the words of the silver-tongued

**WEAKNESS TAGS:** humiliation, the rebel types, cause mass hysteria, always in the limelight

## ELEMENTAL MASTERY

Expression 

**MYSTERY:** How can I be more like [element]?

**POWER TAGS:** cast [element] at my foes, mold [element], destructive force, stronger where [element] abounds, controls objects and beings made of [element], use [element] to obscure vision, form a barrier of [element], conjure [element] warriors, primordial rage, immunity to [element]

**WEAKNESS TAGS:** [opposite element], specialized protection from [element], natural disaster, traces of [element] on my body

## ELIXIR OF LIFE

Relic 

**MYSTERY:** What purpose is there to life if you cannot die?

**POWER TAGS:** grant temporary immortality, fill with divine vitality, the source of all life, appealing to the eye, cure disease, assess a person's health, rejuvenate the old, secret science of the body's life force, radiate life force, revive the dead

**WEAKNESS TAGS:** everybody wants it, contaminated by dark magic, slow to produce, distant and aloof

## FIGHTING PROWESS

Expression 

**MYSTERY:** What could justify my violence?

**POWER TAGS:** a superior combatant, defensive stance, relentless, dangerous when armed, challenge the strongest, all-out attack, hit multiple opponents, disarming maneuver, fearsome, parry

**WEAKNESS TAGS:** not the time to fight, will not attack the helpless, mindless rampage, blood everywhere

## HEALING

Expression 

**MYSTERY:** Is everyone worthy of healing?

**POWER TAGS:** heal the wounded, reopen wounds, increase vitality, stronger when close to benign magic, heal those wounded in battle, neutralize poison, bear my own wounds silently, accelerate natural healing, endless compassion, magically deflect harm

**WEAKNESS TAGS:** patient won't hold still, may not heal the unworthy, too many to heal, exhausting

## HEIGHTENED SENSES

Divination 

**MYSTERY:** What realm exists beyond the normal senses?

**POWER TAGS:** supernaturally acute senses, telescopic vision, track my quarry, catch the scent, instincts over pretense, adrenaline rush, infrared vision, echolocation, uncanny accuracy, almost precognitive

**WEAKNESS TAGS:** sensory overload, wind and rain, too much time has passed, high traffic

## HYPNOTISM

Expression 

**MYSTERY:** Who's mind will be next?

**POWER TAGS:** hypnotize, free from hypnosis, impossible to physically block, look into my eyes, overwhelm the weak-minded, plant hidden trigger, read thoughts, turn them against their own, I'm in control here, resist mind-control

**WEAKNESS TAGS:** psychic noise, those I have controlled before, telepathic scream, brain damage

## INCOPOREALITY

Bastion 

**MYSTERY:** Is this body a gift or a cage?

**POWER TAGS:** turn incorporeal, turn someone else incorporeal, instant disembodiment, avoid blasts and projectiles, trick them into hitting someone else, no bodily needs, astral awareness, denizens of the afterlife, turn invisible, walk through walls

**WEAKNESS TAGS:** ghostly pale, items might not dematerialize, banishing magic, can't voice my distress

## INVULNERABILITY

Bastion



**MYSTERY:** Is there nothing I cannot withstand?

**POWER TAGS:** near-indestructible body, provide cover, can't tell by looking at me, stronger against mortal weapons, fists of steel, absorb kinetic force, superhuman strength, protector of mankind, unshakable stance, flex muscles

**WEAKNESS TAGS:** swagger of invincibility, can't receive medical help, susceptible to [choose something], sure I'll live forever

## KNOWLEDGE AFFINITY

Divination



**MYSTERY:** Where lies the deepest truth?

**POWER TAGS:** a wellspring of wisdom, access all written information, foretell the future, [item] of knowledge, infallible truth seeker, I already know your next move, see into someone's soul, psychometry, stupify, cosmic awareness

**WEAKNESS TAGS:** scatterbrained, ignorance is bliss, base urges can be unpredictable, distractions and interruptions

## LIBRARY

Enclave



**MYSTERY:** How can I grow my collection?

**POWER TAGS:** an ancient library, vast body of knowledge, enter through any book, inaccessible to all but me, records of all myths and legends, study space, the custodian, devise ways to defeat Rifts, knowledge is power, borrow a book

**WEAKNESS TAGS:** libraries tend to burn, lose track of time, knowledge thieves, no books – can't access

## LUCKY

Destiny



**MYSTERY:** Can my luck run out?

**POWER TAGS:** a serendipitous turn of events, carefree, infectious positivity, always land on my feet, a knack for gambling, my fairy godmother/father, a magic [item], share my luck with others, leap headlong into trouble, fools' fighting style

**WEAKNESS TAGS:** overstretch my luck, foolhardy, spark envy, seekers of fortune

## MAGICAL PROTECTION

Bastion



**MYSTERY:** Who is in need of protection?

**POWER TAGS:** ward off harmful magic, "stay close to me!", incorruptibly good, dispel sorcery, banish magical creatures and practitioners, shield from injury, blessing of success, guardian of the innocent, magically push back an assailant, magician's duel

**WEAKNESS TAGS:** recognizable magical runes, strong magical signature, vulnerable to mundane weapons, overly cautious

## MAGICAL TRANSPORTATION

Mobility



**MYSTERY:** How far can I travel?

**POWER TAGS:** transport myself through [substance], cover a great distance, turn myself into [substance], walk on [substance], instant spatial reorientation, avoid approaching impact, transport behind them, transport others, encase in [substance], interdimensional travel

**WEAKNESS TAGS:** magical wards, distorted rematerialization, little nearby [substance], leaves traces of [substance]

## MAGIC SWORD

Relic



**MYSTERY:** For what purpose was this sword forged?

**POWER TAGS:** a legendary blade, parry, the power to change the world, beautiful to behold, imbued with ancient magic, visions of my quest's goal, vanquish gods and monsters, exceptional swordsmanship, whirlwind attack, move on its own

**WEAKNESS TAGS:** cumbersome, insidious subterfuge, weapons from the same forge, battle weary

## MATERIALIZE HOPES & FEARS

Conjuration



**MYSTERY:** Why do we cling to the future?

**POWER TAGS:** make hopes and fears come true, fantasies of power and love, manifest phobias, conjurations that can hurt, mimic their real knowledge, threaten to snuff out the dream, exploit victims with impaired thinking, tempted to believe it's real, forge proof, banish with a snap of my fingers

**WEAKNESS TAGS:** true humility, unexpected hopes & fears, mentally disciplined victims, must stick to the script in their mind

## MUSICAL INSTRUMENT

Relic



**MYSTERY:** Where can I find inspiration for my most epic piece?

**POWER TAGS:** play marvelous music, charm my audience, expression of art, the finest craftsmanship, hidden weapon, epic songs of beasts and heroes, I love a big audience, a sleeping song, shattering note, plant ideas through my music

**WEAKNESS TAGS:** needs constant tuning, an inattentive audience, fragile, attention seeker

## RAGE

Expression



**MYSTERY:** Why so furious?

**POWER TAGS:** tear them to pieces, ignore my own wounds, berserker strength, attack whoever made me angry, minions fall before me, unblockable smite, combat reflexes, terrifying roar, unbridled ferocity, withstand physical punishment

**WEAKNESS TAGS:** holding back, contempt for weaklings, uncontrolled destruction, a wake of bodies

## RAISE THE DEAD

Conjuration



**MYSTERY:** If death is not the end, what is?

**POWER TAGS:** animate dead bodies, my zombie guards, raise ghosts and wraiths, blood-freezing touch, skills from their past lives, form a protective circle, come out after dark, conjure a bank of fog, conjure a bone dagger, dominion over the dead

**WEAKNESS TAGS:** hallowed grounds, must feed on the living, averse to sunlight, mindless servants

## SCRYING

Divination



**MYSTERY:** What is beyond my vision?

**POWER TAGS:** clairvoyance, see faraway events, events happening right now, [item] of scrying, hard to notice, predict harm to my person, see beyond sight, gather incriminating evidence, steal a small item through scrying, peer through the Mist

**WEAKNESS TAGS:** temporary blindness, obscured by bad weather, limited to the mortal realms, requires a reflective object

## SORCERY

Adaptation



**MYSTERY:** How can I grow my magical powers?

**POWER TAGS:** cast a magic spell, spells of [type of magic], magical bolt, aid of a magical instrument, vanishing spell, dispel magic, evoke wonderment, summon magical beings, spell sniping, a spell of enfeeblement

**WEAKNESS TAGS:** requires ingredients and incantations, difficulty with [type of magic], dwindled ambient magic, solves everything with magic

## SPEAK TO THE DEAD

Divination



**MYSTERY:** What unresolved death happened here?

**POWER TAGS:** converse with the deceased, see them as they died, they tell me how they feel, an item from their past, act as a medium, shock with truths known only to the dead, hear the footsteps of death, the dead watch my back, let others see what I see, find a reincarnated soul

**WEAKNESS TAGS:** always sad, disrupted by an abundance of life, dead too long, too loud – can't hear the whispers

## STEAL LIFE FORCE

Expression 

**MYSTERY:** What would this taste like?

**POWER TAGS:** drain life force, feed off life force, penetrate armor and hide, stronger at night, steal from the weak and vulnerable, drain physical strength, life force transfusion, powerful grapple, you are mine, resist life force drain

**WEAKNESS TAGS:** weaker in bright light, difficult to penetrate benevolent aegis, take more than I should, malignant aura

## STEALTH

Subversion 

**MYSTERY:** What can I find where I'm forbidden to go?

**POWER TAGS:** preternatural stealth, magically cause a distraction, become light as air, pounce from above, unsuspecting victims, eavesdrop, the shadows conspire to hide me, knows the ways of thieves, take advantage of cover, masterful disguise

**WEAKNESS TAGS:** nowhere to hide, caught red-handed, restricted movement, hates being in the center

## STEED

Familiar 

**MYSTERY:** Where lies our next great battle?

**POWER TAGS:** powerful riding beast, hooved kick, loyal steed, ride like the wind, remarkably intelligent, sniff out my enemies, I can hear its neigh anywhere, enough room to charge, telepathic bond, travel beyond the mundane world

**WEAKNESS TAGS:** too big for tight spaces, underfoot danger, easy target, we're both vainglorious

## SWIFTNESS

Mobility 

**MYSTERY:** Can they catch me?

**POWER TAGS:** as quick as lightning, record-breaking dash, wiggle out of bonds, leap over obstacles, acrobatics, evade pursuers, dodge, drag them behind me, entangle pursuers, pickpocketing

**WEAKNESS TAGS:** caged, dangerous fall, nowhere to run, sweaty stains

## TINKERER

Adaptation 

**MYSTERY:** What will be my masterpiece?

**POWER TAGS:** "I have just the thing for this!", a useful tool, weaponsmith, better in an adequate workspace, explosive gizmo, use item as a shield, creative ingenuity, expert metallurgist, find a machine's weak point, arm my comrades

**WEAKNESS TAGS:** need my bag of materials, clunky and loud, too little time, recluse

## TRICKERY

Subversion 

**MYSTERY:** What prank can I pull off here?

**POWER TAGS:** lifelike illusions, loved ones and enemies, affects all senses, steal, lie and cheat, fool the gullible, spy on someone in disguise, team up with villains, see through illusion, exploit chaos and confusion, turn invisible

**WEAKNESS TAGS:** those who know my true nature, physical confrontation, the agents of order, pathological liar

# **LOGOS THEME KITS: NOIR TROPS**

## **15 MINUTES OF FAME**

Defining Event



**IDENTITY:** I'd do anything for another chance at fame.

**POWER TAGS:** craving for attention, rub elbows with celebrities, a memento: [item], minor pundit in my field, media connections, look good for the cameras, dark secrets of the showbiz, seize a golden opportunity, I try to stay in shape, people still recognize me

**WEAKNESS TAGS:** bitter, perceived as a pathetic has-been, those embarrassing photos, no sense of self-worth

## **ALCOHOLIC**

Struggle



**IDENTITY:** I just need a drop.

**POWER TAGS:** drink them under the table, resist temptation for a while, barroom carousing, gym rat, support from my AA group, hide intoxication, bottle of [alcohol], sense others' secret pain, throw a drunken tantrum, hard-working

**WEAKNESS TAGS:** often intoxicated, drown in self-loathing, reeking of alcohol, judgmentalism

## **ARSENAL**

Possessions



**IDENTITY:** I'm prepared for any degree of escalation.

**POWER TAGS:** an arsenal of firearms, military-grade, body armor, thermal scope, aggressive sprayfire, concealed holster, locked up in a safe, weapon maintenance and repair, armor-piercing rounds, cold weapons cabinet

**WEAKNESS TAGS:** limited ammo, shoot first ask later, weapon jam, "Do you have a license for that?"

## **ATTORNEY AT LAW**

Training



**IDENTITY:** We will settle this in the court of law.

**POWER TAGS:** a damn good lawyer, courtroom theatrics, legal research, "Objection!", diligent investigator, my law professor, a well-tailored suit, sway an undecided jury/judge, I'm on the right side of the law, contract drafting

**WEAKNESS TAGS:** bribed or biased judge, overworked, vindictive past clients, "Overruled"

## **BEAT OFFICER**

Routine



**IDENTITY:** I am an officer of the law.

**POWER TAGS:** patrolling the streets, police badge, standard-issue pistol, call for backup, watch my back, canvassing, talk to the usual suspects, a good shot, you're in my beat, I'm just doing my job

**WEAKNESS TAGS:** haunted by the violence, out of my jurisdiction, the captain, out of my league

## **BLUE-COLLAR WORKER**

Routine



**IDENTITY:** I need this job to survive.

**POWER TAGS:** skilled [choose labor], "I'm the repair guy!", my toolbox, the fellowship of laborers, safety protocols, assess the damage, quick fix, good stamina, find my way in a building, weekly wage

**WEAKNESS TAGS:** old workplace injury, replaceable, equipment malfunction, broke

## BOUNTY HUNTER

Mission



**IDENTITY:** Don't let a simple job get complicated.

**POWER TAGS:** track down fugitives, good in a scuffle, informants on the streets, predict escape attempts, fast runner, emotionally impervious, get scum off the streets, work with law enforcement, taser, inconspicuous van

**WEAKNESS TAGS:** they always run, fugitives with allies, a big softy, it's a big city

## CAT BURGLAR

Training



**IDENTITY:** Steal from the rich and give to the poor – me!

**POWER TAGS:** breaking and entering, circumvent security measures, safe cracking, acrobatics, stealthy, my partner in crime, lockpick set, steal from the rich, masking ambient noise, plant explosives

**WEAKNESS TAGS:** purely unfrontentional, greedy, wanted for questioning, noisy underfoot surface

## CHARMER

Personality



**IDENTITY:** Tell them what they want to hear.

**POWER TAGS:** a people's person, handsome/beautiful, build up rapport, seductive, read facial expressions, overlook nasty comments, friendly and relatable, offer them a smoke, get them to like me, conflict mediation

**WEAKNESS TAGS:** self-centered, quiet and untalkative types, too informal and familiar, show my true colors

## CRIME LORD

Routine



**IDENTITY:** Nothing will stand in the path of my organization.

**POWER TAGS:** run a criminal operation, feared by most, Magnum revolver, my hired thugs, always suspect betrayal, physical violence, money laundering, ruthless, crime den, a desire for power

**WEAKNESS TAGS:** endless worries, tainted record, rival crime lords, emotionally unstable

## DEBT

Struggle



**IDENTITY:** I gotta pay back every cent.

**POWER TAGS:** talk my way out of trouble, perseverance, keep my dignity, walk the City streets at night, call in a favor, barter and haggle, hoodie and shades, can't con me again, "Give me a friggin break!", find a promising gig

**WEAKNESS TAGS:** unscrupulous collectors, bouts of despair, destitute, unexpected expenses

## DETECTIVE

Routine



**IDENTITY:** If I don't solve this case, no one will.

**POWER TAGS:** investigate a crime, search warrant, gun for self defense, question witnesses, think like the perpetrator, search police database, go undercover, attention to detail, study a crime scene, commitment to my clients

**WEAKNESS TAGS:** cynical, legal restrictions, mounting paperwork, trainwreck

## DOCTOR

Training



**IDENTITY:** I must provide medical attention to those who need it.

**POWER TAGS:** medical doctor, expert of [choose medical field], diagnose health condition, bedside manners, keep cool in an emergency, help of a trained nurse, access to drugs, treat injuries, field surgery, pharmaceutical engineering

**WEAKNESS TAGS:** patient rapidly deteriorating, takes failure to heart, malpractice lawsuit, unclean sanitary conditions

## FILTHY RICH

Possessions



**IDENTITY:** Money – the more I have, the more I want.

**POWER TAGS:** swimming in money, real-estate assets, fancy car collection, art collector, make a smart investment, offshore accounts, private vault, aggressive negotiations, money makes the world go round, stock broker

**WEAKNESS TAGS:** things money can't buy, big spender, illiquid assets, the bank manager

## GANG TURF

Turf



**IDENTITY:** Nobody calls the shots here but us.

**POWER TAGS:** my gang's turf, violence rules the streets, local criminals, residents fear us, trafficking, recruit young initiates, king of the streetcorner, submachine gun, makeshift barricades, network of lookouts

**WEAKNESS TAGS:** poverty stricken, craves respect, internal gang friction, deep in enemy gang's turf

## GETAWAY DRIVER

Training



**IDENTITY:** I don't let trouble catch up with me.

**POWER TAGS:** getaway driving, lose a tail, car mechanic, multitask while driving, street smarts, inspired by famous drivers, hotwire a car, eat my dust, cops, lose them in the alleyways, drag racing

**WEAKNESS TAGS:** heavy traffic, constant need for thrills, extensive rap sheet, tough left turn

## HARD-BOILED

Personality



**IDENTITY:** To survive this tough life, you gotta get just as tough.

**POWER TAGS:** tough as nails, a brooding grimace, talk brusquely, a real jerk, test someone's patience, been around the block, a pack of smokes, healthy suspicion, shield someone weaker with my body, get the job done despite myself

**WEAKNESS TAGS:** say something offensive, damn hippies, exudes negative vibes, violent outbursts

## HOME NEIGHBORHOOD

Turf



**IDENTITY:** I won't let any harm come to this place.

**POWER TAGS:** my home neighborhood, I'm your friendly neighborhood [choose role], I know everybody here, call locals to my help, local organized crime, love of the community, watch from the rooftops, fight back invaders, knows every street, gossip central

**WEAKNESS TAGS:** new [choose crime] every day, known troublemaker, used for political agenda, no formal authority

## HOMEMAKER

Routine



**IDENTITY:** This house would fall apart without me.

**POWER TAGS:** care for home and family, my house my rules, master of home appliances, manage hired help, spy on my neighbors, keeping up appearances, killer recipes, think on my feet, amateur [select hobby], protective animal instinct

**WEAKNESS TAGS:** frazzled and bedraggled, unglamorous, unruly children, I wanna go home!

## I KILLED SOMEONE

Defining Event



**IDENTITY:** No one must ever know about this.

**POWER TAGS:** strong self-preservation instinct, last shreds of innocence, the [choose weapon] I used, violence gives me a sense of control, my victim's relatives, hide evidence, basic human anatomy, aggressive repression, self-defense lessons, silent intimidation

**WEAKNESS TAGS:** unbearable guilt, false Identity, detectives on the case, feeling dead inside

## JOURNALIST

Routine



**IDENTITY:** The public deserves to know the truth.

**POWER TAGS:** investigative reporter, press pass, professional camera, my research team, watch for a good story, interviewing, slip past security, bullheaded, familiar with crime scenes, indomitable nosiness

**WEAKNESS TAGS:** fragmented story, the truth doesn't always matter, media blackout, words won't help you here

## LOSS OF LOVED ONE

Defining Event



**IDENTITY:** I will never forget you.

**POWER TAGS:** rage at the world, what would they do?, their autopsy report, executor of their estate, my support group, overcome despair, grief counselling, cautious and alert, maintain excellent health, evoke pity

**WEAKNESS TAGS:** heartbroken, unresolved legal issues, haunted by their memory, afraid to form new bonds

## LOVED ONE

Defining Relationship



**IDENTITY:** I'll do anything to keep them safe.

**POWER TAGS:** a love beyond measure, they work as [choose occupation], heart-to-heart conversation, they make me a better person, stronger in their presence, a token of our love, enduring patience, consult them with a problem, "Get behind me!", our secret place

**WEAKNESS TAGS:** hurt them to get to me, overemotional, they have their own life, relationship problems

## MARTIAL ARTIST

Training



**IDENTITY:** To honor my training, I must face my enemy in combat.

**POWER TAGS:** master of [choose martial art], throw a mean punch, rigorous physical training, 360 degrees kick, discipline, call on my sensei, nunchaku, subdue an unarmed target, close-quarters combat, regenerative meditation

**WEAKNESS TAGS:** vulnerable to firearms, don't know when to quit, martial arts rival, 360 degrees kick is exhausting

## MERCENARY

Routine



**IDENTITY:** Get in, do the job, get out. That's it.

**POWER TAGS:** a soldier of fortune, well-paid, weapons expert, my squad of mercenaries, tactical training, shower them with bullets, flank the target, heartless, urban warfare, survival instinct

**WEAKNESS TAGS:** hollow existence, expendable, illegal black-ops job, military Charlie Foxtrot

## POLITICIAN

Routine



**IDENTITY:** Politics are the only way to change things in this town.

**POWER TAGS:** build up political power, let's keep this civil, outfit and makeup, media's favorite, backchannel deals, give a compelling speech, signature hand gesture, shameless liar, press conference, power hungry

**WEAKNESS TAGS:** your lies catch up with you, we're done talking, a much bigger player, nothing behind the public image

## PROFESSIONAL PARTNER

Defining Relationship



**IDENTITY:** I couldn't do it without my partner.

**POWER TAGS:** watches my back, let's do it together, communicate without words, on the ball, get the experts down here, throw me a tool, nerves of steel, I can do this all day, cover for me at work, drinking buddies

**WEAKNESS TAGS:** implicate each other, loyal to a fault, professional boundaries, threat of losing their job

## RETired CITIZEN

Routine



**IDENTITY:** I just want to read the newspaper in peace.

**POWER TAGS:** lots of free time, "You wouldn't hurt an old man/lady...", stashed firearm, "Such a nice young person!", obscure trivia, my birdwatching binoculars, feign death, grab the bull by its horns, "Get off my lawn!", watch over the next generations

**WEAKNESS TAGS:** old creaky bones, "Just a crazy old geezer...", doctor's order, "I'm too old for this!"

## SCHOOL PUPIL

Routine



**IDENTITY:** If I get caught missing school again, I'm toast!

**POWER TAGS:** sneak in and sneak out, feign innocence, fully-loaded backpack, my best friend, I learned about this at school, slingshot marksmanship, slip through tight spaces, shameless audacity, school hall gossip, the school bus

**WEAKNESS TAGS:** tons of homework, just a kid, parental intervention, I miss school

## SINGLE PARENT

Struggle



**IDENTITY:** My kids come first, no matter my personal sacrifice.

**POWER TAGS:** I'd do anything for my kid(s), unexpected fortitude, multitasking galore, tune out the noise, playground parents group, parental intuition, first aid kit, "If I don't do this, no one will.", furious screaming, foster and encourage others

**WEAKNESS TAGS:** overwhelmed with responsibilities, no time for myself, conflicting schedules, kid(s) acting up

## SOCIAL CLIMBER

Mission



**IDENTITY:** In this town, you're only as good as who you know.

**POWER TAGS:** connections in high places, hold someone's interest, use others to promote myself, profile a useful connection, outshine my rivals, image-conscious, power-hungry, Citywide recognition, status symbol: [choose item], engineer a social event

**WEAKNESS TAGS:** fake friends, the new face in town, no time to help another, inauthentic

## STAGE PERFORMER

Training



**IDENTITY:** There's no love like the crowd's love.

**POWER TAGS:** give a brilliant performance, [choose main performance art], [choose secondary performance art], the "crowd pleaser" piece, glamorous, "talk to my manager", a performance instrument [choose which], captivated audience, all eyes on me, influence my audience

**WEAKNESS TAGS:** the smaller the audience – the smaller the hype, sore throat, paparazzi, already did the "crowd pleaser"

## VAGRANT

Routine



**IDENTITY:** The streets are all I've got.

**POWER TAGS:** I wander the City streets, usually ignored, shopping cart full of stuff, kind passersby, watch out for suspicious activity, urban scavenging, pretend to be crazy, free from social norms, find shelter, nothing to lose

**WEAKNESS TAGS:** hungry, rejected by society, they'll call the police, can't stand mainstream life

## VIGILANTE

Mission

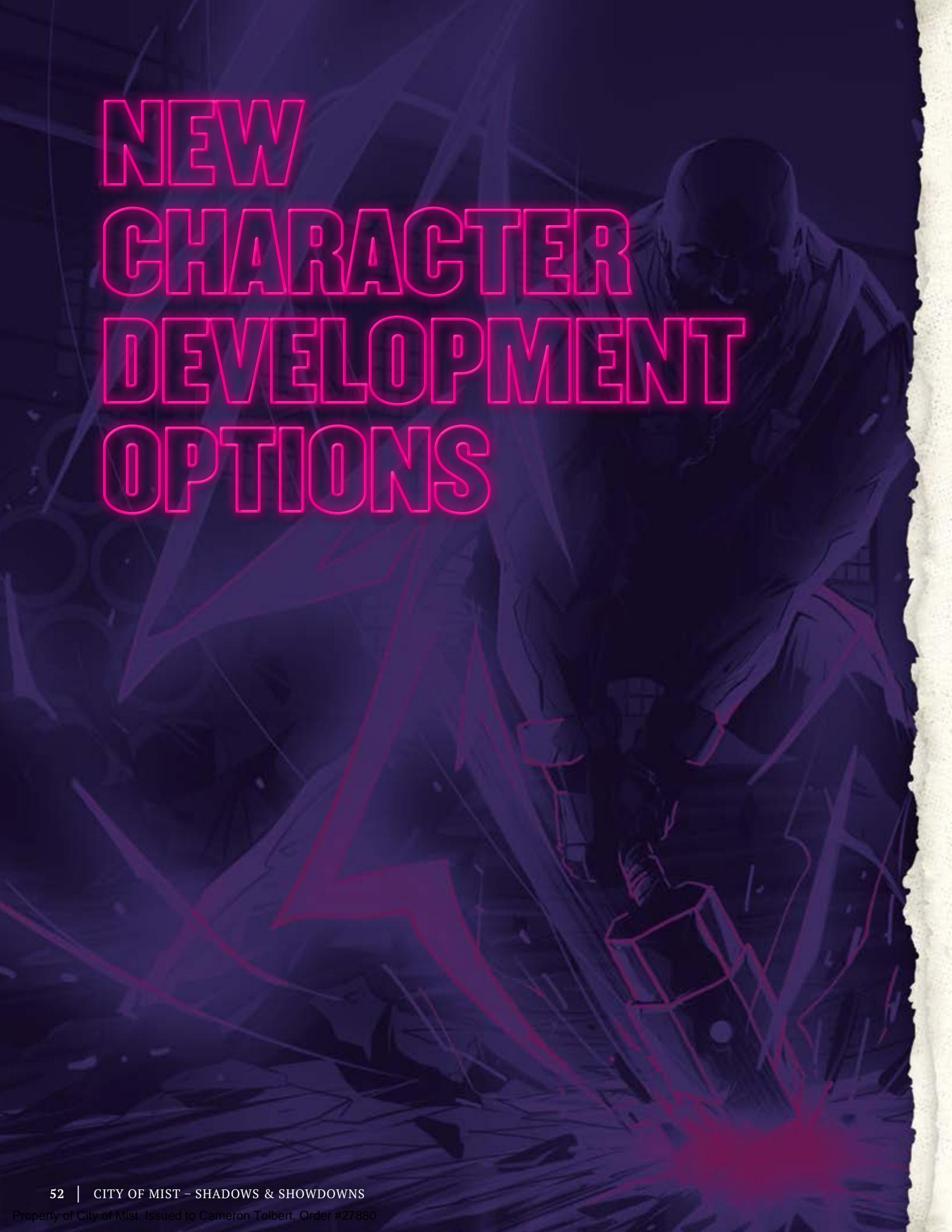


**IDENTITY:** The law can't protect this City from crooks, so I must.

**POWER TAGS:** true grit, hand-to-hand combat, my sidekick, familiar with criminal operations, surprise attack, top physical condition, passionate about ending crime, reliable alibi, custom weapon [choose which], penetrate criminal compound

**WEAKNESS TAGS:** losing faith in people, often outgunned, code against killing, dirty cops

# NEW CHARACTER DEVELOPMENT OPTIONS



# VETERAN IMPROVEMENTS

The longer your Rift character maintains her split life and the more she endures the ups and downs of her inner conflict, the more she learns about herself and about the Rift underworld in the City. Veteran Rifts have seen it all: they have betrayed their Mythos to their human desires and ideals; they have abandoned loved ones to follow a wispy feeling of mystery; they have cheated and have been deceived; and they have **Stopped. Holding. Back.** and seen the world of truth beyond the veil, even if just for a moment.

Whichever degree of awareness your Rifts exist in at this point in their lives – Touched, Borderliner, Legendary, or even Avatar – their hard-earned experience sets them apart from newly-awakened Rifts. Veteran Rifts learn to ride the waves of their strange, two-pronged fate and gain an edge that's tough to beat.

Veteran improvements are special improvements that are accessible only to characters who have been through the push and pull of Mythos and Logos enough to gain a Moment of Evolution before. Add the following three lines to your character's list of Moments of Evolution options:

- Gain a veteran improvement
- Gain a veteran improvement
- Gain a veteran improvement

You may choose to gain a veteran improvement when you next experience a Moment of Evolution.

If you ever become a Sleeper again, you retain all of your veteran improvements and may choose whether to benefit from them or not. Choosing to benefit from a veteran improvement constitutes **Acknowledging the Legendary**, which will lead to your reawakening.

## AWARENESS & MIST

### Deep Mist Diver

You can remain awake even where the Mist is especially thick. You treat all ambient Mist (*thick-Mist*) statuses affecting you as if they were two tiers lower (see Ambient Mist, page 212), completely ignoring *thick-Mist-1* and *thick-Mist-2* statuses.

### In Touch

Your Mythos continues to inform your actions, even when your life drifts away from it. You always **Look Beyond The Mist** as if you had a Mythos rating of 3, regardless of how many Mythos themes you currently have.

### See Through the Mask

Whenever you meet a Rift for the first time, you immediately gain 1 Clue about their Mythos. When you meet a Rift you've met before, you can recognize her by her Mythos.

### Shrouding Resistance

Maybe your memory was wiped one too many times or maybe you're just wide awake. Either way, the Mist doesn't have the same mental effect on you. You can always **Face Danger** against Mist-powered distraction and memory wipe statuses and you can use your **Montage (Downtime)** to recover from such statuses. In addition, you can **Investigate** against Mist-powered masking, even if you don't have means of seeing through it.

### Steadfast Mythos

You have learned to resist Mist-related effects that try to snuff out your Mythos powers. You can always **Face Danger** against such statuses. In addition, reduce the tier of Mist-related depowering statuses by 2 and Mist-related tag burning effects burn two tags less when used against you.

## BADASSERY

### Ace Up The Sleeve

Once per session, when you make a move that's *Dynamite!*, you can trade a 7-9 or 10+ result for a 12+ result. Your Power remains the same.

### Could Have Been Much Worse

Once per session, you can trade a miss for a 7-9.

### Daredevil

You can postpone your doom and maybe even avoid it altogether. When you **Take the Risk**, on a 7-9, you may choose to postpone the bargain with the MC and treat the result instead as a 10+. Next time you **Take a Risk**, on a 7-9, choose to treat it as a miss or to postpone it again; on a 10+ your previous debt is forgiven. If you postpone your doom a second time, the next time you **Take the Risk** only a 12+ *Dynamite!* can forgive your debt; any other result counts as a miss. Once you suffer a miss, all debts are forgiven.

### Get the Drop

Once per session, when the MC makes a move or an intrusion, you can make a single (additional) move before the MC's move takes effect. Your move is considered to



precede the MC's move and can affect or even nullify it (e.g., by reducing its tier, granting you a status, or simply changing the circumstances).

#### □ Think Fast

When you roll your third miss in a session, you gain 3 Juice. You may use this batch of Juice before the MC makes a hard move for the miss. You may choose from the 10+ options in **Change the Game**.

#### □ Milking It

You may burn a power tag from an extra theme for a hit; if you do, burn two additional tags from that theme.

#### □ Quick Learner

You get the hang of things in no time. Once per scene, you may gain a temporary story tag to reflect a task you've learned, a trick you've picked up, or a maneuver you copied during the current session. You may gain a tag you've gained before through this improvement.

#### □ Scars of Past Mistakes

Once per session, when you make a Core Move, you may reroll the dice and then choose to use the better outcome.

## CHARACTER GROWTH

#### □ Slow & Steady

Increase the Attention track on any or all of your themes from 3 to 5. Whenever you mark the 5th Attention on a theme, you gain two improvements and reset your Attention track.

#### □ Level Up Your Game

Gain 7 improvements across all your themes.

#### □ The Harder You Fall

When one of your weakness tags is invoked (regardless of who invoked it), you may choose to lose 2 Power instead of one and gain 2 Attention.

## CINEMATIC MOVES

#### □ It Was a Rainy Night

You may **Flashback** once per scene instead of once per session.

#### □ Make Time

Once per session, when you have a **Montage (Down-time)**, you may pick two benefits instead of one.

#### □ Monologue Monster

When you finish a **voiceover monologue**, choose one detail that becomes true or relevant. If applicable, you gain an ongoing story tag to support it. If you didn't do a **voiceover monologue** this session, you may do so once during this session at the beginning of a scene.

## CONFLICT

#### □ Cherry-Picker

Once per scene, when you **Hit With All You've Got**, add the following move option: *Hit multiple targets with the same status*. If chosen, you give the same status to a number of targets equal to your Power. If you also choose to *Hit them hard*, the status tier is increased for all targets.

#### □ Crowd Control

When you **Hit With All You've Got** against a collective and choose to hit many of them, increase your status tier by 2 instead of 1.

#### □ Dogged Son-of-a-Gun

When you **Go Toe to Toe**, on a hit, if you don't choose to *Achieve your goal*, you may still name it: your competition also cannot achieve that goal until the MC makes a hard move.

#### □ Heartpiercer

Once per session, when you **Hit With All You've Got**, add the following move option: *Pierce the target's defenses*. If chosen, and the target is a Danger, the MC will reduce its defenses by your Power; if it's a PC, burn a number of their defensive tags equal to your Power. Then give them the status as described in **Hit With All You've Got**.

#### □ Iconoclast

You kill gods better than most, and no Rift is truly invulnerable to your attacks. If a Rift's supernatural Danger move, Danger immunity, or a successful **Face Danger** move would reduce a status you give to zero or make it irrelevant, you still give them a tier-1 status. In addition, once per scene, you can prevent an Avatar PC from recovering a burnt tag.

#### □ Shieldmaiden

Once per scene, you can take a status instead of a fellow PC -OR- cancel a status they receive when they make a move and roll a hit but choose not to protect themselves. You can trigger this effect additional times by spending a Help point you have on the target.

#### □ Sneak Attack

Once per scene, when you **Sneak Around** to hide from your target, you can convert a 10+ or 12+ result to the same result with the **Hit With All You've Got** move against that target. You must have some means of giving your target a status (even your bare hands). Your Power remains the same as it was for **Sneak Around**.



## CREW

### Big Kahuna

When you make a move targeting your crew, for better or worse, you automatically affect the entire crew. When a crew member spends Hurt to interfere with any move you make, they or another crew member must first spend one Hurt to even initiate the action.

### Good Old Reliable

Whenever you spend a Help point, it counts as 2 Juice instead of 1. Once per session, when you **Change the Game** to assist a crewmate, you can trade a miss for a 7-9.

### Long Memory

Whenever you have a significant interaction with a crewmate (as agreed by you, the crewmate's player, and the MC) or when they take an action that deeply affects you, take a Help or Hurt point on them (your choice).

## GATEKEEPER AGENT (MIST)

### A Helping Wisp

Once per session, you can choose to roll+Mist instead of roll+Power on a Core Move.

### Job Security

Once per session, remove a number of Strikes equal to your Mist rating from any of your Mist themes. (This does not apply to Bigwigs.)

### Veil Recalibration

Once per session, recover a number of burnt Mist power tags equal to your Mist rating.

## INVESTIGATION & INTERACTION

### Bad Attitude

No one tells you what to think or do. You can always **Face Danger** against compelling statuses, no matter their nature. In addition, when you make a move affected by a compelling status, treat the status as two tiers lower, ignoring tier-1 and tier-2 statuses altogether.

### Cautious Examination

When you **Investigate**, on a 7-9, you can spend 1 Clue to treat the move as a 10+ and prevent the MC from choosing a complication. Once per scene, you may also spend 1 Clue to treat a 7-9 score as a 10+ on an **Investigate** or **Sneak Around** move, your's or another PC's.

### Old Dog

Whenever you start a conversation, you gain 1 Clue that can only be used to ask *Are they lying?* Whenever you step into a crime scene, you gain 1 Clue based on your initial observation.



#### Quick Deduction

Whenever you have Clues to spend, tell the MC how many you want to spend. The MC will give you the best information you could get with these Clues in the current scene.

#### Who Watches the Watchmen?

Whenever the MC asks you a question that would reveal information about your character to an NPC, choose: get a free Clue to ask *Who's asking?* or feed them disinformation (the MC will know it to be false, but the NPC won't).

## LEGENDARY POWERS (MYTHOS)

#### As If By Magic

Once per session, you can choose to roll+Mythos instead of roll+Power on a Core Move.

#### Draw on the Roots of Legend

Once per session, recover a number of burnt Mythos power tags equal to your Mythos rating.

#### Not Even Holding Back

When you **Stop. Holding. Back.**, you can choose to increase the level of your sacrifice after you roll. You pay the price for your chosen level of sacrifice based on your roll outcome, as normal.

#### Revisit the Forgotten Place

Once per session, remove a number of Fade equal to your Mythos rating from any of your Mythos themes. (This does not apply to Avatars.)

## PERSONAL LIFE (LOGOS)

#### Common Sense

Once per session, you can choose to roll+Logos instead of roll+Power on a Core Move.

#### I Know Who I Am

Once per session, remove a number of Crack equal to your Logos rating from any of your Logos themes. (This does not apply to Sleepers.)

#### Survivor

Once per session, recover a number of burnt Logos power tags equal to your Logos rating.

## THEME MANIPULATION

#### Back Burner

When you replace a theme, you may choose to put it on the back burner. You may only have one theme on the back burner at any given time. The theme on the back burner is considered lost, but you do not gain Build Up from replacing it. When you lose a theme from the other type, you can choose to restore the full theme

you put on the back burner instead of creating a new nascent theme. Remove any Fade or Crack the theme had when you lost it. If you ever become an Avatar, a Bigwig, or fall asleep, you lose the theme that's on the back burner.

#### Double Agent

You can have Mythos themes and Mist (Gatekeeper) themes at the same time. Once you have attained your first Mist theme, whenever you lose a Logos theme, you can choose to replace it with a Mythos theme instead of the other options available (page 254).

#### Freedom of Choice

When you replace a theme, instead of automatically creating a nascent theme of the opposite theme type, you may choose the theme type of the nascent theme you create (e.g., you may replace a Logos theme with a Logos theme, choose the same themebook again, etc.). You must choose from a theme type to which you already have access (e.g., you may not choose Mist themes if you are not a Gatekeeper). If you are replacing the last theme of a specific theme type, you may choose to replace it with a theme of the same type to avoid Avatarhood, falling Asleep, or Bigwig status.

#### Game of Life

When you replace a theme, you gain one extra Build-Up and you may choose to create a full theme instead of a nascent theme.

#### Legendarium

Every time your Avatarhood or Sleep ends, you may choose to return to the City with a different Mythos.

#### Unwavering Flame of the True Self

You have attained an understanding of your true mythic self that nothing can break. You can therefore never fall asleep again. Choose a Mythos theme. Whenever you would replace it, choose another Mythos theme to replace instead. If there is no other Mythos theme to replace, you do not replace a theme; the MC will give you a tier-5 status instead, representing the backlash or wake-up call of your unyielding Mythos.

# THE EXTRA THEME ARSENAL

Extra themes take a secondary role in your character's life or remain in your character's life for a limited period of time. The core rules of City of Mist only allow you to gain specific types of extra themes – Ally, Base of Operations, and Ride – and only through a Moment of Evolution, or as a crew, in the **Season Finale**.

However, you can use extra themes to represent a wider variety of transient or secondary elements in your character's story, such as a magical item you acquired for a specific goal, a friendly Familiar that helps you solve a specific case, or a temporary control of a company given to you by an indisposed tycoon.

The following optional rule set allows for more freedom when using extra themes in your game:

## CREATE EXTRA THEMES FROM ANY THEMEBOOK

You may use *any* themebook to create your extra theme. You can use all three of your Moment of Evolution extra theme slots to gain *any* type of extra theme (instead of being limited to specific types).



## GAIN EXTRA THEMES THROUGH NARRATIVE DEVELOPMENTS

At the MC's discretion, you may gain extra themes through narrative developments. E.g., when your character finds a Relic, the MC may allow you to represent it as an extra theme, temporarily or permanently.

## OWN MULTIPLE EXTRA THEMES, BUT USE ONLY ONE AT A TIME

You are no longer limited in the number of extra themes you can have, and can now keep in your arsenal as many as you gain.

To avoid tag inflation, you may invoke tags from one extra theme per scene, no matter how many extra themes you have in your arsenal. Before each scene, you must declare which extra theme you want to feature in this scene; this translates into the character calling her sidekick or arming herself with a secret weapon. You may not invoke tags from other extra themes during that scene, unless the character takes narrative action to bring another extra theme into the spotlight.

For example, beyond her own core themes, a veteran Rift may have free access to a useful minor Relic, a regular sidekick (Ally), and a Base of Operation. She may additionally have access to a sweet Ride she gained during play. Furthermore, she may temporarily discover an Enclave or be foretold to be the next Queen of the City (Destiny). At any one scene, however, only one of these extra themes can come into play.

## PLAYER'S GUIDE CLARIFICATION

When you receive a new extra theme, the Player's Guide instructs you to "pick up a theme card and follow your chosen themebook to fill it out." (*Player's Guide*, page 282). To clarify, an extra theme gained through a Moment of Evolution or the **Season Finale** move should start out as a full theme, with 3 power tags, 1 weakness tag, and a Mystery or an Identity. At the MC's option, a new extra theme gained through narrative developments can start out as a nascent theme, following the nascent theme rules (*Player's Guide*, page 265) until it fully evolves.

# RELICS

## APPLE PIE OF RUIN RECIPE

*Snow White's poison apple*

In the famous fairy tale Snow White, the Evil Queen poisons her beautiful step daughter, Snow White, with a specially-concocted poison apple. In the City, the essence of that foul magic can show up in different apple-related products: from fresh apples to apple dishes, ciders and apple-flavored alcoholic drinks, vinegars, sauces, dried candy, and more. It is transmitted through a secret recipe, which most commonly explains how to make a steaming, mouth-watering crusty apple pie or apple strudel, an impossible temptation to resist. All it takes is for the victim to taste the pie (or product) once; the poison's full potency is concentrated in the first bite.

Anyone poisoned by the pie is at the mercy of the bearer of the pie Relic. Often driven by envy, the bearer simply wants the victim to die. Other times the bearer wishes to manipulate the victim or poison them against someone, driving them to ruin by betraying those closest to them, as the Evil Queen did to Snow White's father in some variations of the tale. The apple pie doesn't discern or care who its victim is; as long as it can sow destruction, it will keep oozing with poison.

### APPLE PIE OF RUIN RECIPE

**Relic**

#### MYSTERY

*Who is fairer than I?*

*How much cruelty do my enemies deserve?*

#### POWER TAGS

**multi-purpose poison**, deadly poison, powered by envy, tempting and delicious, poison them against someone, any last wishes?, prey on naiveté, conspire and scheme, all it takes is one bite, mind-control poison

#### WEAKNESS TAGS

must be ingested, dwarves and princes, wrong ingredients proportions, consumed by envy

#### THEME IMPROVEMENT

**Instant Death:** When your victim takes a bite from your Apple Pie of Ruin, **Hit With All You've Got** and add the option *Poison them*. If chosen, the MC will pass the spotlight around the table once, after which the victim once again takes the status you gave with **Hit With All You've Got**.

## BASEBALL CAP OF OBFUSCATION

*Hades' Cap of Invisibility*

Also known as the Helm of Hades or the Helm of Darkness, this cap is said to render its wearer completely invisible. Wearers of the cap in Greek myths include Athena, the goddess of wisdom, the messenger god Hermes, and the hero Perseus. The Cap of Invisibility allowed the wearer to become invisible to other supernatural entities, functioning much like the cloud of Mist that the gods surround themselves with to become undetectable.

Within the City, this ancient cap, once belonging to the God of the Underworld, now manifests as the Baseball Cap of Obfuscation, and allows the wearer to seamlessly blend into any background, becoming invisible. Transforming the wearer's clothing, appearance, and even identity, the cap bestows chameleon-like properties onto the wearer in order to cloud or mask her presence. If worn for too long or too often, this mystical cap will cause your real identity to fade away and you will find it difficult to remember your true self.

### BASEBALL CAP OF OBFUSCATION +

**Relic**

#### MYSTERY

*Can you ever really hide from your problems?*

*What or who makes me feel invisible?*

#### POWER TAGS

**make the wearer invisible**, pass undetected, obscuring Mist, hide wearer's face, shield wearer's eyes, see invisible items or beings, more potent against Sleepers, cause a distraction, hide others, erase memories

#### WEAKNESS TAGS

fading identity, slips off at the worst time, the Gatekeepers, prefer to watch from the sidelines

#### THEME IMPROVEMENT

**Call on the Mist:** When you **Sneak Around** with tags from this theme, on a 10+, you may mark one Fade or Crack on any Mythos or Logos theme to make the move **Dynamite!** and treat it as 12+. If you choose to do so, your actions are also considered to be Mist-hidden – the Mist itself conspires to hide you.

## DEMONIC MOBSTER PINKY RING

### The Ring (Seal) of Solomon

The Seal of Solomon (or Ring of Solomon) is the signet ring worn by King Solomon in medieval Jewish tradition and in Islamic and Western occultism. Its marking often depicted as either a pentagram or hexagram, this ring gave Solomon the power to command demons or *jinn* (genie) and to speak with animals. In the City, Solomon's Ring still takes the form of a ring and is forged from the same materials as the tradition goes; iron and brass. However, this incarnation of the intricate ring has a very modern purpose: it contains a 'panic button' which, when pressed, calls a rowdy band of thugs or goons to come to the wearer's aid. Vaguely demonic in their nature, this motley crew answers the call, bringing force and fervor to any task or crime they are commanded to commit. From the hidden depths and darkest alleys of the City, this assorted bunch of ruffians and hoodlums will do the bidding of whoever dons the ring and pushes the button within.

### DEMONIC MOBSTER PINKY RING

#### Relic

#### MYSTERY

If bad guys do my bidding, what does that make me?  
Is commissioning a crime the same as committing it?

#### POWER TAGS

call goons to my help, command criminals, put evil to good use, symbol of power, bestow demonic vigor, know how low someone would stoop, criminal Rifts of dark legends, never flinch when handling lowlives, summon a great host, bestow demonic abilities

#### WEAKNESS TAGS

goons need access to assist, goons get ideas, using evil for evil, compromised values

#### THEME IMPROVEMENT

**Demonic Host:** When your group of demonic goons takes a status as a collective, reduce its tier by 1. When all your demonic goons attack together, increase the tier of the status they give by 1. You can increase both effects simultaneously by 1 for every 2 additional Juice you spend when you create the host, to a maximum of 4 (6 Juice).

## GLOWSTICK OF THE REVOLUTION

### Thuận Thiên (Heaven's Will), the mythical sword of the Vietnamese King Lê Lợi

When the Vietnamese King Lê Lợi was struggling to free his kingdom from the Ming Dynasty, the heavens had the Dragon King send him Thuân Thiêng, a magical sword that allowed him to rally his people and banish the invaders. This magic sword has found its way into the City as the most peculiar object: a glowstick. Holding it up in the air, this glowstick will emit a bright phosphoric light, igniting hope in the hearts of the downtrodden and allowing a just and righteous leader to rally her people and overthrow oppression. But what happens when the war is won and it's time to let this power go? Will the bearer allow Heaven's Will to move on to the next freedom-fighter, or will she keep the power to herself?

### GLOWSTICK OF THE REVOLUTION

#### Relic

#### MYSTERY

How can I bring freedom to my people?  
Am I the liberator or the oppressor?

#### POWER TAGS

rally the downtrodden, lead the downtrodden, return the land to its people, emit bright light, transform into a sword of light, find an army's weakness, the greater the oppressor – the harder we fight, guerilla tactics, blind all who behold it, make the bearer a giant

#### WEAKNESS TAGS

easy target, only for a just cause, obeys the Dragon King, rebellious

#### THEME IMPROVEMENT

**Firestarter:** When you use tags from this theme to rally an army with **Change the Game**, on a 7-9, you get a minimum of 2 Juice. On a 10+, you get a minimum of 3 Juice.





## HEADACHE-INDUCING SWEATBAND

*The circlet used to control the Monkey King*

In *Journey to the West*, the great Sun Wukong, the Monkey King, was forced to help buddhist monk Tang Sanzang on his journey because a great bodhisattva placed this magical circlet on his head. Whenever the Monkey King would start his usual mischief, Sanzang would recite the Ring Tightening Mantra, or “headache sutra” and the circlet would shrink, causing the Monkey King great pain and forcing him to serve the greater good. Despite its silly-looking form in the City – a bright iridescent pink head sweatband – this Relic can nonetheless bring the mightiest heroes to their knees. It is here to teach them how to focus and abandon all distractions, perhaps even break through the *Māyā* of the Mist.

### HEADACHE-INDUCING SWEATBAND +

*Relic*

#### MYSTERY

*Where do you draw the line between discipline and abuse?*

*How can I be the master of my mind?*

*Who is responsible for clouding the minds of the masses?*

#### POWER TAGS

**give the wearer headaches**, cannot be removed, enslave wearer, makes you look sporty, predefined tightening trigger, sense wearer's intentions, shackles gods and demons, clarity of mind, the *Ring Tightening Mantra*, increase wearer's focus

#### WEAKNESS TAGS

**weaker against a clear mind**, psychic interference, flammable fabric, sadistic

#### THEME IMPROVEMENT

**Chastise:** When you **Convince** the wearer of the sweatband with tags from this theme, the status you inflict equals your Power+1 (one tier higher than normal).



## IMPERMEABLE LION PELT SHEARLING JACKET

*Heracles' Nemean Lion fur cloak*

Greek mythology tells us of a mystical lion's pelt worn by Heracles to protect him from harm. The fierce Nemean Lion could not be killed with mortal weapons because its golden fur was impermeable. Its claws were sharper than any sword and could cut through the strongest armor; they also happened to be one of the only things that could cut through its fur, as the goddess Athena disclosed to Heracles. As the first of his twelve labours, Heracles was charged with killing the monster, which he eventually managed to accomplish by strangling it with his bare hands.

In the City, this fur cloak takes the form of a stylish yet rugged lion-pelt shearling jacket. Despite its soft suede exterior and warm wooly lining, the jacket protects the wearer not only from the elements, but also from any weapon, bullet, or blunt force that tries to penetrate it. Remarkably light and conveniently fashionable (in some circles), this vest is a lifesaver when it comes to venturing into the dark, dangerous streets of the City.

### IMPERMEABLE LION PELT SHEARLING JACKET

**Relic**

#### MYSTERY

*What prize would I kill for?*

*What is a monster's life worth?*

#### POWER TAGS

**impermeable jacket**, **impervious to mortal weapons**, **godlike invincibility**, **sport the rugged look**, **protection from the elements**, **measure the strength of a weapon**, **I eat fearful townsfolk for breakfast**, **persevere through hardship**, **grow razor-sharp claws**, **Herculean strength**

#### WEAKNESS TAGS

**vulnerable to suffocation**, **gets too warm**, **weapons blessed by a deity**, **feral urges**

#### THEME IMPROVEMENT

**I Said Impermeable:** Tags from this theme can only be burnt voluntarily or by effects that can alter or dispel Mythos powers. In addition, ignore all moves, effects, or improvements that would reduce your defense before you **Face Danger**, e.g. by giving you a status of vulnerability.

## THE LOVERS' TWIN ANKLE BRACELETS

*Red thread of fate*

According to legend, the lunar matchmaker god Yue Lao ties an invisible red cord around the ankles or pinkies of those that are destined to meet, fall in love, marry or form a bond, and spend the rest of their lives together, attached by literal threads of fate. In the City, the red thread is manifested as a pair of red woven ankle bracelets, each bearing half of a locket, which together complete a heart-shaped pendant. When two people wear the bracelets around their ankles they become forever bound to each other, for better, for worse, for richer, for poorer, in sickness, and in health, until death do them part. When one suffers, the other does too. When one profits, so does her companion. And when danger looms, simply by touching the locket, the other person is summoned to be by her side, to come to her aid, and face the threat together. Once the bracelet has been put around each person's ankle, it cannot be removed; their fate is sealed and their futures intertwined. The bracelet can be a safeguard and a lifeline but can also be a noose around the neck or a ball and chain, so think carefully before committing to a lifetime with someone.

### THE LOVERS' TWIN ANKLE BRACELETS

**Relic**

#### MYSTERY

*Can I trust this person with my life?*

#### POWER TAGS

**receive my beloved's good luck**, **transmit my good luck to my beloved**, **an eternal bond of fate**, **clearly in love**, **transport to each other**, **sense my beloved's feelings**, **stronger if love is true**, **share the load**, **we are as one**, **choose which fate to take**

#### WEAKNESS TAGS

**transfer bad luck between lovers**, **untimely transportation**, **no way to break the bond**, **bear a grudge to one another**

#### THEME IMPROVEMENT

**Unstoppable Couple's Fate:** When you **Take the Risk** to transport your beloved to you or be transported to them, you ignore all statuses, tags, moves, or narrative restrictions that may impede this form of travel.

## MAGIC SKATEBOARD

### The flying carpet of Queen of Sheba and Arabian Nights

It is said that the Queen of Sheba had a royal alchemist who managed to make a small brown rug hover above the ground. Years later, the alchemist perfected his skill, when he discovered that the trick lay in the carpet's color, rather than in its spinning process. When the queen heard this good news, she had a magic carpet made, and sent it to King Solomon as a token of her love. This carpet is said to have been made of green silk which was embroidered with gold and silver, and studded with precious stones. When the carpet arrived, Solomon was busy with the construction of the Temple of Jerusalem. He could not receive the gift, and gave it to one of his courtiers instead. When news of this cold reception reached the Queen of Sheba, she was heart-broken, and decided not to have anything more to do with magic carpets. In the City, the carpet's powers manifested in a wheel-less skateboard, green with gold and silver trimming, which allows its rider to hover many feet above the ground and swish between buildings, leaving problems and pursuers far below.

### MAGIC SKATEBOARD



#### Relic

#### MYSTERY

How risky dare I be?

How can I rise above the drudgery of mundane existence?

#### POWER TAGS

**flying skateboard**, aerobatic maneuvers, freedom from the earthly, coolest skateboard design, foldable wheels, birds-eye view, a ride befitting royalty, dogfighting, faster than an airplane, autopilot

#### WEAKNESS TAGS

no grip, susceptible to gusts of wind, magical paint stripped, show-off

#### THEME IMPROVEMENT

**Racer:** When you are chasing a Danger with a **catch** spectrum or fleeing a Danger with an **outrun** spectrum, the tiers of statuses you give on these spectrums are increased by 1.

## MAGNETIC MACHETE

### Ogun, Orisha of metalworking and war in Yoruba mythology

In the mythology of the Yoruba people and their diaspora, Ogun is the Orisha (god or spirit) of metalworking, technology, and civilization. The first primordial Orisha to venture onto the earth, he is worshiped and feared as a master blacksmith, hunter, and warrior. The worship of Ogun often involves ironmade tools and objects such as knives, guns, working tools, and chains. It is no wonder then that in the City, his manifestation takes the form of a metal object, usually an explorer's machete. The spirit of Ogun that resides in the machete makes it a superior weapon of war capable of squaring up to the most legendary defenses, be they physical or divine. It further allows the wielder to control other metals, moving and bending them to their will, as if by magnetic force. The weapon can even shape itself to serve as a tool and easily lends itself to forging other weapons and tools of iron and metal, especially in the hands of a qualified blacksmith.

### MAGNETIC MACHETE



#### Relic

#### MYSTERY

Which piece of technology can overcome this wilderness?

Can everything be tempered by striking it hard enough?

#### POWER TAGS

**shape itself into a tool or weapon**, cleave through opposition, civilization shapes the wilderness, made of pure iron, shape and manipulate metals, detect metals, the secret of metallurgy, craft weapons and tools, sunder metallic shielding, Orisha-made weapon

#### WEAKNESS TAGS

attract nearby metallic objects, opposing magnetic fields, overuse of force, impatient

#### THEME IMPROVEMENT

**Magnetic Shield:** When you **Face Danger** against a status of metallic nature, you may swap a miss outcome for a 7-9, and a 7-9 outcome for 10+.

# NEVER-ENDING LUNCHBOX

*Coire Ansic, the Dagda's Cauldron of Plenty*

Dagda, the Irish God of fertility, owned a magic cauldron known as the coire ansic ("the un-dry cauldron") which was bottomless, so it left no man unsatisfied. Its power was so potent, that it could heal any wound and even restore life to the dead. While the final resting place of the cauldron remains unknown, its powers of vitality inhabit this never-ending lunchbox. Under the colorful plastic lid covered with cartoon stickers, a delectable, nourishing meal awaits, over and over again. It's easy to develop a dependence on the cauldron as a source of sustenance, with the bearer becoming lethargic and disengaged. The sandwiches therein can counter poison, cure illness, and lift curses. In theory, closing a deceased body in the lunchbox for long enough should bring it back to life, but the box is too small for anything bigger than a kitten or a bird, and no one knows where the lunchbox draws its power from or what price one must pay for reviving a dead animal.

## NEVER-ENDING LUNCHBOX



Relic

### MYSTERY

*How much is too much?*

*How can I feed the world and eliminate hunger?*

### POWER TAGS

**inexhaustible source of sustenance, revive small dead animals, a fountain of life force, cute stickers, yummy sandwiches, sense what ails someone, revitalize the weary, overwhelming generosity, mass produce food, heal wounds and ailments**

### WEAKNESS TAGS

**too small a box, food contamination, made of brittle plastic, gluttony**

### THEME IMPROVEMENT

**Feed the Troops:** When you **Change the Game** with tags from this theme, you may gain the effect improvement *Scale the effect* once without spending Juice.

**True Revive:** You may **Change the Game** with tags from this theme once to reduce or remove a tier-6 status from one target. When you do so, you lose this theme.



## PARADOX NET

*Indra's Net, Buddhist metaphor for the interconnectedness of all things*

With its roots in Buddhist philosophy, Indra's net is a metaphor used to explain how all things originate from one another and are reflected in one another. It is described as an infinite cosmic net, with a jewel fixed in each "eye", where each jewel reflects all other jewels in the net.

Defying any single shape or form, Indra's Net may appear in the City as a knitted doily, a priceless gorget of interlinked diamonds, or a torn stretch of a fishing net. It may even take the form of a figurative net, like a piece of grid paper or a chunk of code mapping a computer network. Casting the net at a sentient individual imprisons them in a conceptual place out of time, between the atoms, and beyond mortal understanding. The effort to break the bonds of Indra's Net is a spiritual one and can be likened to tracing back the myriad cause-and-effect relationships that brought the victim to be ensnared. Only those who possess great wisdom can hope to emerge before the net is removed.

### PARADOX NET

*Relic*

#### MYSTERY

*What is the true cause for all things?  
What makes me do the things I do?*

#### POWER TAGS

**ensnare within a cosmic puzzle**, study the net for answers, all things are connected, a thousand sparkling jewels, cast wide, identify the cause, baffle those who do not question, cause an uncanny chain of events, elusive psychedelic reflections, securely store items

#### WEAKNESS TAGS

difficult to cast, simple yet pure minds, tear the fabric of spacetime, lost in thought

#### THEME IMPROVEMENT

**Cascading Entanglement:** Anyone attempting to free a victim of the Paradox Net first takes the same status as the person they are trying to free.

## PEPPER SPRAY OF SLEEP AND NIGHTMARES

*The Sandman's sleep-inducing sand*

The Sandman is a mythical character from Western and Northern European folklore who is said to use his magical sand to send children to sleep and bring on good dreams. It is said that the grit that children find in their eyes upon waking is a sign that the Sandman had sprinkled his dust into their eyes to get them to sleep. Although the Sandman is mostly characterized as good and friendly, there are more sinister interpretations of his character where he is said to throw his sand into children's eyes to make them fall out of their sockets. This nightmarish figure then collects these eyes, takes them to his home on the moon, and feeds them to his own children.

This rather revolting version of the story is the background to the Pepper Spray of Sleep and Nightmares. This pocket-sized tube is filled with eye-burning pepper spray that not only renders its victims blinded, but also brings on nightmarish fantasies, ghoulish apparitions, and haunted stupors. Although the effects of the spray wear off within a few minutes, those few minutes may be all it takes to send the victim beyond the brink of sanity.

### PEPPER SPRAY OF SLEEP AND NIGHTMARES

*Relic*

#### MYSTERY

*What is more horrific, reality or imagination?*

#### POWER TAGS

**weaponized nightmare spray**, induce dream-state sleep, unlock the dark side of the subconscious, easy to hide, blind the target, gaze into the target's nightmares, stronger against children, avoid waking those asleep, cloud of noxious chemicals, the eyes reveal the soul

#### WEAKNESS TAGS

relies on the element of surprise, visors, strong winds, sleepyhead

#### THEME IMPROVEMENT

**Hush Little Baby:** When you overcome a Rift opponent using the Pepper Spray of Sleep and Nightmares, you may choose to further give them a long-term *Mist-asleep-2* status. PCs may choose to mark Fade twice instead.

## REALITY CHECK SECRET DECODER RING

*Sir Lancelot's Ring of Dispel, given to him by the Lady of the Lake in Arthurian legend*

In a City full of tricksters, illusionists, and shapeshifters, where reality itself conspires to hide the truth, a truth-revealing ring is no small trinket. Yet, the fabled Ring of Dispel, booned by the Lady of the Lake to Sir Lancelot to help him on his quest, chose to appear as the most insignificant of objects – a “decoder ring”, a cheap plastic cereal-box toy mostly used for promotion.

When the bearer of this Relic twists the center disk fixed in the middle of this ring, any illusion before her melts away like morning dew: deceitful creatures must take their true form, phantom conjurations dissipate into nothingness, poisoned lies are shown to be false, and seductive enchantments are laid bare. Moreover, since so much power is derived from the “unreal” in the City, the ring can potentially undermine any form of Mythos powers. The farther they are from their source, the stronger the effect of the ring is: summoned entities and objects (Conjurations) give way to the power of the ring more readily, while powers at the core of a Rift are harder to dispel.

### REALITY CHECK SECRET DECODER RING

Relic

#### MYSTERY

*What is real and what is fake?*

*Do I even want to know the truth?*

#### POWER TAGS

**dispel illusion**, prevent further trickery, reveal the truth, priceless collectible item, dispel Mythos powers, passive deception detector, banish Conjurations, trust your heart not your eyes, falsity-dispelling blastwave, dispel the Mist

#### WEAKNESS TAGS

**rouses the ire of many**, must touch the ring, cheap plastic toy, nothing is real anymore

#### THEME IMPROVEMENT

**Strip Away the Lies:** When you Investigate with tags from this theme, on a 10+, you also gain 1 Juice for each tag you invoked from this theme, which you may use to strip the object of your investigation from its deceptive magic or ability to lie.

## SCARLET MEDAL OF HONOR

*The Coat of Padarn, one of the Thirteen Treasures of the Island of Britain*

Padarn Redcoat was a high-ranking official in the northern regions of Roman-times Britain. Whether he was a local or a Roman remains disputed, but his coat, denoting his official army rank, became the subject of legend: only a person of strong character and of noble stock could put it on.

The City manifestation of this coat pays homage to its armed forces origins and takes the form of the Scarlet Medal of Honor. The medal allows the wearer to assume the identity of a high-ranking official, so long as her actions are driven out of noble and honorable motives (even if her methods are covert). Snugly enveloped by the mythical redcoat, the wearer can blend into any high-stakes, top-secret, or restricted environment. She can enter rooms that require official clearance, infiltrate a criminal organization’s hideout, or gain access to invitation-only events – this gold-forged, red-enamored medal is an entry badge into any building, cell, vault, den, embassy, ball, or situation room in the City. You won’t be invisible, but you’ll be accepted as having the authority to be there.

### SCARLET MEDAL OF HONOR

Relic

#### MYSTERY

*What would be the noble thing to do?*

*How much higher can I climb in this organization?*

#### POWER TAGS

**a mystical coat of authorization**, gain entry to a restricted place, trappings of high station, respect-commanding decoration, blur true identity, access restricted information, fits even better on true nobility, do the honorable thing, become a public figure, conjure up an entourage

#### WEAKNESS TAGS

**acts of dishonor and cowardice**, whistleblowers, snags on close objects, air of condescension

#### THEME IMPROVEMENT

**Don't You Know Who This Is?:** When you successfully Convince or Sneak Around a member of an organization, you may extend the result to all members of that organization of the same rank or lower.

## SCREWDRIVER OF SHADOWS

*Carnwennan, King Arthur's legendary dagger*

Carnwennan was King Arthur's dagger – given to him by God himself, according to the Welsh traditions – alongside the spear Rhongomiant and the sword Caled-fwlch, three sacred weapons that the Once and Future King used to protect his land and slay his enemies. Far from an ordinary dagger, Carnwennan was said to have the magical power to shroud its bearer in shadow.

In the City, Carnwennan takes the form of a peculiar screwdriver, which, when tapped against an electrical light source or power grid, immediately plunges everything and everyone into complete, but temporary, darkness, reserving a beam of light only for its bearer's eyes to see by. The thick, soupy darkness renders all within its grasp also incapable of making a sound. So heavy and powerful is this darkness, that it feels as if time itself stands still for a few moments. The screwdriver-bearer, held within the eerie purple glow of this Relic, has freedom of movement and expression and may take advantage of this momentary pause to fix or break, heal or hurt, help or hinder.

### SCREWDRIVER OF SHADOWS

*Relic*

#### MYSTERY

*How can darkness avail the light?*

*What can be seen only in complete darkness?*

*What crimes dare I commit when no one is watching?*

#### POWER TAGS

*impose a sensory blackout, impenetrable darkness, bestow freedom of action, handy repair tool, viscous darkness, see through darkness, stab the dark creatures of the night, make each moment count, enshroud a greater area, freeze time within the blackout*

#### WEAKNESS TAGS

*requires an electrical charge, it's only temporary, dispelled by divine light, creepy stalker*

#### THEME IMPROVEMENT

**Pervasive Darkness:** When you **Change the Game** with tags from this theme, you may gain the effect improvement *Scale the effect once without spending Juice.*

## SILVER-TRIMMED TRANQUILIZER GUN

*Bridle of a Kelpie, water-dwelling spirit of Scottish legend*

In Scottish legend, the Kelpie is a spirit associated with lakes. Although its true form is that of a black horse, it often takes the form of a human to lure men and women to come near it; it then drowns them in its lake. While foolish travelers fall prey to the Kelpie, wiser folk in legend could recognize its true nature and capture it, and even employ it as a supernatural workhorse. Oftentimes the Kelpie is equipped with a bridle which either allows it to look human or allows a human to control it.

In the City, the powers of the bridle manifest in an unusually ornate silver-trimmed tranquilizer gun that possesses equally unusual qualities. While it can shoot standard tranquilizer dart ammunition, the gun can also fire phantom silver bullets that burst into writhing, tentacle-like straps and buckles, and form a softly-glowing bridle around the target. When used against Familiars, this bridle allows the bearer of the gun to control and tame the beasts. When used against humans, it transforms them into horses or other riding animals.

### SILVER-TRIMMED TRANQUILIZER GUN

*Relic*

#### MYSTERY

*What untamed power can I control?*

*How can I catch them all?*

#### POWER TAGS

*tame supernatural animals, ride an animal, control the power of the wild, perceived as non-lethal, transform people to riding beasts, dispel shapeshifting, made to harness Familiars, rifle marksmanship, auto-fire mode, steal a Familiar's powers*

#### WEAKNESS TAGS

*line-of-sight obstruction, slippery Familiars, fierce resistance, strange equine behavior*

#### THEME IMPROVEMENT

**Beast Tamer:** When you **Go Toe to Toe** to subdue a Familiar, you may choose to both *Achieve your goal* and *Block their attempt* as a single option.

**Zookeeper:** When you **Change the Game** to create tags based on a Familiar, you may spend 1 Juice to *Prolong the effect* of all the Familiar's tags (instead of 1 Juice per tag).

# THUNDERBOLT SLEDGEHAMMER

*Mjolnir, Thor's trusty hammer*

Of all of the symbols in Norse mythology, Thor's Hammer (pronounced "MIOL-neer") is one of the most iconic. Thor was the indefatigable god who guarded Asgard, the celestial stronghold of the Aesir gods and goddesses. The frost giants were often trying to destroy Asgard and kill the Aesir, and it was Thor's duty to prevent them from doing so. The hammer was his primary weapon – Thor was the god of the storm and thunder was the sound of his hammer crashing down on his foes.

Capable of leveling mountains, Thor's hammer manifests in the City as a sledgehammer, often found in weather-exposed construction sites. When wielded properly, it is even known to summon lightning and other weather phenomena. However, when handled unskillfully, it can turn on its wielder and her allies. Use with caution!



## THUNDERBOLT SLEDGEHAMMER +

*Relic*

### MYSTERY

*When is it justified to use a weapon of mass destruction?*

*When I defend the weak, must I crush the strong?*

### POWER TAGS

**crush my foes, devastation of property, the power of a storm, intimidating size, two-handed grip, structural weak points, giant-crusher, inspire fearlessness, smite with crackling thunderbolt, undaunted**

### WEAKNESS TAGS

*lacks accuracy, dislikes indecisiveness, Odin's ire, intimidates allies too*

### THEME IMPROVEMENT

**Destructive:** When you Hit With All You've Got with tags from this theme, you can choose to Hit them good twice (increase the tier by two in total) but you may not choose to control the collateral damage.



# FAMILIARS

## COCKROACH OF REDEMPTION

### Talking Cricket of Pinocchio

When you're down and out in the gutter, when every choice you've made has turned to ashes in your mouth, when you have nothing left to your name, who will you turn to? It's in these moments, when you beg the gods for mercy, that you may encounter a talking cockroach. You may think you're delusional at first and, well, maybe that's true, but if you follow the advice of this tiny and disgusting creature you may find yourself on the path to redemption. You'll start seeing that everything that happened was of your own morally-challenged doing. It won't be easy; this one won't spare you harsh words and admonishment. But if you've hit rock bottom, you know by now that the time has come to grab the bull by its horns, wrestle with your demons, and make a change. And sometimes change can be gross.

### COCKROACH OF REDEMPTION

Familiar

#### MYSTERY

*What does it mean to be "good"?*

*How can I climb out of this gutter?*

*How can I get rid of this annoying cockroach?*

#### POWER TAGS

**infallible moral compass**, gross someone out,  
committed to my redemption, scurry into a hiding place,  
heal the wounds of the lost, sense tremors, cockroach  
swarm, superb underground explorer, safe in my pocket,  
my newfound conscience

#### WEAKNESS TAGS

guilt trip, uncontrollably attracted to trash, squishy, no  
one likes a goody two-shoes

#### THEME IMPROVEMENT

**Voice of Reason:** When you **Make a Hard Choice**,  
sacrificing something to uphold a morally-good Identity  
(your call), mark two Attention instead of one.

## REPTILE-SLAYING MONGOOSE

### *Ichneumon, the medieval enemy of the dragon*

In medieval times, the Ichneumon was the legendary enemy of the dragon, although it excelled at slaying not only dragons but also snakes and crocodiles. To face off with its fire-breathing mortal enemy, the Ichneumon would cover itself with mud and allow it to dry in the sun until it caked over, forming an armor that would protect it from the heat of the dragon's breath as well as from the dragon's claws. To withstand its enemy's toxic fumes, it would cover its nostrils with its big tail. The Ichneumon was a fast and ferocious combatant and would deftly dodge the dragon's claws before reaching for the serpent's throat or underbelly, tearing it out.

In the City, the Ichneumon manifested in a hungry and fury mongoose, often found living close to water in the marshy parts of the City parks. Cute to behold, this ferocious mongoose can be misleading. It is not merely frolicking in the park shrubbery – it is prowling the swamps on its constant hunt for nests of malevolent reptilians, where it will fight to the death to eradicate evil.

### REPTILE-SLAYING MONGOOSE

Familiar

#### MYSTERY

*Who is the most evil dragon in town?*

#### POWER TAGS

**reptilian slayer**, long sharp claws, taste for dragon meat,  
slink and dash, filter air through its tail, acute sense of  
smell, fire-resistant armor of mud, empowered by the  
sun, mob tactics, ferociously fight evil

#### WEAKNESS TAGS

leaps into battle, goes crazy at the scent of reptiles,  
sensitive snout, now I hate snakes too

#### THEME IMPROVEMENT

**Fire Fighter:** When you **Face Danger** against fire, you may trade a 7-9 result for 10+.



## FREEZING SHOULDER PARROT

Pamola, legendary bird spirit of the Penobscot (Native American) people

Pamola is the legendary guardian spirit of a mountain in the American northeast woodlands (nowadays Maine) called Katahdin, a sacred place for the Penobscot Native Americans, who were forbidden to set foot upon it. According to legend, the Pamola had the body of a man, the head and antlers of a moose, and the wings of an eagle. It was the master of cold weather, commanding rainstorms, blizzards, and thunder. Like many other spirits of the land, it also controlled wildlife in the region.

In the City, Pamola is disguised as a seemingly harmless parrot. Somewhat more friendly than its Mythos, the Freezing-Shoulder Parrot likes to perch on ledges, branches, or its companion's shoulder. At the behest of its companion, this magical bird can unleash all of Pamola's chilling wrath, spewing the full force of a blizzard out of its tiny beak. Valuable as its help may be, the parrot is picky when it comes to companions: it will only help a person who shows reverence for the domains of other spirits and their sacred places.

### FREEZING SHOULDER PARROT



Familiar

#### MYSTERY

*Who has the rightful claim to this domain?*

#### POWER TAGS

**blow out a blizzard**, strong antlers, honor local spirits, swift flight, create a cold zone, sense the domains of spirits and gods, manifest a human body, stronger in hills and woodlands, provide airborne support, guardian spirit

#### WEAKNESS TAGS

resist walking into a spirit's domain, Polly wants a cracker, spirits of hearth and civilization, chatterbox

#### THEME IMPROVEMENT

**Chilling Blast:** When you **Change the Game** to blow cold on an area, you may gain the effect improvement **Scale** the effect once without spending Juice. When you **Hit With All You've Got** to freeze a collective, on a hit, you gain **Get them good** or **get many of them** without having to spend a choice on it.



## KAA

*Kaa, Mowgli's snake mentor of The Jungle Book*

In Rudiard Kipling's *The Jungle Book*, the hero Mowgli befriends a great, powerful, and wise snake, more than a hundred years old – Kaa. As a legendary snake with the ability to converse with humans, the Mythos of Kaa naturally manifested itself in a City zoo boa, who imminently broke out of confinement and proceeded to lead the life of a Rift in the Industrial Zone. Unlike with many human Rifts, Kaa's mundane nature conveniently overlaps with his Mythos, so the road to becoming a Legendary Familiar was short.

More than anything, Kaa enjoys solving other people's problems, dispensing advice, and showing off his abilities. He is naturally attracted to upstarting noobs, especially awakening and Touched human Rifts who stumble across the Rift underworld for the first time and need guidance and assistance. Kaa is well-equipped for the role of "big brother", which he often adopts: he is both immensely strong and profoundly wise. Among other skills he is adept in meditation and serpentine hypnosis.

### KAA

Familiar



### MYSTERY

*How can Kaa show his magnificence?*

### POWER TAGS

**powerful boa constrictor, gaping jaws, acts as a big brother, slither silently, hypnotic gaze, meditative trance, control hypnotized victims, strike from behind cover, carry me on his back, profound wisdom**

### WEAKNESS TAGS

**steals the show, allies caught in hypnotic gaze, soft underbelly, takes ages to get to the point**

### THEME IMPROVEMENT

**Legendary Familiar:** Increase by 1 the tier of statuses inflicted by Kaa on Sleepers and Touched Rifts (including his companion and other PCs, if relevant).



## WORLD-BEARING ANT SWARM

*World Elephant (Hindu mythology)*

This powerful colony of ants possesses the strength of the eight world elephants, who, in Hindu cosmology, bear the weight of the world on their strong and sturdy backs. Although minuscule in size compared to their mammoth Mythos, the ants are nevertheless powerful enough to move mountains, carry buildings on their backs, and work together as a team – as only ants can – to apply accurate and incredible force in order to shift, fix in place, or transport anyone or anything.

The ants are particularly attracted to residential and office buildings. They can often be found moving a multi-story apartment building or skyscraper around town, for no good reason as anyone can tell, but they can be coaxed into putting their heavy load back in its place. Befriending the ants requires their companion to provide them with meaningful work, such that it affects large masses of matter or many lives. They excel at building projects and can accelerate urban construction manifold. Fortunately, the ant swarm can be easily contained; their legendary strength is effective for carrying, not so much for breaking out of a container. Another limitation is their height, which does not allow them to clear most obstacles, so they just smash through them with whatever they are carrying.

### WORLD-BEARING ANTS SWARM



Familiar

### MYSTERY

*What is the ants' next project?*

*What tiny action would have the greatest implications?*

### POWER TAGS

**immense carrying strength, cannot be crushed, eager to work, carry enormous structures, miraculously sustain structural stability, point out structural fail points, grow the swarm, a path clear of obstacles, construction workers, bear the weight of the world**

### WEAKNESS TAGS

**undertake unnecessary work, sugary leftovers, insecticide, over-engineering**

### THEME IMPROVEMENT

**Relocation:** You may spend 1 Juice generated with tags from this theme to relocate an object the size of a shipping container or smaller, 2 Juice to relocate a house, 3 Juice to relocate a building, and 4 Juice to relocate a skyscraper. When you **Change the Game**, on 12+ Dynamite!, if you choose **Large-scale effect**, you can move a neighborhood.

## PINK-DRESSED DOLPHIN DANCER

*Encantado, shapeshifting pink Amazon River Dolphin*

In Brazilian myth, Encantados are pink Amazon river dolphins that can shapeshift into human form. These fun-loving creatures come from a utopia full of wealth and free of pain or death, yet they crave the pleasures of human societies, especially dancing and romancing. They transform into human beings at night and show up at a dubious establishment where people congregate, dance, and carouse to find love for one evening.

In the City, an Encantado manifests as a pink dolphin that frequents a nearby bay, river, or body of water. At night, it can transform into a beautiful individual in a dazzling pink suit or dress and a matching hat, which serves to hide the one part of itself the Encantado cannot change – the blowhole at the top of its skull. In all other respects, the dolphin dancer appears to be an irresistibly beguiling person that captivates the gaze of all around. Their sense of rhythm is perfect and their dance moves tantalizing and supple but they very seldom speak. Sometimes an Encantado falls in love with a human and becomes their companion; other times, an Encantado is willing to do a human's bidding after the human has discovered the dancer's true nature. As companions, Encantados serve as great spies both underwater and in the hopping nightlife venues of the City.

### PINK-DRESSED DOLPHIN DANCER +

Familiar

#### MYSTERY

*Where is the party?*

#### POWER TAGS

**shapeshift into a human dancer, tail smack, love for human companions, astoundingly fast swimmer, legendary dance moves, perfect pitch sonar, attract a dance partner, City nightlife, make a flashy entrance to a club, connoisseur of earthly pleasures**

#### WEAKNESS TAGS

**overshadowed by a dolphin, "my baby just loves to dance", can't change their blowhole, prone to debauchery**

#### THEME IMPROVEMENT

**Wrapped Around My Backfin:** Your dolphin companion is adept at collecting information or playing someone into your hands. Once per scene, when the dolphin has inflicted a charm status on a target, you may gain Clues or Juice against that target, equal to the tier of the status.

## FEROCIOUS ALLEY CAT

*Manticore, or "Man-Eater", Persian legendary creature*

The famous Manticore of Persian mythology was a monstrous creature with the body of a lion, the head of a man, and the tail of a scorpion. It took pleasure in eating people and to satisfy this hunger laid ambush to travelers, overcoming and devouring even an entire group all at once. With three rows of razor-sharp teeth, the Manticore could chew through anything, leaving no trace of its victims. Worst of all, its tail had deadly poisonous quills that it could shoot at its prey, killing any living creature smaller than a cow instantaneously.

In the City, the Mist does not allow for such monstrosities to walk about unveiled. The Manticore often appears as a particularly large and threatening alley cat, plagued by mange, its matted fur bristling as it prepares to lunge at any wretched soul that wanders into the alley. Amid dumpsters, cardboard boxes, and trash bags it makes a lair for itself and is often sorely mistaken for a harmless homeless person. Upon further inspection, Rifts begin to notice the true size of the beast and its deadly tail and freakish teeth slowly become visible. Taking control over the alley cat is a truly legendary feat, not to mention foolish and dangerous. Without the aid of magic, it is virtually impossible. On the flip side, having the Manticore as a riding beast or fighting at your side grants an unrivaled advantage and could prove priceless in battle against even the mightiest of foes.

### FEROCIOUS ALLEY CAT +

Familiar

#### MYSTERY

*Who should I eat next?*

#### POWER TAGS

**ferocious monster, poisonous quill-shooting tail, hunger for human flesh, swift as a deer, three rows of sharp teeth, track human scent, grow new tail quills, its lair and its surroundings, tamed for riding, dispenser of certain death**

#### WEAKNESS TAGS

**poison quill misfire, distracted by hunger, crushed tail, I'm getting its taste for a kill**

#### THEME IMPROVEMENT

**Potent Venom:** When the Ferocious Alley Cat successfully gives a *poisoned* status (at least one tier remains after applying the target defenses, if any), increase the tier of the *poisoned* status by 2 if the target has no tags or custom moves to resist poison.



I DON'T THINK WE'RE IN HONOLULU ANYMORE, KID.

GREETINGS, RAIN GOD AND BEARER OF GREAT SUFFERING.

YOU SEEK ANSWERS.

HOW CAN I HELP YOU?

WE BELIEVE OUR FRIEND IS STUCK IN THE DREAM REALM.

HE'S... LOST CONTROL. WE WERE TOLD YOU KNOW EVERYTHING ABOUT THAT REALM

I DO.

BRING FORTH THE BLOOD OFFERING AND I WILL ANSWER YOUR QUESTIONS

BLOOD! ABOUT THAT -

WOULD YOU CONSIDER ANY OTHER FORM OF PAYMENT?

NEXT TIME I CHOOSE THE BAR!

SACRED  
LAND



# OVERLOOKED ATTRACtIONS

ENCOUNTERS IN THE CITY



CHAPTER

2



There's more to this City than meets the eye – this you already know. Strange magic is blowing in the back alleys and service elevators, in abandoned subway tunnels and derelict tenements. If you stick to the old beaten path, the same roads Sleepers frequent daily, you won't find what you're looking for. You must let the question lead you and step out of your comfort zone. Out there, in the parts of the City veiled by the Mist, that's where Rifts live out their stories.

This chapter lists dozens of City locations and random Rifts your crew may stumble upon as they conduct their investigation. You can incorporate these into your cases or use them as unexpected encounters and scenes whenever appropriate. Each location or Rift includes Danger stats, custom moves, or theme kits, and suggestions on how to use it in your series.

- **Accommodation:** Housing and shelter for those who need a place to stay, such as PCs or NPCs who leave home, are evicted, or go on the run or into hiding
- **Contacts:** Fixers, movers, and shakers in the Rift underworld
- **Information:** Locations and NPCs that the PCs can seek out when the investigation hits a dead end or for knowledge that is difficult to obtain
- **Meeting Places:** Neutral meeting grounds in which to set your strained negotiations or secretive meetings
- **Recovery:** Locations that can help the crew recover fast or shake off unusual conditions, for a price
- **Rivals & Troublemakers:** Individuals and groups who can interfere with an investigation but are not the crew's direct enemies
- **Security:** Rifts that protect a location, person, item, etc.
- **Shopping:** Locations in which the crew can procure rare items or possibilities
- **Street Encounters:** Monsters, gangs, and other phenomena that prowl the streets of the City
- **Transportation:** Means by which PCs can get somewhere fast or reach places that exist outside of this world or the Mist
- **Workshops:** Workspaces that help PCs or NPCs build or prepare something special

# ACCOMMODATION

Housing and shelter for those who need a place to stay, such as PCs or NPCs who leave home, are evicted, or go on the run or into hiding

## THE NIGHT LINE

*Heimdallr, a Norse god who keeps watch for invaders, and his horse, Gulltoppr*

A golden motorcoach, great for avoiding pursuit – if you can handle the other passengers

The busy streets of the City are filled with buses but one in particular stands out from the rest, provided you can see it. Always on the move and bound for no destination in particular, this sun-bleached yellow motorcoach offers comfortable leather seats, a small restroom, and even a few clean beds, all for individuals who are on the run.

This bus, known as **The Night Line** (Gulltoppr), has been navigating the streets for as long as anyone can remember, offering a safe and reasonably comfortable place to stay for passengers with no destination and nowhere else to lay down their head. The bus is piloted by a hunched-over old man with shiny skin named **Henry** (Heimdallr), who is quick to give a grin of golden teeth.

Perhaps The Night Line's most attractive feature is its ability to move faster than most powers in the City can track. When it is not stopping for passengers to come on board and alight, the bus travels at untold velocity leaving nothing but a faint rainbow trail in its path. While for passengers the bus seems to be merely meandering the streets of the City, there's hardly anything outside the bus that can pinpoint its exact location while it's traveling. Tracking devices and Rift divination powers attempting to get a lock on any of the passengers come up short, except in those brief moments when the bus stops.

This trait makes The Night Line a sought-after hiding place for Rifts on the run, which is precisely what makes this ride so dangerous. When you board the bus, you never know what other passengers could already be on board – and none of them want to be found. Nevertheless, Henry does not allow for violence on board, and kicks off any passenger who begins a fight, no matter the reason.

The Night Line has no set route and no marked bus stops. When someone is desperate and in need of shelter, the bus has a way of finding them, appearing from around a corner and coming to a halt along the sidewalk. Henry charges no fee for the ride but warns all passengers of his rule against violence while on board. The Night Line is not great if you're looking to be transported to any specific place, but Henry might be convinced to drive somewhere in particular if the need is great enough.

## THE NIGHT LINE ★★

### CATCH 6 / DECOMMISSION 3

- **All-Seeing Henry:** When Henry enters the scene, give him *all-awareness-4*, renewable as a soft move.
- **A Moving Refuge:** When you board The Night Line, take *off-the-grid-4*. This status can't exceed tier 4. When you alight, remove this status.
- **Enough, Get Off:** Immediately after you act in a violent manner on board the bus, Henry stops and kicks you out to the sidewalk as an intrusion.
- A dangerous passenger or one of the PC's Nemesis boards The Night Line, or shows up out of a bed or the bathroom (**Complicate Things, Bigtime**)
- Staying in the cramped bus becomes overbearing (*cabin-fever-1*)
- Henry refuses new passengers or refuses passage to someone in particular (**Deny Them Something They Want**)
- A pursuer traveling at legendary speeds starts catching up with the bus (as per their moves or *catching-up-2*)
- Stop to pick up new passengers
- Henry or a fellow passenger begins to discuss the weather, sports news, or politics

## OUT OF THIS WORLD SPA HOTEL

Fairy mounds

A tempting temporary housing solution which offers every possible comfort, but is very hard to leave

The **Out of This World Spa Hotel** (fairy mounds Enclave) is one of the least-kept secrets in the City. It sits at the back of a beauty salon, past several dank passageways lined with the salon's noisy appliances and storage cabinets – a carefully placed facade, designed by the spa's (and salon's) owner, **Dana** (Touched by the Enclave). Years ago, she discovered that the hard-to-reach mystique works well with word-to-mouth marketing, and Sleepers have been flocking to the “secret” spa on a regular basis ever since.

Sleepers who pass the secret around also warn their friends that the spa allows visitors to stay two hours at most; to stay any longer, they are required to check into one of the hotel's suites, but there are only a handful of these and they are usually at capacity. Many visitors thus find themselves “banished” despite wanting more, reliving the experience in their dreams for weeks.

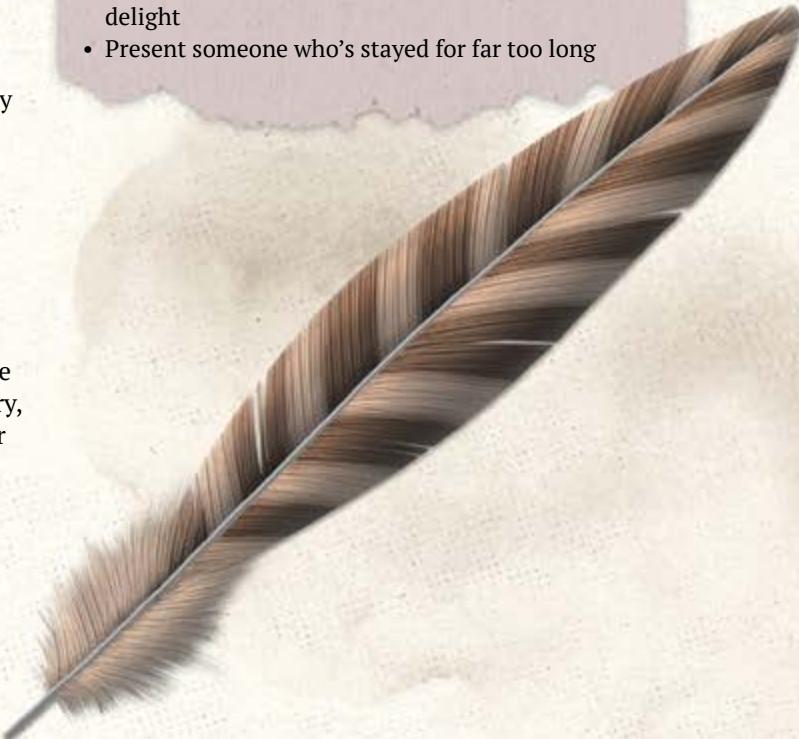
The spa is full of comforts and temptations, all at surprisingly reasonable prices: treatment rooms, saunas, fresh food and sparkling wine, all presented by strangely pleasant, graceful servants, who avoid all conversation with dismissive laughter. The suites are even more luxurious and include room service, personal yoga trainers, and private shows. Usually once during each client's visit, Dana shows up to ensure their enjoyment; the grande dame is a slender, sly lady of indistinguishable age with high cheekbones and eyes like pools of starlight.

Once you're in the Spa Hotel, you needn't ever come out again. The longer you stay, the more you become susceptible to the comforting charm of the place – which will eventually overcome your common sense, and you will simply never wish to leave. Dana knows this, of course, and pushes Sleeper customers out once they get their money's worth. Rifts are a different story, though: she makes sure to leave a suite or two free for such clientele, and allows them to stay for as long as they want. Those who forget themselves and stay for too long are kept as her pets or companions until she chooses to let them out into the City once again, disoriented and wondering how much time has passed.

## OUT OF THIS WORLD SPA HOTEL ★★

TRASH 6 / EMPTY PANTRY –

- **Overstay Your Welcome:** When you enter Out of This World Spa Hotel, take *captivated-1*. This status negatively affects all attempts to leave the spa. At *enthralled-5* you are an enchanted servant of Dana, the owner. At *spirited-away-6* you are lost to the fairy mounds, never to be seen again.
- **Just a Dream?:** When you exit Out of This World Spa Hotel, if you have a *captivated* status with a tier higher than 2, reduce it to tier 2.
- **Every Worldly Delight:** When you partake in a spa treatment or try the food and drink, remove up to three tiers of physical, emotional, or mental statuses and take *captivated-3*.
- **The World Moves On:** When the crew takes a **Montage (Downtime)** move while in the spa, the fairy magic allows them to recover from even magical statuses, but time passes and the investigation gets out of their hands. The MC makes two hard moves to represent offscreen developments (such as **Complicate Things**, **Bigtime**, **Deny Them Something They Want**, or **Make Something Horrible Happen**). The *captivated* status can't be reduced with this Montage (Downtime) move. Each member of the crew takes *captivated-3*.
- Allow for a pleasant time to be had (give *captivated-2* to everyone in the spa)
- Present a temptation in the form of comfort and delight
- Present someone who's stayed for far too long





## THE PIGEON COOP

*The Simurgh, legendary ancient bird of Iranian myth*

A quiet rooftop hovel far above the City, where you can regain perspective after experiencing loss, catastrophe, or defeat

There's a place on the rooftops above, where one can find some peace and quiet. Climb the fire escape, slip through the broken window, past a rickety "bridge" made of old planks, crossing over from roof to roof. Follow the birds to their nest, and eventually you'll find it – it's never far.

The sound of thirty or so pigeons welcomes you as you walk past a wide pigeon coop toward what seems like a ramshackle shack, but is actually more akin to a fortress. The small cabin is just one part of a large habitat, extending into an abandoned elevator shaft and stealing some space from a neighboring roof. It even has a small vegetable garden behind the giant billboard.

One finds this high place only when one hits rock bottom. After a fall from grace, an accident or battle that leaves you unrecognizably scarred, or losing the person dearest to you, a strange loft of pigeons, exactly thirty in number, leads you here. Anyone can find the pigeon coop but to be invited to stay you must truly feel this need, a desire to be left alone by the world, of escaping responsibilities, of being nowhere and required to do nothing by no one.

Here you'll have time to process, to sit and think while watching the busy streets from above, hanging between heaven and earth, staring at a thousand life paths crossing each other. You'll have little to do but consider every decision you made in your life that has led to this point. If you are broken, the pigeon coop will slowly nurse you back to life. The world will try to call you out to play again, and every day this call will intensify, but you have a purpose set before you. Contemplating on your past, you will learn from your mistakes, accept what you cannot change, and finally envision a new future for yourself.

## THE PIGEON COOP

A PC may find the pigeon coop when they lose a theme, take a tier-5 or -6 status that spells their demise or defeat, or narratively hit rock bottom. Time spent in the coop accelerates the character's overall transformation and growth (with Fade/Crack and Build-Up), but she is regularly being called back to life. You can resolve the PC's return narratively or use the *time-to-go-back* countdown spectrum, whose maximum you can adjust to allow for a shorter or longer stay.

While a lead character is in the coop, she effectively cannot take action and comes into play sporadically as we see her progress and her deliberation of when to return to the City, on what terms, and how to recreate herself. During this time, suggest to the player to create and play a temporary second character, **the Shadow**, with which they can act. The Shadow could be a nemesis of the original PC, the actual PC slipping out and acting in disguise or under a pseudonym, or a new player in town which reflects everything the PC is not and threatens to take her place. Most often, the actions of the Shadow stand in contrast to the character's previous behavior and create problems that eventually draw the character out of the coop, while at the same time remind the character who she truly is or how she must improve.

### TIME TO GO BACK 4

- **Leave Me Alone:** When you find the coop and get settled in it, take *away-5*. Remove this status when you leave.
- **Between Above and Below:** While in the pigeon coop, when your crew makes the **Montage (Downtime)** move, instead mark Fade/Crack once on one theme and choose one, two, or all three of the following:
  - » **Seed of the World Tree:** Remove one tier of your worst status, at your option.
  - » **Contemplate your life:** Gain one point of Build-Up.
  - » **Send out the pigeons:** Gain 3 Clues about what is happening in the City through pigeon Familiars that allow you to remotely see, hear, smell, etc. (but not act).
- **Optional: Bittersweet Gratitude:** When *time-to-go-back* maxes out, you leave the coop.
- Call you back to life through a visitor, an occurrence in the City, or something or someone that's waiting for you (*pressing-matters-1* or **Force Them to Choose**)
- Something you see in the City captures your interest

## THE PROJECTS

A rundown tenement for the down-and-out, that desperately needs a hero

**The Projects** was one of the first housing projects built in the Cross End slums, with several twins later popping up in blue-collar residential neighborhoods such as Whitecliff and Miller's Square. It's a block-wide shoe box for people, constructed decades ago, poorly and quickly, by Payne Construction. Today, the walls are dilapidated, broken down to the beams in places, while burst pipes and broken locks keep the old caretaker overworked. The stench of desperation is everywhere.

Folks live here if they can't afford anything else or if they feel that they must stay to take care of their loved ones. Most of the Projects are populated by families, sometimes several generations living in the same household, but there is a handful of loners as well. Life in the Projects produces its own share of drama and happy moments, and the walls are thin, so everybody knows everyone's business.

While it is hard to make ends meet in this part of town, the Projects share a sense of community that few other neighborhoods can boast. Spending any time here, even in a one-month rental or when crashing on a friend's couch, means sharing your living space with hundreds of other individuals. Every day sees fights breaking out and truces reached, love blooming and passions ignited, kids running around playing, laughing, and annoying everyone, and thus the daily hardships are endured. The creaky corridors, the secretive boiler rooms, the rusty fire escapes, the quiet roof, and the rundown playground in the yard – all these serve as the theatre for the microcosm that is the Projects.

But the clock is ticking on this community and everyone knows there's a catastrophe waiting to happen. Sooner or later, a negligent accident could bring this old ramshackle building down and City Hall has threatened the association with eviction more than once. While at first a newcomer might rue their bad luck for ending up here, over time they learn to love this place. Maybe one day, someone will love it enough to fight for a better future for the Projects.

## THE PROJECTS ★★

### COLLAPSE 6 / EVICT 4

- **Loose Boards, Burst Pipes:** When you enter the Projects, give it the tags *derelict building* and *snoopy neighbors*.
- **Just as You're About to Leave:** At the end of each **Montage (Downtime)** spent in the Projects, the MC makes one of the Projects' hard moves.
- **Creeping Attachment:** When you take a tier-6 status representing attachment to the Projects, replace one theme or extra theme with a Logos theme related to the Projects (e.g., Defining Relationship, Routine, Turf, or Base of Operations).
- A neighbor makes contact (create a new Danger: *Hopeless City Resident*, *MC Toolkit* page 142). Every subsequent activation of this move, increase the collective size of this Danger by one.
- A new potential disaster looms over the Projects: fire, flood, gas leak, heating breaks, electrical problems, threat of eviction and/or demolition (**Complicate Things, Bigtime**).
- The residents make a plea for someone else's sake or for the community as a whole (*moved-1*, increased by collective size to *caring-2*, *part-of-the-community-3*, *heart-of-the-community-4*, etc.).
- The residents surround and protect someone with their bodies (**Complicate Things, Bigtime**).
- Someone living in the Projects is revealed as a Rift. Give them a Mythos Power Set (*MC Toolkit* page 152) and have them make a hard move.
- The ruckus in the next apartment grows quiet, as if someone is listening
- A neighbor shows up snooping around the crew's business
- A resident gets caught up in the crew's business



## ONI NEIGHBOR ★★★

The Oni neighbor is that Projects neighbor everyone is afraid of and no one wants to approach. Rarely seen picking up the newspaper in his shorts and sleeveless shirt, he keeps to himself unless you disturb him by making noise or loitering, or, gods forbid, intentionally knocking on his door (for example to ask for milk or collect fees). Naturally ill-tempered, the Oni neighbor is quick to anger and reveals his demonic horned face, so most visitors end up running down the corridor screaming. He's a firm believer in educating intruders, so those who dare stand their ground and face him end up getting a beating.

### HURT OR SUBDU 4

- **Demonic Invulnerability:** When the Oni Neighbor takes a status of physical harm or subdue, reduce its tier by 3.
- **Get Lost:** Once per scene, the Oni Neighbor shouts at a PC or NPC (or a group of them), trying to scare them away with his terrifying visage (*terrified-3*).
- **Grouchy Neighbor:** When the Oni Neighbor enters the scene, give him *infuriated-3* if you made him mad or *grouchy-2* if you didn't.
- Get even angrier than before, revealing his demonic face (*terrified-3*)
- Punch, slam, kick, throw, or bash someone (*sore-all-over-3*)
- Reach for his *unbreakable baseball bat*, a kanabō club Relic
- Use his horns and claws to tear through defenses (burn one appropriate tag)
- Shout at someone through the walls or door to shut the hell up, or he'll come out



# CONTACTS

Fixers, movers, and shakers in the Rift underworld

## 1-800-KINGSMEN CLEANERS

*All the King's Horses and all the King's Men who couldn't put Humpty Dumpty together again*

A life repair service for Rifts who have neglected their personal lives for too long

Flapping in the wind all across town are faded flyers of a prosaic cleaning and repair service. Sleepers ignore them and let them fly by or wash into a drain, but Rifts at risk of destroying their private lives serendipitously hold out their hands just in time to catch one. At the top, block letters spell out "IF IT'S NOT HUMPTY DUMPTY, WE CAN FIX IT!" followed by the 1-800-KINGSMEN number. The rest of the text strangely appeals to the reader's particular crisis: "Want your boyfriend back?" "Need to roll back time on that temper tantrum?" "Must get your job back before rent is due?" Testimonials of pleased customers drive the sale home.

If called, **the Kingsmen** (of all genders or none, all Touched by this Mythos) will show up to undo any imaginable mess a Rift has made in their private life. Arriving in a white van with a trite broken egg logo, they swoop in wearing white overalls and jumpsuits and sweep up the shards of one's broken life. The Kingsmen Cleaners will clean up a space and restore it to its former state (getting rid of any bodies and putting skeletons back in the closet); speak to individuals involved and provide crisis counseling (for which they are professionally trained) to undo the damage of interpersonal mistakes; exploit legal and financial loopholes to revoke any harmful outcome of recent actions taken by their customer; and more. The restorative powers of their work are staggering – fixed property and relationships feel brand new and there is no trace for whatever mistakes have been made. In a matter of hours, the customer's life is back on track.

The Kingsmen warn Rifts in advance that they cannot do much about other Rifts in their lives; the service is limited to fixing a Rift's mundane life and Sleeper relationships only. The caveat is in the slogan – if it's not legendary, we can fix it. They also cannot turn time back, per se, although their handiwork appears as if it might as well could. Finally, as given in the fine print on the clipboard-attached contract they hand to customers to sign, anything the Kingsmen fixed is prone to break again.

The price for the service is high: the customer signs a transferable bond of servitude that the Kingsmen then sell to the highest bidder. The owner of these bonds becomes the effective 'king' of the customer and can command her to perform a single service. The customer must comply, or her life falls back apart. Many of the Kingsmen are themselves past customers called upon to help clean up a mess.

What exactly powers the company's incredible abilities remains a mystery. Most customers are too preoccupied with their life crisis to care while others simply accept that it's the Kingsmen special Rift magic. But with methods and results so similar to those of the Mist, bordering on memory rewriting and uncanny de-escalation, veteran Rifts who have followed this service wonder if the Kingsmen are somehow associated with the Gatekeepers, or at least, found the means to harness the hidden powers of the gossamer veil.

## 1-800-KINGSMEN CLEANERS

- **Flyer in the Wind:** When you would mark Crack on a Logos theme or lose a Logos theme, you first receive a Kingsmen flyer. If you choose to hire the Kingsmen, remove all Crack from the theme and prevent its loss, if applicable. You may also use the Kingsmen to remove any non-lethal mundane status up to tier 5 such as *broke-5* or *wanted-5*.
- **Glued Together:** When you mark Crack on a Logos themed restored by the Kingsmen, mark one additional Crack.
- **Bonds of Servitude:** When you hire the Kingsmen, take *indebted-6*. As an intrusion, the MC may reveal the owner of your bond of servitude, your 'king'. If you refuse the task your 'king' appoints to you or if you fail to perform it, you lose the Logos theme restored by the Kingsmen, gain the removed Crack back, or regain the removed status. If you complete it, you are free and clear. In either situation, remove the *indebted-6* status.



## AUNTIE PAY

Tio Supay, Andean Underworld god syncretized as the Devil, Protector of Miners and Bringer of Luck

A savvy agent, well-connected in the Rift underworld, whose employment is hard to leave

Nobody in the Rift underworld knows who **Auntie Pay** (Tio Supay) really is, but she knows everyone. It is said that her true face is that of a red horned devil, but when you meet her all you see is the wrinkled countenance of an old lady. This fabled mask of flesh is often pierced by her sharp eyes, menacing grin, and wicked wit. Rumors on the street about Auntie Pay are myriad, though the two most popular are that she was once a nun or that she once worked hard labor mining for silver. She certainly has the calluses of a miner.

Long done with either the mines or the nunnery, Auntie Pay is now known only as the Rift underworld's forewoman. When an influential Rift has a job they need performed on the down-low, Auntie knows about it and is ready to find the right team for the job. Her connections run through and through the secret world of Rifts, particularly working class Rifts looking for a paid gig. Once a job has been arranged, Auntie Pay takes her cut and slips away, seeking neither recognition nor the favor of the employer. For now, her reputation does not precede her, which is just the way she likes it. She doesn't need to work hard for opportunities – her Mythos already has her in the right place, at the right time, with the right information.

When you fit the bill for one of Auntie Pay's jobs, you get a call. When you have a job to offer, she'll contact you with a proposal. She'll meet exclusively in one of her basement-offices, politely refusing to meet elsewhere. If you want something from her, you need to go to her. Naturally, she has a slew of Rift bodyguards in case things go south.

Working with Auntie Pay can be lucrative, but she has some peculiarities her clients must accommodate. Rather than cash, she'll take her cut in alcohol, tobacco, high-end sweets, gems, and, especially, flowers: rare, fragrant, or exceptionally beautiful flowers, with which she adorns her basement facilities. Second, once you started working with her, she expects a cut from *any* of your gigs, and also expects you to take all the gigs she offers you. Don't refuse her too many times and *never* skim her of her share. She hates disloyal, lazy, or cowardly workers. If you ever cross her, she'll curse you so bad you'll never work in the Rift underworld again.

## AUNTIE PAY ★★★★

### HURT OR SUBDUED 3 / THREATEN -

- **Forewoman of the Underworld:** As a hard move, or once per scene as an intrusion, Auntie Pay reveals one of her Rift employees. Create a new Danger (such as Cat Burglar, Con Artist, Hired Thugs, Hitman, Smuggler, etc., *MC Toolkit*, starting on page 145) with a Mythos Power Set (*MC Toolkit*, starting on page 152).
- **Bodyguards:** When Auntie Pay takes a status her bodyguards can protect her from, the bodyguards take the status instead.
- **Seasoned Negotiator:** When you **Convince** Auntie Pay, reduce the tier of the status you give by two. When Auntie Pay makes you a good offer and you refuse, you are **Taking the Risk**.
- **Wrath of Supay:** When you deny Auntie Pay for the third time, or when she discovers you have betrayed her, you take *unlucky-laborer-2*. This status impedes all paid work you do for another Rift, cursing it with misfortune.
- **Mining Accident:** When your *unlucky-laborer* status is at tier 4 or higher, Auntie Pay can convert its tag to *buried-alive* or *crushed-under-rubble*.
- Call you with an offer she expects you to take (**Complicate Things, Big Time**)
- Explode in a diatribe of wrath and fury, cursing an employee she's unhappy with (*unlucky-laborer-2*)
- Grant an employee *worker protection blessing*
- Offer you a job with a leer

## MARQUIS WARD AND THE TORTOISE COURT

*Ekwensu, Igbo trickster god of bargains and the tortoise*

An underworld arbitrator and mediator with the power to hold Rifts to their word

Survive long enough on the streets of the City and you'll learn that not every confrontation is best concluded with brute force. Veteran Rifts, well-established Legendaries, and even a few Avatars have learned the hard way that, in certain situations, open war only weakens them while a compromise serves them much better.

Upon this premise, master mediator and top-class negotiator **Marquis Ward** (Ekwensu) built his career. A formidable, smileless man, Marquis is not the forthcoming people's person one would expect as a mediator. The bald, designer-wear-donning alpha male delivers quick and cutting judgements and aggressive and unequivocal proposals. With years of experience dealing with the thugs, outcasts, and criminal masterminds of the Rift underworld – or worse, split-personality Borderliners and Touched – Marquis taps into the ruthless yet objective nature of his Mythos to cinch a deal or an agreement that is always hard for both parties to stomach, yet still keeps them sitting at the table.

Ekwensu doesn't just make Marquis a powerful arbitrator, he makes him an apex predator of Rifts. His ability to exact punishment on Rifts both living or dead, and even on spirits and other gods, allows him to bend Mythoi to his will, sometimes even to tear them right out of a Rift's soul (what exactly this means is beyond mortal understanding). Combined with his powerful warding abilities and reign over bargains and oaths, this makes him perfectly suited to serve as a high judge for crimes and conflicts in the Rift underworld.

Powerful Rifts that want a fair arbitration or mediation come to Marquis' **Tortoise Court**, an Enclave that looks like an oval refinery silo to the Sleeper eye, but behind the Mist appears as an amphitheater-sized tortoise shell. Inside, once all parties are heard, this unruly underworld court is taken over by silence whenever Marquis is about to make a ruling. He inspires not only true fear but also deep respect in the hearts of Rifts who know his judgement is not only fair, but also the best they can hope to get. It helps to know that the punishment for breaking a deal presided over by Marquis is the utter oblivion of Sleep.

## MARQUIS WARD ★★★★☆

HURT OR SUBDUE - / OVERPOWER SPIRIT 6 /  
MAKE A CASE 5

- **Apex Predator of Spirits:** When Marquis Ward takes a spiritual, emotional, or mental status, reduce its tier by 3 and apply any remaining tiers to *overpower-spirit*.
- **Apex Predator of Tricksters:** When Marquis Ward enters the scene, give him *can't-be-fooled-4*. The MC can renew this as a soft move.
- **Punish the Oathbreakers:** When you partake in an agreement or oath blessed by Marquis Ward, you take *supernatural-oath-6*. You may only **Face Danger** with trickery. When you break an agreement or oath blessed by Marquis Ward, if you still have the status, he kills a part of your Mythos. Replace a Mythos theme.
- **Convincing Case:** Treat *make-a-case* as a swing spectrum, which can shift toward either party in the mediation process. When *make-a-case* maxes out, Marquis rules in favor of the party that maxed it out. The winning party gains *Marquis'-favor-3* if they are Dangers, or the **Favor of Marquis Ward** extra theme.
  - Deliver quick and decisive ruling that now must be honored (**Complicate Things**, **Bigtime** and trigger **Punish the Oathbreakers**)
  - Ward off all other spirits in the area with his tortoise drum, snuffing out unwanted legendary powers (*banish-5* or *suppressed-Mythos-powers-5*)
  - Strike down anyone who causes trouble in his court (*on-deathbed-5* or *crushed-spirit-5*)
- Listen to both parties with a cold, smileless face
- Write off an unfounded case made by one party

The **Favor of Marquis Ward** extra theme represents a temporary state where a PC or the crew are on Marquis' good side and can use this to their advantage. This allows them to influence the outcome of negotiations, arbitrations, and mediations Marquis is involved in. However, Marquis remains an NPC and a Danger, and his Danger moves continue to be under the MC's control.

If gained through the custom move **Convincing Case**, this extra theme should be temporary and limited to a single visit to the Tortoise Court or to a single service rendered by Marquis. By gaining Attention for this theme and choosing the **Courthouse Regular**, a PC or the crew can secure Marquis' favor for their next encounter as well.

## FAVOR OF MARQUIS WARD

Ally

### IDENTITY

*My ruling is final.*

### POWER TAGS

**rule in my favor**, underworld arbitrator, bind Rifts to their agreements, sees the point in my stance, smite legendary beings, ward against legendary, see through trickery, the Tortoise Court, objective and fair

### WEAKNESS TAGS

objectivity is a two-edged sword, demands a compromise, stern and exacting, disgruntled Rifts

### THEME IMPROVEMENT

**Courthouse Regular:** Next time you enter the Tortoise Court or meet Marquis, you gain the extra theme Favor of Marquis Ward automatically, but without this improvement.

## INFORMATION

Locations and NPCs that the PCs can seek out when the investigation hits a dead end or for knowledge that is difficult to obtain

### HELEN GREEN

*Pythia, the Greek Oracle and high priestess of the temple in Delphi*

A hard-to-reach yet reliable soothsayer who predicts more than you asked for

**Helen Green** is a 40-something real estate agent that has become a much sought after consultant in the Rift underworld in the last few years thanks to her ability to give accurate prophecies. Despite her growing Rift customer base, Helen holds on to her mundane job, preferring to answer the questions of Sleeper house buyers than those of modern-day monsters and goddesses.

Those who approach her for a prophecy find that, as a busy career woman, she can spare very little time for unexpected intrusions on her schedule. She tends to be curt with strangers; landing an appointment takes some convincing. Once she becomes reasonably convinced she's not in danger, she'll string the prophecy-seeker a little longer, just to feel important and needed. She actually quite enjoys the prophetic procedure itself, as it's an opportunity to take a break from her busy life. Recently, she's been slowly coming to the realization that she could become a real celebrity in the circles of the City's legendary underground.

A prophecy session with Helen is a scheduled appointment paid in advance. Upon meeting on a busy street, customers are impressed by the middle-aged chain-smoker, whose every movement is accompanied with a rattle of a dozen pieces of cheap jewelry. The prophetic ritual must be performed on the street, over an exhaust vent of the City's subway system. First, Helen listens to the subject of the inquiry. Then, she burns a hallucinogenic herb and imbibes the smoke, after which she steps into the billowing vapor rising from the vent opening. As the cloud of vapor covers her, Helen changes to resemble a young girl, just post-puberty – the way she looked thirty years ago. She declares her prophecy while in this state.

The trouble with Helen's service is the inherent problem of prophecy: you never know what you're going to get. When Helen speaks as the Pythia, you always get two prophecies: one related to what you asked about, the other completely unrelated. The future they foretell is often more grim than you'd hoped for. Both will invariably come true.





## HELEN'S PROPHECIES

When you, as the MC, create the prophecies Helen relates to the PCs, whether on-the-fly or in advance, consider the following points:

- **Ask questions that promote the investigation:** Guide the players to use Helen as a tool to propel the investigation onwards rather than as a means to look ahead in the storyline. For example, the question of “Where will the killer strike next?” could galvanize the PCs into action, while “Who will win, the killer or us?” has little cinematic value, unless it is phrased dramatically as “If I confront the killer, will I survive?”
- **Ask questions about the future, not the present:** Helen’s vision cannot answer questions about inaccessible information, unless it becomes accessible in the near future. For example, she cannot answer “Who is the masked vigilante, La Águila de Plata?” unless there is a moment in the near future where she can see this person unmasked.
- **The visions are clear on the main subject, but vague on the details:** The question presented to Helen should be answered accurately in her vision, but the details around the circumstances of the answer should be vague to allow interpretation.
- **At least one prophecy describes something undesired by the recipient.** For example, “Where will the killer strike next?” can be answered with “Your home”.
- **Both prophecies should be on the same scale:** If the PCs asked about a minor investigation detail, the second vision should reveal something of equal importance. For example, asking “Where will the killer strike next?” should not be accompanied by a prophecy about the end of the world, unless this gap of scope has dramatic value.
- **Prophecies work best when the players are in on it, too:** Don’t sweat it trying to enforce the prophecy by yourself. Agree with the players that the prophecy is a given and that they will steer their characters toward the prophesied fate, even if it means trying to fight it all the way but ending up realizing it. If someone wants to alter fate, give them *fated-5* or *fated-6* as a compelling status that drives them to fulfill the prophecy; if they can find a way to remove it, they will be free of the grip of destiny.

## LEVINSON BAKERY

*Gamayun, an all-knowing prophetic bird of Slavic folklore*

The perfect place to learn about events in the City, if you're willing to let the City learn about you

The Levinson Bakery is a local legend, known both for its delicious pheasant pot pies and sweet pastries and for the pleasant demeanor of the owner, **Zachari Levinson** (Gamayun). The pastries and good vibes would probably be enough to keep the bakery open, but Zachari's penchant for gossip makes this a place to get news about the City and its inhabitants.

Conversations are surprisingly candid in the bakery. The white-tiled room is decorated with gorgeous brightly-colored flowers and plants and it's always clean, as if somebody just went over it with a mop and towel. Between the white fixtures and fluorescent lights, you can sometimes hear the rustling of leaves and chirping of birds. A sense of calm permeates the place, like a pleasant spring day, but with the feeling that you're forgetting something of importance. Once you've been there for more than a few minutes, the relaxed atmosphere brings your walls down and your mouth starts blathering, candidly expressing thoughts and feelings. The Levinson Bakery is no place for hiding the truth.

This is doubly true for Zachari Levinson, who seems to have no personal boundaries. If he has you in his sights, he can size you up quickly and accurately. Above all, he's a huge blabbermouth. He'll ask you about your family, your friends, and your personal details, and he's not shy with the stories he's heard, either. If you ask about anything juicy, like scandals, stories, and secrets, he'll happily divulge, probably with more details than you asked for. However, he tends to turn those questions back at their source, inquiring into any interesting detail, not letting go until he gets an honest answer.

For those who want to chit-chat, the best way to get his attention is to buy a pheasant pot pie and take a table. He likes to meet customers, sit, and get to know them, with or without invitation, especially if they like his pies. Right now Zachari Levinson is just a Touched baker and gossipmonger, but if he continues to heed the song of the Gamayun, prophecy and indeed omniscience are just around the corner.

## LEVINSON BAKERY ★★

TRASH 4 / HURT ZACHARI 3

- **Open Up:** When you enter the Levinson Bakery, take *relaxed-3* and *big-mouthed-3*.
- **Ooh, Have I Got a Story for You:** When you chat with Zachari Levinson, you **Investigate**. On a hit, Zachari can ask you a question in return. On a 7-9, if the MC chooses to ask a question in return, Zachari may ask a number of questions equal to the tier of your *big-mouthed* status.
- Intensify the atmosphere of free sharing of information (everyone but Zachari takes *relaxed-3* and *big-mouthed-3*)
- Zachari discovers a personal detail or secret which now becomes public knowledge in the Rift underworld (**Complicate Things, Bigtime** and give those who would exploit it *exploiting-knowledge-2*)
- A patron discovers another patron's personal detail or secret and is driven to take action, e.g. reveal the secret, avenge a murder, etc. (**Complicate Things, Bigtime**)
- The lights flare and flicker, dazzling those who act violently (*dazed-3*)
- Tantalize the patrons with pheasant pot pies and fragrant sweet pastries
- Zachari pulls up a chair and joins the PCs' table, uninvited





## MERGEN BOOKMAKERS

*Mergen, Turkish archer god of knowledge, wisdom, and abundance*

An unofficial underworld information exchange, where the only currency is wisdom and skill

A curling fogbank of cigarette smoke and constant chatter fill the air of this obscure den of iniquity, located somewhere in the Old Quarter. Below the smoke, this old-timers' betting hall snugly holds a dozen round tables, where an assortment of unscrupulous gamblers of every description sit and discuss their wagers. Several TV screens scattered around the hall show a live feed of the odds offered by the house and the bets placed. Every now and then someone shouts angrily at a screen. At times, a strange, tense silence takes over the room for a while, until cries of joy and sighs of loss fill the air for a moment and the place regains its zest. Around the corner, a party of patrons plays darts to pass the time until their bets are called.

Every now and then, a patron ganders as casually as they can to a hatch in the wall where, behind an armored glass screen, sits a heavyset man in a dress shirt, with strong hairy arms and a dark bristling moustache.

This kindly character is **Kahraman** (Mergen), the bookmaker, who quickly takes their bets and pays out their winnings with a wink and a jest.

Beyond the smoky veil of the Mist here, one finds the patrons are all paragons of great wisdom: gods, legendary creatures, and literary figures like Hermes, the Sphinx, and Holmes. They are betting on the state of affairs in the City, the progression of a prominent Rift's mythical destiny, or the encroachment of one Avatar's operation upon the other. But the discussion is under-handed; behind inane chit-chat, the wise encode what they know into a game of riddles, or darts, or chess. In order to become savvy to what they know, one must engage in betting or in one of the pastime games, and show smarts and great skill.

Tricksters and brutes are not wanted here. If anyone tries anything, Kahraman knocks them down with a single dart or a straightened out paper clip. His hobbling arrows break a vital tendon, gear, or stream of essence and make his target collapse like a lifeless ragdoll or a marionette whose strings were cut. The offender soon finds themselves in a smelly Old Quarter gutter, unable to ever regain entry to the dubious establishment. If they somehow manage to anyway, Kahraman's next shot would be to kill.

## MERGEN BOOKMAKERS' GAME OF SKILL

### DEFEAT X

- **Place Your Bets:** When you engage in a game of skill to gain information at Mergen Bookmakers, place your bet by saying how many Clues you'd like to obtain. Your opponent's *defeat* spectrum maximum is equal to the number of Clues you seek.
- **Game On:** When you play a game of skill to gain information at Mergen Bookmakers you are **Going Toe to Toe** with your opponent, but add the following option to the move: *You infer information from your opponent about major Rift players in the City. You gain 1 Clue.*
- **A Shot at Victory:** If you choose *You manage to achieve your goal*, and secure a position of advantage, you may **Hit With All You've Got** in your next move instead of **Go Toe to Toe**.
- **Don't Insult My Intelligence:** At the beginning of your match, you take *watched-by-the-wisest-4*. This status can be renewed by the MC as a soft move.
- **Time to Collect:** When *defeat* is maxed out, you gain the number of Clues you wagered, minus any Clues you collected, and a *solvent-2* status. When *losing* hits tier 5, you lose; remove the status and take *humbled-2* or *short-on-cash-2*. If you showed arrogance during the match, take *humiliated-3* or *broke-3* instead.
- The opponent makes a surprising move or exploits an unforeseen weakness (*losing*, with a tier equal to the number of Clues in the opening bet)
- The opponent infers valuable information about the PCs, which will find its way around the hall and beyond it (**Complicate Things, Bigtime**)
- The opponent rubs her chin, curls her whiskers, or raises her eyebrows
- The opponent laughs haughtily

## KAHRAMAN ★★★★☆

### HURT OR SUBDUE 6

- **Wisdom Untold:** When Kahraman enters the scene, give him *mystical-awareness-4*. This status cannot exceed tier 4. The MC may renew this status as a soft move.
- **Archer God Instincts:** When you try to harm someone at Mergen's Bookmakers, Kahraman first hits you with one of his hard moves.
- **Divine Physique:** When Kahraman takes a status of physical harm or subdual, reduce its tier by 2.
- Shoot an improvised projectile – a dart, a straightened out paper clip, or a toothpick – with such accuracy that the target is disabled on the spot (this also affects dematerialized or spiritual threats):
  - » **Demonstrative shot:** burn one bravery tag and then *fear-of-death-5*
  - » **Hobbling shot:** burn three defensive tags and then *incapacitated-5*
  - » **Killshot:** burn three defensive tags and then *dead-6*
- Joke and laugh loudly about an attempt to trick him, stripping all enchantments and trickery with his laughter (burn up to three trickery tags or status tiers)
- Introduce a newcomer to a table where a game is starting (Create Danger: Mergen Bookmakers' Game of Skill) or offer to play himself (bets of 4 or more Clues)
- Shout from across the room at a sneaky visitor, letting them know they're being observed
- Suspiciously eye someone new who is wandering around his establishment



## SACRED LAND TIKI BAR

Hawaiian goddesses Pele (volcanoes) and Hi'iaka (dancers, chant, sorcery, and medicine)

A reliable source of arcane, magical, and medicinal information, guarded by a wrathful goddess and a hungry Enclave

Sipping umbrella-decorated Mai Tais and Dakiris, the locals at the **"Sacred Land" Tiki Bar** (*luakini heiau, a Hawaiian temple where animal and human blood sacrifice was made*) rock and swing to the sound of pahu drum music without leaving their bar stools. They are too drunk to care that the tacky establishment is merely a badly-executed imitation of an imaginary exotic Pacific holiday destination. Bamboo-lined bars are nestled in outdoor courts lush with palm trees or in red-lit cavernous rooms of fake rock, waterfalls, and lava. Hiding in the vegetation are ten-foot-tall carved wooden figures of rage and terror. Shirtless waiters and waitresses in grass skirts have a spring to their step as they serve the happy clientele, who are completely oblivious to the fact that they are sitting on the mouth of an active volcano.

The owner is **Ailani Jack** (Pele), a pregnant woman in her late 20s dressed in a weathered plain dress. Always wearing a stern face and replying in brusque brevity, Ailani's demeanor seems in contrast to her bar's chill atmosphere. Streetwise individuals can discern she's running another business here, trading in something illegal: her unborn child's mystical abilities.

Ailani's fetus is awakened with the Mythos of Hi'iaka, a goddess of profound mystical knowledge. Just as Pele incubated the egg from which her sister Hi'iaka was born, so is Ailani protective of her gifted child. Hi'iaka can communicate telepathically with anyone nearby (and perhaps further) and enjoys dispensing her wisdom. She can advise on any magical, arcane, or spiritual subject and is especially knowledgeable in medicine and cures for legendary conditions and ailments.

Such information is invaluable in a City of magic and Rifts, and so Ailani has to work hard to protect Hi'iaka from grubby clients or criminal elements who might covet her child and her wisdom. Her main defense is the volcano temple Enclave, which she can ignite at the first sight of danger, burning to cinders all and everyone therein. Hi'iaka and Ailani are unaffected by the volcano's eruption, as are the "Sacred Land" patrons, who feel a little warm at most. Unfortunately, the Enclave needs blood to keep raging, so the price tag Ailani has reluctantly put on a consultation with Hi'iaka is human blood sacrifice; most often the donor doesn't die, but they can come quite close. Ailani has learned to set aside her aversion to this grisly procedure; she'll do what it takes to protect her sister-child.

## SACRED LAND TIKI BAR ★★★★

### SEAL 6 / OUT OF BLOOD 4

- **Massive:** Reduce by 3 the tier of statuses intended to affect the entire Enclave.
- **Wicked Heart of a Volcano:** When you try to invade the Enclave without invitation, in body or spirit, you first take *lava-burns-4* or *mystical-shock-4*. The Enclave takes *spent-blood-1*.
- **Eruption:** As an intrusion, Ailani can make the volcano erupt and incinerate the Enclave. Everyone inside, except Ailani, take *incinerated-6* (or *lava-burns-4*, if Ailani is just demonstrating her power). The Enclave takes *spent-blood-2*.
- Take the blood sacrifice of a willing, restrained, or incapacitated person (*bleeding-out-5* without **Facing Danger**, and *bleeding-out-5* again if the status is untreated at the beginning of the next downtime; reset the Enclave's *out-of-blood* spectrum)
- Spew dark clouds of smoke and ash from the glowing maw of the volcano



# MEETING PLACES

## AILANI JACK ★★★

HURT OR SUBDUE 3 / ENRAGE-BESEECH 3 / OVERPOWER HI'IAKA 5

- **Fierce Mother:** When there is an imminent threat to Hi'iaka, give Ailani Jack *ferocious*-2.
- **Rough Exterior:** When Ailani Jack takes an emotional or social status or a status of physical harm or subdual, reduce its tier by 1.
- **Out of the Mouth of Babes:** When you try to **Sneak Around** or **Investigate** using trickery against Ailani or Hi'iaka, if Hi'iaka is conscious, you first take *seen-for-what-you-are*-3 and Ailani takes *enraged*-2.
- **Fury/Love of Pele:** *Enrage-beseech* is a swing spectrum.
  - » When *enrage* maxes out, you anger Ailani and she erupts in a volcanic conflagration (everyone around takes *lava-burns*-3) or triggers her Enclave's **Eruption** move.
  - » When *beseech* maxes out, Ailani opens up about her predicament. At the MC's option, she allows you to ask Hi'iaka one question and you gain one Clue.
- Draw out a stashed machete and strike (*slashed*-3) or spit volcanic fury out of her mouth (*lava-burns*-3 in a small area)
- Become visibly irritated by the conversation (Ailani takes *enraged*-2)
- Cut straight to business



Neutral meeting grounds in which to set your strained negotiations or secretive meetings

## MUNICIPAL AIRSTRIP ONE-TWO

*Coyote, indigenous North-American mythological trickster, saboteur, and thief*

An abandoned airstrip for heartfelt departures or tense smuggling deals

**Municipal Airstrip 1.2** (pronounced 'One-Two', Enclave of Coyote) is long past falling apart. Weeds the size of ponies command the once-flat concrete. The directional paint is barely visible. The runway lights are mere metal husks. Both inside the decrepit hangar and outside on the runway, everything smells of old tobacco and jet fuel.

Completely forsaken by the commercial airlines and indeed, by society, One-Two is an ideal place to conduct all manner of shady dealings. Smugglers hoping to avoid the watchful eye of the police and the Longshore Union at the docks choose this little-known airstrip for landing their contraband-laden aircraft. Traffickers use this spot to bring in forbidden Relics, Familiars, or even people, disappearing into the clouds as quickly as they appeared. A rickety passenger airplane (like Gyphus, see page 118) awaits a mysterious individual who finally made the choice to leave town, engine running.

Sometimes, people who are leaving town for good say their last goodbyes here, against the backdrop of the empty plains and overcast sky. If anyone tries to stop them, they find themselves thwarted by a flat tire, tangled shoelaces, or a sudden attack of wild animals. Other times, a secretive convoy drives the long dusty road to the airstrip to welcome a shipment. A negotiation takes place under the dome of the sky, but although all is carefully planned, something goes awry and the next visitor finds the airfield strewn with dead bodies and bullet cases. It's almost as if someone takes pleasure in causing mayhem, just to show folks they're not really in control.

The few souls who know this place well understand the spirit of Coyote that resides here. It is full of surprises and it loves to shuffle the deck. It favors the unloved smugglers, criminals, and runaways and employs its trickery against the lawful, the proud, and the privileged, but it may just as well betray those who think they can rely on it. Indeed, the force of the Coyote spirit is so great here that it can even help individuals give the slip to the guardians of the Mist themselves.

## MUNICIPAL AIRSTRIP 1.2 ★★

WARD OFF 5 / SEAL 6 / AMUSE 3

- **Trickster Spirit:** As long as it is undetected, Coyote can make hard moves as soft moves within the boundaries of its Enclave.
  - **Just Your Imagination:** When you **Investigate** strange occurrences at the abandoned airstrip, you first take *can't-put-my-finger-on-it-3*.
  - Make the road to the airstrip stretch longer or shorter, so that someone arrives at the most dramatic or inopportune moment (**Complicate Things, Bigtime**)
  - Swap any container (such as a crate, case, bag, cage, etc.) with an identical, empty copy of itself, and place the original in the possession of anyone in the airstrip, or in the hangar (**Complicate Things, Bigtime**)
  - During a tense moment, push someone so that they fall out of line, crash into someone or something else, or trigger a nervous reflex (**Complicate Things, Bigtime**)
  - Beset the airstrip with a pack of coyote Familiars (create new Danger: Airstrip Coyotes)
  - Instill everyone present with a feeling of distrust (*distrustful-2*)
  - Employ trickery to impede the movement of an individual, a group, or a vehicle (*impeded-2* or *restrained-2*) or make them lose face (*embarrassed-2* or *mocked-2*)
  - Steal an item from someone (burn all tags related to that item)
- 
- A tumbleweed rolls across the airstrip

## AIRSTRIP COYOTES ★★

HURT OR SUBDUE 2 / OUTRUN 3 /

FORCE TO REGROUP 3

- **Collective:** This collective has several members and a size factor of 2.
- **Shift 'n' Tumble:** When you try to hit an Airstrip Coyote, if you didn't spend a Clue beforehand to predict its movement, you miss it.
- **Trick of the Mind:** When one of the Airstrip Coyotes' spectrums is maxed out, they vanish without a trace, leaving anything they were carrying where it was.
- Bite someone, making them more susceptible to Coyote (*bite-wound-2* and *confused-1*)
- Gang up on someone and *corner-1* them, compelling them to move to where the Coyote Enclave wants them
- Distract someone, allowing the Coyote Enclave to make a hard move
- Snatch something and run out to the fields (burn all tags related to that item)
- Creep out of the dry grass, skulking and howling
- Charge the airstrip

# THE LOT ACROSS THE BAY

*Tír na nÓg, Irish Land of Eternal Youth*

A place outside town and time,  
where all dealings remain secret

Just outside town, across the bay, there's a parking lot that overlooks the City. Drenched in salty sea mist, this forgotten spot is perfect for watching the metropolis while white horses crash on the seaweed-festooned breakwater. Few know about this place; it is usually abandoned, with only an occasional old white car parked at the edge, where a passionate couple takes advantage of the privacy and romantic scenery.

Getting to the lot across the bay isn't hard, but you need to know it's there. You can cross the bridge and make your way further out toward the sea, or take the scenic route around the bay. If you own a surfboard, a boat, or a glider, or if you were blessed by the Touch of an aquatic or aerial Mythos, you can simply brave the winds and cross the gushing water.

The lot exists outside time. From here, the City skyline appears in an accelerated time-lapse as time continues to rush in the City; but here, all is still, except for the crashing waves. Standing here brings things into perspective and makes you think, so much that you could spend lifetimes doing so. However, if your life in the City matters to you, you won't delay for very long; the longer you stay, the more time you will lose.

The real value in this place is in its impenetrable secrecy. Anything happening here – secrets conveyed, packages delivered, people killed – is only known to those who are present. It's virtually impossible for anyone who exists in time to track what is happening in no-time, and that includes all sorts of seers and scryers (and yes, the Gatekeepers, for this place exists on the borders of the Mist). Even those with the rare power of peeking into Enclaves and beyond can only perceive a still snapshot of this place, and even then the air of mystery that surrounds the lot makes it vague and unintelligible.

## THE LOT ACROSS THE BAY

- **The Land of Youth:** When you **Investigate**, trying to locate The Lot Across The Bay or follow someone there, there is an *air of mystery* that hinders you.
- **Over Nine Waves:** When you travel to The Lot Across The Bay, if you **Sneak Around**, there is an *air of mystery* that helps you. If you don't, or on a miss, an enemy, stranger, or loved one may follow you there and hear your secrets or die of old age upon their return (MC choice).
- **Don't Stay Long:** When you travel back from The Lot Across The Bay without having spent downtime there, you are **Taking the Risk**. Use tags relevant for your journey. On a miss, or as one of your choices on a 7-9, the MC may give you an *aged* status with a tier equal to the number of times you visited The Lot Across The Bay.
- **Lost Track of Time:** When you travel back from The Lot Across The Bay after having spent downtime there, you automatically take an *aged* status with a tier equal to the number of times you visited The Lot Across The Bay plus the number of downtimes you spent there.



## THE MAGNA CURIA

Theatre of Pompey, where Caesar was betrayed and murdered

A fancy meeting place for high-rollers, very secure – unless one can buy out the owner

**The Magna Curia** is a popular and well-regarded restaurant situated on the 23rd floor of a stately building downtown near a number of government buildings. With exterior walls of sheer glass, most parts of the restaurant offer impressive panoramic views of the City.

The food is excellent, but the service is even better. During the day the patrons tend to be well-off business and government officials eating off of business accounts. During the evening, the restaurant-goers are well-off citizens out for a nice night on the town. Many of the politically well-connected can be found dining at the Magna Curia, giving the restaurant a reputation for being a place where deals are agreed upon over a bottle of scotch. Tables are tastefully distant from each other and glass partitions assure that conversations stay private.

One of the peculiarities that makes the Magna Curia stand out is the fact that it prominently displays guards at the door. The guards are always for-hire off-duty police officers, and the Magna Curia's owners have special permission to allow the guards to wear their uniforms even though during their off-duty time they answer to the restaurant rather than the City. This, too, adds to the atmosphere of reassurance and security. While working for the restaurant, these guards are Touched by the Mythos of the Praetorian Guard, the Roman imperial bodyguards.

Rifts are welcome at the restaurant. The Magna Curia is managed by **Guy Pompeo**, once a leading councilman, now restaurateur. Pompeo is a deeply jealous man, infused with the mythos of the Curia of Pompey. He instinctively hates men and women of power who style themselves petty autocrats. Bank owners, city leaders, mafia dons – anyone who dictates to the world around them is despised by Guy Pompeo.

From time to time Pompeo has been known to take matters into his own hands. He enjoys petty passive attacks against his “enemies”, such as instructing the chefs to under- or overcook meals, add superfluous ‘gratuity’ charges to the final bill, or instructing the police guards to repeatedly walk by a table that is clearly desperate for secrecy. For those he wants to destroy, he fabricates grievances and uses those wrongs as an excuse to publicly confront and embarrass his (often confused) enemies. Pompeo wields rumors and

innuendo like a knife. For the right price, he can even be convinced to support a coup or turn the restaurant guards against a powerful ruler.

To represent the staff of the Magna Curia as Dangers, use the Mover & Shaker Danger profile (*MC Toolkit*, page 143) for Guy Pompeo and the Elite Security Danger profile (*MC Toolkit*, page 150) with the Warrior Mythos Power Set (*MC Toolkit*, page 156) for his Praetorian Guard.

When a PC or the crew gains Pompeo's support, they can gain the following temporary Extra theme:

### BACKED BY THE MAGNA CURIA +

**Enclave**

**MYSTERY**

*How can I take this tyrant by surprise?*

**POWER TAGS**

**A bustling restaurant, political backchannels, air of discretion, private Praetorian police force, uncannily hide malintent, betray a ruler to their doom, a well-connected restaurateur, conspiring voices, shared hatred to those in power, bound by our agreement**

**WEAKNESS TAGS**

**too eager to depose a leader, increasingly paranoid, a former deposed leader, angered the management**

**THEME IMPROVEMENT**

**Staged for a Backstab:** Once per scene, when you **Sneak Around** against a lone tyrant at the Magna Curia, on a 10+, you may give them a status with a tier equal to your Power+1.

## OPEN-AIR EVENT

A crowded and therefore loaded location where it's easy to get lost in the crowd, but also to cause collateral damage

Sometimes, the safest strategy for a successful exchange is to meet out in the public, where any violent behavior would hold the risk of exposure. When one party isn't so sure about the intentions of the other, a crowded place can provide the best cover and the most escape routes. With crowds numbering in the thousands or tens of thousands, open-air events make the best choice for parleying on rocky terms. They are especially inviting to a weaker party who wants to level the playing field when engaging a massively more powerful party such as a criminal organization, the police, or the Gatekeepers.

The nature of the public event doesn't matter for the parleying parties (although from a cinematic perspective it adds a lot of flavor). Carnivals and festivals, sporting events, political rallies, street parties, speciality fairs and markets, and even massive drive-in or outdoor cinemas, all fit the bill. The audience, crowd, or mob fills the streets and any open space as far as the eye can see. In the bustling commotion, it's difficult to see more than a few feet away and the dense tissue of bodies slows down teams and vehicles, providing a clear advantage for individuals operating alone or apart, especially if they are small-bodied and quick on their feet. Orchestrating a manhunt in such an environment without aerial or mystical support is futile, and even with such means the information often gets lost in translation when conveyed to the units on the ground.

A parley at an open-air event has the potential of detonating into a full-scale catastrophe, which is exactly why it's so safe. However, a party willing to harm bystanders has the upper hand and can leverage this as a threat against a party that isn't willing to do so; this could be the desperate act of a cornered individual or a carefully engineered plan, for example planting bombs throughout the event perimeter. Once the threat is visible to the crowd, it can cause mass panic and perhaps even a tragic stampede.

In most cases, however, acting out in public draws an immediate response from the authorities, the police, emergency services, and even the army may be called out to curtail a threat to the public. In the City this is doubly true as a threat to the public can include any Rift activating her Mythos powers in a crowded place. Such foolhardy Rifts soon meet with the full force of the Mist, sometimes even before the power is triggered; whether thanks to some early-warning systems or simply sheer preparedness, Gatekeepers may already be at the scene when such dangerous shenanigans are attempted.

## OPEN-AIR EVENT ★★

- **Dense Crowds:** When you first reach the Open-Air Event, give it *crowded-2*, renewable as a hard move. This status impedes perception and movement. To clear an area of this status or to increase it, a PC must **Change the Game** and choose the *Scale up the effect* option once for each level of size factor she wishes to affect.
- **Mass Panic:** When a threat to the crowd is revealed, create a new Danger: Mob (*MC Toolkit*, page 142).
- **Public Awareness Control:** When a Mythos power is about to be witnessed by the crowd, create a new Gatekeeper Danger (starting on page 270 or *MC Toolkit*, page 164). If the witnessing crowd is greater than a few dozen people, the Gatekeeper Danger makes a hard move before the Mythos power is triggered.
- Lose a target in the crowd (**Deny Them Something They Want**)
- The other party hurts the people at the event, ending in tragedy (**Make Something Horrible Happen**)
- An action by a PC goes wrong, endangering or hurting the people at the event (**Make Something Horrible Happen or Turn Their Move Against Them**)
- The crowd besets the PC or the crew, or picks out a scapegoat (create a new Danger: Mob)
- The other party threatens to hurt the people at the event

## SEVEN BROTHERS RESTAURANT

*The Magic Tablecloth of Russian legend, which will provide food but only if you're nice*

A cozy and perfectly neutral meeting spot, as long as you abide by the rules

The entrance to **Seven Brothers Restaurant** is through an impressive doorway, from a sidestreet on a residential neighborhood. On the way in, you pass through a musty but warm cloakroom, where you are asked to check your bag, your hat, your coat, and any other effects, including weapons, phones, and gadgets. If you refuse, you will not be allowed entrance – no exceptions.

Inside the restaurant, it is always the darkest night in the coldest winter. The City street seen from the windows is snowy, dark, and empty save for the occasional lone rider, hurrying home. The room, by contrast, is warm – almost overbearingly so – with rich smells of leather, polish, and wood. There's always a table available, to which you will be led by a formally-dressed greeter. A waiter in a suit and with a towel draped over one arm will present today's dishes in a friendly manner. If it isn't your first time – however long it's been – you will be asked if you would like your "usual" table and order.

There are always people in the restaurant. The sounds of muffled conversation fill the air, as pleasant as the warmth radiating from the crackling Russian stove. The only sharp sounds breaking up the warm monotony are of waiters and cooks, calling out weird dish names as they're being ordered, like "rat pie," "fried nuts and bolts", or "axe soup". You can order the same, if you wish – the menu seems endless, and the cooks are able to accommodate any dietary need. Everything is delicious. Everyone is content and polite. And you should be, too.

Some waiters are always attentive to you. If you steer away from the rules of decorum, even just by making a sarcastic remark or insinuating you'd prefer your food cooked differently, a waiter will approach you and ask "Is all to your liking?" This is the first sign that you've made a mistake. After enough strikes – or immediately, if you try to pull off something smart – you'll suddenly find yourself out on the main street. It will be very hard for you to find seating in Seven Brothers in the future, requiring you to wait for hours by the entrance. And for some reason, everything you eat from then on will taste terribly salty.

No degree of trickery can fool this powerful Enclave; the restaurant can *feel* when you're not being nice and it has full control over reality within it. The strict rules it enforces make this the perfect place to hold meetings and negotiations between sides which would otherwise be at each other's throats. In fact, being a regular who is still welcome in the restaurant even after many visits is a mark of honor between Rifts in the know. Many come back just to show that they can.

## SEVEN BROTHERS RESTAURANT ★★★

- **Rules of Decorum:** When you show anything less than extreme civility, you get politely reprimanded (*admonished-1*). If you display overt violence or make a mess, take *admonished* with a tier equal to the tier of your Power, or 3, whichever is higher.
- **Come Back In One Year:** When you hit *admonished-4*, the host informs you that you must leave. You will soon find yourself outside, one way or another. Take a permanent *salty-food-curse* tag for one year. As long as your *admonished* status is 4, you aren't allowed back inside.
- Another diner bumps into you or has a request, necessitating a drawn out exchange of apologies and pleasantries (**Complicate Things, Bigtime**).
- A waiter approaches the table to deliver an order, refill a glass, or clear dishes
- A strange dish name is called from the kitchen

# RECOVERY

Locations that can help the crew recover fast or shake off unusual conditions, for a price

## DR. LAUGHTON'S VETERINARY CLINIC

*Dr. Moreau, H. G. Well's mad doctor who created animal-human hybrids through vivisection*

A street clinic where the crew can get their injuries fixed, if they can stomach the side effects

Dr. Laughton's name is whispered across the City's criminal underground as someone who can fix you up without balking or asking questions. The rumors also warn that his treatment, as thorough as it is, will often leave you with some unfortunate and unique scars. If you've come to Dr. Laughton's veterinary clinic, it's probably because you're desperate.

The clinic is accessed through a back alley in the Industrial Zone, where a pink, guttering neon sign spells PET CLINIC overhead. Just below, the white metal entrance door is covered with a fading poster showing happy animals living on a tropical island, where an old laminated printer page says "Dr. Laughton's Veterinary Clinic - OPEN 24/7 - All Animals Welcome!" in big bold purple letters. A handwritten note is stapled to the bottom of this sign, adding "including humans" in plain black marker.

Inside, the waiting room of the shabby clinic seems forsaken and the place reeks of disinfectant and livestock. There's no waiting music in the background – instead, the sounds of a loud menagerie of animals can be heard from the back room. Alongside the expected meows, barks, caws, and squeaks, one can clearly hear the occasional moo, growl, oink, and the sounds of wild animals not normally found in the City. The only other door leads to the operating room, a grim landscape of outdated surgical equipment and stainless steel surfaces that are nonetheless spotted with corrosion. However, patients are put under before they are taken there; the Doctor doesn't want to reveal his methods.

Dr. Charles Laughton is always covered in protective gear from head to toe – surgeon's scrubs and coat, goggles, face mask, high boots, and thick plastic gloves. His voice is muffled but still deep and authoritative. He is always happy to see new patients and never cares whether you're

human or something else. He'll size you up while you're describing your condition and often interrupt to compliment you on how fine of a specimen you are.

For Laughton, the cure to any malady is always surgery and the procedure always requires fitting the patient with parts from the right animal. Patients who leave Laughton's clinic can be sure of two things: that they have been fixed and that they will discover a new animalistic side to their personality in the next few days.

The only other person in the clinic is Flem, Laughton's assistant who lives in the back room, where patients are not allowed. Normally, Dr. Laughton communicates to Flem only by shouting requests, such as "bandages, scissors, 5cc of chloroform, and forceps, clean this time!" The answer is a series of grunts and snores and a tray with the requested equipment shoved through a window into the operating room.

### DR. LAUGHTON'S VETERINARY CLINIC

- **Back-Alley Surgery:** When Dr. Laughton operates on you, remove a single physiological status, such as injury, malign growth, breathing obstruction, burns, warped bones, etc. The Dr. chooses the right animal part to transplant.
  - » If he saves you from certain death (tier 6 or tier 5 that will soon escalate to tier 6), replace one Logos theme with a Mythos representing your new animal nature (you may use Personality, but change its type to Mythos). You also take *recovery-pains-2*.
  - » If he merely patches you up (tier 5 or lower), you gain two permanent story tags, one representing a benefit and one representing a flaw of your new animal nature. They are linked: removing or burning one automatically removes the other. You may convert them into a full Mythos theme when replacing a Logos theme; they become the nascent theme's power tag and weakness tag. You also take *recovery-pains-1*.
- **Flem:** If you try to barge in while the Doctor is busy, or try to interfere with the procedure, you are first stopped by Flem: a large man with a dog's snout, bear arms, and a bull's hooves. Create a Danger: Hired Thug (*MC Toolkit*, page 147) with the Beast Power Set (*MC Toolkit*, page 152), as well as:
  - » **Horrible Appearance:** When Flem enters the scene, give *shocked-3* to everyone present except for Flem himself and Dr. Laughton.
  - » **Fiercely Protective:** Flem has the status *rage* with a tier equal to the highest tier of any negative status Dr. Laughton received in this scene, renewed whenever the Doctor gains another such status.

# THE LEAKY FAUCET

*The Pool of Bethesda*

A secret bar where the crew can heal any wound or ailment, if they can find it in time

**The Leaky Faucet** (Pool of Bethesda) is a pop-up bar that opens for a single night every few weeks, each time in a different location in the City. One time it can be found in a damp cellar in the Old Quarter and the next it's on the beach by the boardwalk. The bar changes its theme each time it opens, but the trappings are never more than a cheap and flimsy cover on top of the same setup of creaking bar stools, small and dirty tables, and insufficient lighting. The patrons don't mind, though, because this is where you can find the best booze in town.

The alcohol served in the Leaky Faucet will literally cure whatever ails you. This mythical property is why many Rifts seek out this place, such as those consumed by a zombie rotting disease or shot with a poisonous arrow. Sleepers can only tell that the alcohol tastes great and that the occasional famous person frequents the place. On a night when the bar appears, people flock to the Faucet just to be seen in the coolest place in town and to rub elbows with trendsetters and influencers.

Throughout each of the Leaky Faucet's opening nights, it invariably transitions from a secret, quaint, secluded haunt to a trendy, loud, overcrowded bar, within mere hours. Suddenly there's a line at the bar; well-dressed socialites and critics arrive with their entourages; the music gets louder; and the hipster patrons are long gone, disgusted by the joint's quick decline into 'mainstream'.

This rising popularity causes a problem for those who wish to be healed or restored: when the bar is crowded, it's harder to get a drink and the booze is watered down, gradually reducing its healing properties until it becomes ineffective altogether.

**Anne Stebbins** (The Angel of Bethesda) is the bar's only employee, serving as the bartender, bouncer, and manager. She's a large, loud woman, intimidating at times but overall good-natured, who'll kick you out at the drop of a dime but otherwise smile and wish you a nice night. Nothing is known about the bar's owners except for Anne's disapproval of their choice of location, decor, working hours, and general decision-making.

Anne doesn't know why her touch matters, but she knows that for the booze to have healing properties, she has to physically touch it. This has earned her a reputation as a particularly sloppy bartender, and means that the Leaky Faucet's bar is constantly wet.

Anne declares closing time without warning. By that time, the place is packed, with about half of the patrons never having had a chance to get their drinks. They always protest, but Anne empties the place within five to ten minutes.

## THE LEAKY FAUCET ★★

**KEEP OPEN AFTER CLOSING TIME - /**

**FOR ANNE: HURT OR SUBDUE 5 /**

**THREATEN OR COERCE -**

- **The Best Kept Secret:** When you try to find the Leaky Faucet before opening, or just when it opens, it gets *secret-4*, affecting all attempts to find it.
- **The Quick Decline:** As a hard move, or as a soft move as the night goes by, the bar fills up with patrons. Reduce a tier from *secret* and add one to *trendy*.
- **Packed:** While the Leaky Faucet has a *trendy* status, you must **Go Toe to Toe** with the other patrons in order to reach the bar and get a drink from Anne. Treat the *trendy* status as an impeding status.
- **Cure What Ails You:** When you drink the Leaky Faucet's alcohol served by Anne, reduce any of your statuses by 6 tiers when the bar has *secret-4*, 4 tiers at *secret-3*, and 2 tiers at *secret-2*. Starting at *secret-1*, the drink loses its effects. The drink cannot affect people who cannot drink, including the deceased. It may remove a tier-6 status, but only if it was received earlier the same night.
- Anne ensures the patrons that she's got it under control or tells everyone to pipe the hell down (everyone in the bar takes *calm-and-quiet-3*)
- Anne pushes troublemakers outside, or magically banishes them (*banned-from-the-bar-5*, giving herself *distracted-3*)
- A patron blocks your path to the bar (*blocked-2*), shoves you back (*far-from-the-bar-3*), clocks you (*black-eye-2*), or complains to Anne about you (*marked-as-a-troublemaker-2*)
- While *secret-3* and above: Anne asks "What troubles you?" and offers a solution in the form of a drink
- While *trendy-2* and above: Anne glares at a rowdy customer while trying to hear an order above the ruckus

## RIVERSIDE CATHEDRAL

*Legion, a demon of the New Testament*

A church where weary Rifts can hush their demons, as long as they don't awaken those of the priest

Standing tall as one of the oldest buildings in the City, the **Riverside Cathedral** has served as a place of refuge for many lost souls over the years. From its gothic basilica, through its signature spire, to its handcrafted stained-glass windows, the Riverside Cathedral is a true architectural marvel that commands the attention of every tourist or artist in the City.

The Cathedral is overseen by **Bishop Francis Page** (*Legion*), a man in his late sixties. Kind-eyed, impeccably dressed, and always thoughtful with his words, Bishop Page has made it his mission to help those who fall on hard times, escorting them on their journey to find faith in themselves as well as in God. He extends a hand to anyone who comes to the Riverside Cathedral looking for guidance, without judgment, and he uses kindness and compassion to help them find their way.

While Bishop Page appears to all as a near-perfect beacon of faith and evangelism, the holy man carries with him a darkness rivaled by few in the City. A few years ago, Francis Page began to be tormented by thousands of voices who tried to coax him into doing deeds of great evil. The Mythos of the demonic Legion had awakened within him and the choir of unearthly voices was, for a time, too much for him to bear. Bishop Page locked himself within his quarters for most of a year before returning to the world and none know of what occurred during that time.

Through the strength of faith and tireless efforts, Bishop Francis Page discovered a way of using old exorcism rituals to suppress Mythoi, at least for a time. The Bishop uses these techniques on himself monthly to keep the voices of Legion at bay. This arrangement is fragile at best and may falter if the man of God was ever pushed into a truly desperate situation or gave in to wrath, despair, or jealousy.

Bishop Francis Page will offer his expertise in the way of suppressing Mythoi to any Rift who comes to the Riverside Cathedral seeking help with such matters, but he refuses to ever use this ability on an unwilling participant. There is no monetary cost to this service, but it takes several hours to complete, and it cannot be reversed once done.

## BISHOP FRANCIS PAGE ★★(+★★)

### HURT OR SUBDU 5 / LOSE CONTROL 3

- **Supportive Confidant:** When you come to the Riverside Cathedral in a bad mood or in bad shape, Bishop Francis or one of his clergymen gives you *sound advice* (temporary tag). In addition, you may remove three tiers of any emotional or mental statuses of tier 4 or lower.
  - **Emotional Involvement:** If you go against Bishop Francis' *sound advice* while you have this tag, he catches word of it and becomes *upset-1* (on the *lose-control* spectrum).
  - **Master Exorcist:** When Bishop Francis conducts his exorcism on you, burn all tags in one or more Mythos themes of your choice and take *suppressed-mythos-5*. While this status is in effect, the theme's burnt power tags cannot be recovered and its weakness tags cannot be invoked. The exorcism expires after a month or if you take an emotional status of tier 4 or higher.
  - **I am Legion:** If Bishop Francis Page's *hurt-or-subdue* spectrum takes a status of tier 3 or higher, or if *lose-control* maxes out, he becomes aggressive, gaining access to the powers of Legion. He uses them to destroy his enemies without mercy; if a PC made him *upset*, he takes it out on her.
  - **(As Legion) Demonic Invulnerability:** When Bishop Francis takes any status that doesn't specifically target demons (such as *banish* from a holy power or damage from a demon hunter's weapon), reduce its tier by 2.
  - Defuse a situation (all present except Bishop Francis take *calm-2* or remove up to two tiers of emotional statuses)
  - Provide a thoughtful spiritual advice (give *sound advice*)
  - Call for help from his parishioners (create a new Danger: Mob (*MC Toolkit*, page 142))
  - (As Legion) Attack mercilessly with demonic strength (*beaten-3*)
  - (As Legion) Command order with the countless voices of Legion (*terrified-4* or *compelled-4*)
  - (As Legion) Scatter into a thousand fluttering shadows and take over the congregation (give the Mob the Creature of Darkness Mythos Power Set (*MC Toolkit*, page 153))
- 
- Offer guidance to those in need
  - Recite a relevant prayer, in Latin

# RIVALS & TROUBLEMAKERS

Individuals and groups who can interfere with an investigation but are not the crew's direct enemies

## THE 12TH PRECINCT

*The Musketeers*

A glorified yet corrupt police unit that interferes with the crew's investigation on matters of great interest to the public

The City's **12th precinct** has always been known as a hotbed of corruption. Ever since its foundation, stories have been circulating about its members' involvement in crimes ranging from petty theft and bribes to systemic police brutality. Several past mayors and chiefs of police tried to root the corruption out, but none ever succeeded. The City's previous mayor used a different tactic: rather than trying to fight the rotten cops, he used them for his own purposes. The 12th precinct became the mayor's personal task force and security detail, and he even placed them as the media face of the City's police, constructing for them a bright facade that helped keep their unlawful dealings in the shadows.

The mundane change brought about a mythical one. The Mythos of the Musketeers, famed soldiers and bodyguards of the French royalty, manifested through the precinct and its members. Their notoriety increased several times over and they became as adored and reviled as any of the City's media stars. Now they are often seen chaperoning celebrities at galas, arriving at high-profile crime scenes, and testifying in publicized court trials. All the while, they are fulfilling their true purpose – making themselves and whoever is paying them look good.

The Mythos of the Musketeers doesn't depend on any of the individuals in the precinct nor on their headquarters. Its Rift is the entire group of people serving as the 12th precinct, whoever they might be at any moment. New recruits, whether they arrived organically or planted intentionally, with or without knowledge of the precinct's special status, are soon overtaken by the Mythos' aggrandizing and corrupt ways. Those who leave the unit by chance, accident, or decision quickly become Sleepers again, forgetting they were ever Touched by something from beyond the Mist.

Local police and Rift privateers alike are loath to see a 12th precinct cruiser pulling up next to their active crime scene. Four officers will step out, announcing their presence and reassuring the crowds (and they only arrive if there is a crowd), and then continue to meddle in the business of the investigators, throwing their weight around and dropping the mayor's name. The policemen and -women of the 12th are larger than life, flashing white teeth, wearing clean, pressed, and form-fitting uniforms, and carrying weapons in pristine condition. When they are around, everyone notices. Their ultimate goal is to capitalize on crime, whether by creating a media image of crime-busters or by taking their cut, ideally both.



## 12TH PRECINCT OFFICERS ★★

### HURT OR SUBDUE 3 / TAKE CONTROL-EXPOSE 4

- **Collective:** This collective has a handful of members and a size factor of 1.
- **Grand Entrance:** Whenever the 12th Precinct Officers enter a scene, they can make a social hard move as an intrusion.
- **Working the Scene:** *take-control-expose* is a swing spectrum.
  - » When *take-control* maxes out, the 12th Precinct Officers dominate the scene and can **Complicate Things, Bigtime** for the PCs, **Deny Them Something They Want**, or **Make Something Horrible Happen** as a soft move.
  - » When *expose* maxes out, the 12th Precinct Officers are caught red handed and are forced to keep a low profile for a while.
- **Style over Substance:** When the 12th Precinct Officers engage in a physical fight in front of an audience of bystanders, increase the tier of the status they give by 1 and decrease the tier of the status they receive by 1.

- **Assaulting a Police Officer:** When you max out *hurt-or-subdue*, you get a status describing legal implications of the same tier, such as *criminal-record-3* or *most-wanted-5*.
- Pull rank or jurisdiction, cause a media ruckus, or wheel-and-deal with criminals to steer the outcome of the scene (*in-control-2*)
- Exude an air of royalty (giving themselves or their allies *spectacular-2*)
- Impress with their looks, machismo, or fighting talent (*attracted-2* or *impressed-2*)
- Steal someone's thunder (remove up to two tiers of positive social statuses)
- Physically subdue a target (*subdued-2*)
- Open fire using semi-automatic pistols or revolvers (*flesh-wound-2*)
- Call for backup (increase size factor by one or create a new Danger: Corporate Lawyer, SWAT Team, Hired Thugs, or Street Gang (see *MC Toolkit*, starting on page 142))
- Show up to a high-profile crime scene or gathering at the most inconvenient moment, followed by the media



DO NOT CROSS

## JOANY GARCÍA, CITY HERALD

Johnny Appleseed

An inquisitive but well-meaning reporter who shows up spreading wholesome ideals when it's least convenient

The City is a tough place to live in. Crime rules the streets, violence is abundant, desperation is prevalent. It's no wonder that most City residents develop a thick skin, sometimes sheer indifference to the suffering of others. Folks learn to survive by turning a blind eye, by cutting corners, by taking what they can get now and asking questions later, or not at all. Corruption infests not just those with power, but the very fabric of society: the people on the street.

Not so for **Joany García** (Johnny Appleseed), the idealistic – some would say naive – young reporter for the City Herald. This honest and energetic journalist is bent on making the world a better place through bringing the truth to light, disseminating accurate and objective news, putting the spotlight on social wrongs and often-overlooked crises, and educating the public, whether Sleepers or Rifts, about where they can help in their local community.

Eternally crunching on an apple, the reporter often shows up uninvited at crime scenes or just before the crew engages in a showdown. Overflowing with questions and observations, she threatens to blow the lid on the crew's operation or forces the crew to deal with the negative repercussions of their actions. Unfortunately for those who would rather shut her up, she's not a know-it-all, holier-than-thou, or goody-two-shoes; it's just that she always points out a more wholesome way to approach the problem, setting high standards of integrity. Living as they are in a City of moral grays, however, crew members who wish to meet such standards must be ready to sacrifice.

For crews that have something dark to hide, García can spell real trouble: as an honest reporter, she is committed to exposing their indiscretions. She can also provide a path for redemption, since as the Mythos of Johnny Appleseed, she can plant the seed of good that will make them turn from their evil ways.

## JOANY GARCÍA ★★★

### COME TO HARM 4 / THREATEN -

- **Hard to Fool:** When Joany García enters the scene, give her *alert-2*. The MC can renew this status as a hard move.
  - **Inquisitive:** As a hard move, the MC will ask you one question. You must reply with a straight answer or a solid lead. Joany García knows your answer, even if your character didn't speak it.
  - **Plant the Seed:** Joany García speaks the truth to one person or many, driving them to make a change. At the end of the next downtime, her audience takes *trying-to-do-better-4* (adjusted by size factor). The status is removed once the recipient sacrifices something in order to act in better conscience.
  - **Legendary Wholesomeness:** When Joany García takes a status from which her wholesomeness can protect her (such as negative emotion, disease, fatigue, etc.), reduce its tier by 2. At the end of a scene, Joany García recovers miraculously. Remove all statuses from *come-to-harm* and all statuses lowered by her wholesomeness.
  - **Tragic Loss:** When Joany García's *come-to-harm* maxes out, **Make Something Horrible Happen**. At the end of the next downtime, each crew member takes *guilty-4*, *despaired-4*, *sad-4*, or *committed-to-change-4*, as appropriate.
  - Speak the truth to a PC, making them reconsider their motives and actions (*trying-to-do-better-3* or **Force Them to Choose**)
  - Grab a loudspeaker and rouse a group of Sleepers to take positive action (create a Danger: Mob, *MC Toolkit*, page 142 or give it *inspired-1*)
  - Expose someone publicly (*exposed-2* or *known-to-the-public-2*) or threaten to do so unless they change their ways (**Force Them to Choose**)
  - Use a *press pass*
- Show up at the worst time, snooping around
  - Sink her teeth into an apple, making herself heard
  - Shove a microphone, camera, or notepad in someone's face and confront them with their wrongdoing

## THE CHIEF

*Canada's First Nations' Sasquatch, herald of doom and advocate for positive change*

An eccentric urban survivalist who creeps up on the crew to prepare them for what's coming

Just as you're following a dangerous Rift down a smoky, dark alley, you'll notice at the corner of your vision the shadow of a large, hairy creature moving to grab you. Silent except for a blood-curdling low wail, it forces you to either attack first, in fear of an upcoming assault, or surrender to fate and discover if it truly means harm.

Sometimes, it's a monster out to kill you. Other times, it's Andy "The Chief" Brown, a reclusive urban survivalist who lives on the streets and runs around warning people of impending doom. A self-proclaimed oracle, Andy professes to experience clear premonitions that give him a sense who is about to come to harm. In the wake of a vision, he feels the need to seek out the people he saw to warn them of what they will face.

The problem is, given his Mythos and awkward, eccentric nature, Andy almost never approaches those he wishes to protect in a reasonable, civilized manner. Rather, he stalks them from the shadows while self-consciously deliberating on how to approach them. When he finally does, completely ignoring the situation at hand, all he can come up with is to creep up behind them with a stifled moan or a growled mumble, trying to get their attention. This often ends with the subjects of his visions panicking and discharging all manner of firearms and legendary destructiveness at him. Luckily, he can take it.

Nevertheless, the Chief is relentless. Coming from a blue-collar background, he makes up for a lack of resources or social skills with sheer willpower. He strongly believes that if he does not warn the people in his visions, their fate will be significantly worse. Despite appearances, he isn't manic or crazy, just strange, and very, very determined, pushy, and concerned for the safety of the people in his visions.

If someone stops to listen to him, they will see that what seems like a giant, 8-feet tall shaggy wild creature is merely a large man in camping clothing with a bushy but well-tended beard. Some of his silhouette is cast by a towering backpack he's carrying laden with such things as a rope, bedroll, and climbing gear that help him live in and move across the urban terrain. As with his fur, the noxious odor that surrounds his bestial shadow vanishes when he is no longer seen as a threat.

He will need a few minutes to fully relate the details of the visions, and if interrupted, he'll have to start over. Still, you might want to take the time to listen to him, however inconvenient it may seem. It could save your life.

## THE CHIEF ★★★

### HURT OR SUBDUED 5 / PERSUADE TO RELENT 5

- **Urban Jungle Stalker:** When the Chief enters the scene, the MC describes his threatening approach to the players without revealing his identity, **Forcing Them To Choose** between attacking or allowing their stalker to make the first move. If they choose the latter and there is another Danger lurking nearby, the MC may give the PCs *distracted-2* and make a hard move with that Danger.
- **Harbinger of Doom:** During a scene that realizes one of the Chief's visions, if he warned you about it, you may upgrade the result of one move from a miss to a 7-9 or from a 7-9 to a 10+.
- Mysteriously flee into the urban jungle, even when cornered or at a dead end (**Deny Them Something They Want**)
- Use excessive force when defending himself, clawing and smashing (*mauled-3*)
- Loom over someone in the middle of a suspenseful moment

# SECURITY

Rifts that protect a location, person, item, etc.

## ANTING SELF-DEFENSE HOME SECURITY SYSTEM

*Agimat, Filipino protective charms*

A silent home or office security system that empowers the resident to repel intruders

Anting is a security system infused with the mythical protective power of the *agimat* charms. Various charms are placed around the perimeter, hanging in the vicinity of walls or doorways; each charm needs to be specifically crafted and tuned. When spread over a building, the charms are shaped to look like etched metallic plates with motifs of eyes or saints; in gardens or parks, they are enchanted from pretty rocks, mystical mud, or the burnt remains of wood which was struck by lightning.

To Sleepers, these might seem like motion detectors, control boxes, cameras, or the like. Rifts who are **Looking Beyond the Mist** can see how the interlocked net of charms envelops the house with a great warding force, sensitive to anything its owner might perceive as dangerous. In either case, this display usually proves a sufficient deterrent against opportunistic burglars.

Should an intruder dare enter the premises, the Anting system immediately activates. Most security devices either raise alarms to call for backup, or try to hamper or harm the invader themselves – the Anting system does neither. Instead, it bestows great power on the owner of the property, wherever they are, giving them the strength to protect what's theirs.

An Anting system is a sophisticated device that relies on constant attuning to its owner. In order to keep it active, the owner must devote an hour a week to recite several incantations from a small prayer book, which to Sleepers seems like the owner's manual.

## ANTING SELF-DEFENSE HOME SECURITY SYSTEM ★★★

BREAK THE ENCHANTMENT 5 / EXHAUST BLESSING 4 / OVERRIDE -

- **Sense Intruder:** When the Anting System enters the scene, give it *mystically-aware-3*, renewable as a soft move.
- **Innocent Guest:** When you attempt to deceive the Anting System by seeming like an innocent bystander, you are **Sneaking Around**. On a 7-9 result, if you choose any option besides *you must leave something important behind*, the system notices and remembers you, and the owner will get a sense of your likeness (and an uneasy feeling about you) when they return.
- **Empower Owner:** When an unauthorized person trespasses on the premises protected by the Anting System, it activates as an intrusion and empowers its owner by giving them *immense strength, turn invisible, shoot lightning, invulnerable to bullets and cuts, paralytic touch, and amazing reflexes*. The Anting System can renew each tag as a soft move; when it does so, it takes *spent-1*. The tags expire when the threat is averted.
- **Out of Gas:** When the *exhaust-blessing* spectrum is maxed out, the system gutters out and shuts down; all tags and statuses it granted are removed.
- Remotely alert the owner and grant them great speed to allow them to show up almost immediately (create a new Danger, the owner)
- Feed more magic into its empowered owner (grant *energized-2* and take *spent-2*)
- Round, plain charms, hanging from a branch, turn and twist slightly in the breeze

# GU

Legendary Chinese poison and form of sorcery

A poison or spell that ravages a thief's health and steals their possessions, progeny, and powers

Gu, also known as Gold Silkworm Poison, is an overarching name for a deadly type of sorcerous poison and the dark arts that revolve around its production, enhancement, and usage. In its most basic form, Gu is made by sealing several venomous creatures such as snakes, scorpions, and centipedes in a jar, allowing them to devour each other. The surviving creature, which now holds the concentrated poison in its body, is fed to a host of larvae which again are allowed to devour each other. The final remaining larva contains the purified Gu, a most deadly and malign substance.

Gu can be extracted from the worm and applied as liquid or ointment to whatever the practitioner wishes to protect, such as valuable items, cases, door knobs, locks, clothing of a person of interest, etc. Advanced Gu practitioners are able to spiritualize its spectral essence and place it upon doorways or even entire rooms or buildings. The Gu practitioner and her customer are unaffected by the poison; only people wishing harm on the customer, as well as anyone else the practitioner included in the spell fall prey to its harmful effects.

A Gu poisoning may materialize in several different ways. Most commonly, it ravages the body and mind of the victim, turning her mad before killing her. A more skilled and vengeful practitioner can design Gu to steal the possessions of the victim, which through a series of coincidences and misfortune come into the possession of the customer who commissioned the poison. Gu sorcery can go as far as stealing a person's potency or Qi, their ability to have children, or their genetic heritage. If advanced enough, it can even rob a Rift of their Mythos powers.

Fortunately for the City, Gu practitioners are few and far between. Unfortunately for those afflicted by Gu, those who know how to cure its effects are even fewer. Only specific Mythoi grant the hidden knowledge of this dark sorcery and even Rifts with such Mythoi must become Legendaries to fully master the secret art.

Customers who have availed themselves by a Gu practitioner usually hire them as retainers, out of fear if not out of necessity. Among the handful of Gu-practicing Rifts, most are already in the service of an Avatar or other major player such as **White Peony** (page 186), working for Rosaline and one other mysterious individual working for Chairman Chow (page 138). The only known freelancer is **Frank Liao** (Baigujing, shape-shifting demoness in Journey to the West), a zookeeper working in the local herpetarium (reptile house).

## GU POISON

- **Gu Poisoning:** As a hard move, or as an intrusion if the target touches the source of Gu, the victim takes a *Gu-poisoning* status with a tier chosen by the MC.
- **It's Spreading:** At the beginning of each scene, the Gu poison takes its effect by making one hard move as a soft move:
  - » Inflict a *madness, feebleness*, or *decay* upon the victim (with a tier equal to the *Gu-poisoning* tier).
  - » Steal the victim's possessions, knowledge, or powers and transfer them to the customer:
    - burn a number of tags equal to the *Gu-poisoning* tier (the customer receives the burnt tags).
    - mark a number of Crack/Fade on a theme equal to the *Gu-poisoning* tier (once replaced, the customer receives the theme).
    - give the victim *broke* with a tier equal to the *Gu-poisoning* tier (customer receives a *solvent* status of the same tier).
  - » Rob the victim of their ability to have children and their genetic and spiritual information (**Make Something Horrible Happen** or **Complicate Things, Bigtime**).

## SPIRE SECURITY

*Gargoyles*

A magic-resistant security firm protecting high-value assets against Rift heists

In the City, those who can afford it often stow their most valuable possessions atop high skyscrapers, far away from prying eyes. Keeping these valuables can be tricky when investigators, enemies, and vandalists can often fly, teleport, or slink through literal shadows. Traps and vaults are no match for gifted intruders, which is why equally-gifted guardians are required.

Enter **Spire Security** (*Gargoyles*), a group of highly-trained mercenaries with one specialty: protecting high-risk or high-value urban locations. Featuring all the trappings of a high-class security firm, the Spire Security guards dress in designer suits and custom shades, which they keep wearing even at night. Behind the shades, their eyes are bright yellow. When they take flight, clouds of dark miasma churn where their Gargoyle wings would be; the wings themselves are visible only to those who can see through the Mist. Their immense stony mass is revealed when they land, smashing down and leaving dents in walls and roads, or when shots bounce off them. Spire Security has gained

their high standing as an anti-Rift security force thanks to their professionalism and to their Gargoyles' divine resistance to magic and to the powers of evil spirits.

Rifts who are used to cutting through mundane security forces are in for an unpleasant surprise, especially since Spire Security guards excel at aerial and vertical surface tactics, often attacking from unexpected angles.

The Spire Security team feels at home in the extreme heights of urban landscapes. Their tactics usually involve splitting into two subgroups: one stays perched on top of the building, surveilling the surroundings for signs of danger, while the other secures the building from inside. When defending an asset, the two groups employ hit-and-run tactics, using any features of the buildings around them to their advantage – one team attacks while the other improves its position, and so on.

The team has had some turnover over the years, but their leader, **Keith McCallister** (*Touched*), has stayed in charge all along. McCallister has a dark and brooding demeanor, but he adheres to a strong moral code and will refrain from harming innocents or causing collateral damage if at all possible. He doesn't know why his team has awakened but he knows it's not him; he's hoping to retire one day and pass on the Spire Security mantle to one of the younger members.



## SPIRE SECURITY GUARDS ★★★★

Create this Danger as a Collective, with a size factor appropriate for the number of guards involved (the entire team has a size factor of 3, but they rarely all guard the same location). A Spire Security team with a size factor of 1 typically covers a room, 2 – a small building or several skyscraper floors, 3 – an entire skyscraper.

### HURT OR SUBDUE 3 / BRIBE - / INTIMIDATE 5

- **Anti-Rift Surveillance:** As long as there are enough Spire Security Guards to enclose a perimeter, it has *under-surveillance-3* and *warded-against-the-supernatural-3*.
- **Stony Skin:** When a Spire Security Guard takes a status of physical harm or subdual, reduce its tier by 2.
- **A Ward Against the Supernatural:** You cannot invoke Mythos power tags or Mythos-based story tags to directly affect a Spire Security Guard.
- **Lurking Above:** When Spire Security Guards enter the scene, if they are above their targets, give them *aerial-superiority-2*.
- **Creatures of the Night:** While Spire Security Guards or their targets are in direct sunlight, the Guards have *partially-blinded-2*.
- Intimidate using growls, howls, and bellows (*intimidated-2* to all opponents)
- Shoot at the opposition (*gunshot-wound-3*)
- Attack at close-quarters with claws and teeth (*shredded-4*)
- Use a window, AC vent, or elevator shaft to retreat, regroup, and attack from an unexpected angle (give the guards *aerial-superiority-2*)
- Reorganize themselves so as to renew the surveillance and magical protection around a perimeter (trigger **Anti-Rift Surveillance**; reduce the status to tier 2 or 1 if the guards are spread thin)
- Keith McCallister discreetly gives tactical orders over secure comms (give all the guards *tactical-advantage-2* or remove up to two tiers of negative tactical statuses from all guards)
- A winged shadow passes overhead, perhaps just a night bird
- Strange stony grinding sounds echo nearby

# SHOPPING

Locations in which the crew can procure rare items or capabilities

## CLOUD 9 NIGHTCLUB

*Melek Taus, the Yazidi Peacock Angel to whom God entrusted the world*

A place to receive blessings from a powerful and capricious Rift

An architectural wonder with several dance floors on different levels, plush lounge galleries, and a large performance stage, **Cloud 9** is one of the City's most successful and popular nightclubs. While it regularly features the City's leading DJs, the club owes a big part of its success to **Gabrielle Sublime** (Melek Taus), a performer of indeterminable gender, ethnicity, or age, who regularly performs in the nightclub and always draws large crowds.

As long as anyone can remember, Sublime has been performing every day at eleven PM, always with the same set and in the same colorful and feathery costume. The show is always popular, and Sublime's graceful form appearing on stage always draws excitement and applause. Sleepers see a musical act: Sublime's voice soft and alluring, their form almost indiscernible in the bright white backlight. Rifts see the Peacock Angel spread their feathers and feel its need for admiration.

After the show Sublime can be found in the upper VIP gallery overlooking the entire nightclub. They take an entire sofa for themselves; their many admirers – who have paid a small fortune to share air with the superstar – fill the rest of the space around them, hanging onto every word they say. If anyone wishes to approach and talk to Gabrielle, they must compete with others fighting for their turn to chat with the feathered one.

Veteran Rifts put themselves through this torture because the Peacock Angel's blessings are powerful, possibly more than any Relic or high-tech gear. Sublime can bestow curses as well as blessings, so speaking to them holds its risks. However, it is easy to figure out that what they really want is your respect. When they meet you for the first time, their first question will be "how did you like my show?" Anything less than honest compliments makes them distant and cold, and means you're not going to get your blessing, or worse, become cursed. If you do get cursed, expect it to hurt where you're most vulnerable – Sublime can be mean when they want to.

When you do get the blessing, it's never about your enemies or the outside world. It's about you and your own weaknesses and insecurities – Sublime's blessing holds the potential of overcoming them and empowering you to grow.

Sublime's blessings and curses are doled out without warning. When they think they've got you pegged, they will give you what you deserve. At this point you should say thanks and leave. Those who overstay their welcome tend to get on the wrong side of the crowd very quickly.

## GABRIELLE SUBLIME ★★★

### HURT OR SUBDUE 4 / CHARM-ANNOY 3

- **Capricious:** *Charm-annoy* is a swing spectrum. When *charm* maxes out, Gabrielle Sublime bestows upon you a **Brilliant Blessing**. When *annoy* maxes out, they bestow a **Nasty Curse** instead.
  - **Brilliant Blessing:** When Gabrielle Sublime gives you a blessing, they help you overcome your limits. The MC openly picks one of your weakness tags. The next time you choose to invoke it in an action, it miraculously works in your benefit. You gain an automatic Power of 3 and a final score of 12, and your move is *Dynamite!* (you do not roll the dice or add any other tags, but statuses apply). You do not gain Attention. The tag then reverts to function as a weakness tag.
  - **Nasty Curse:** When Gabrielle Sublime curses you, they expose your deepest insecurities. The MC chooses one of your weakness tags and duplicates it as a permanent story tag. Whenever this tag is invoked, its twin is invoked too and the Power of the action is reduced by 2, but you only mark Attention once.
  - **Protected by the Crowd:** When Gabrielle Sublime enters the scene, create a Mob Danger (*MC Toolkit*, page 142) for the adoring crowd gathered around, with the optional **Hard Core** move.
  - **Bodyguards:** When Gabrielle Sublime takes a status their bodyguards (including the Mob) can protect them from (including social statuses), the bodyguards take the status instead.
- 
- Tell the mob their wish, and the mob complies (make a hard move with the Mob Danger)
  - Exude glamour and beauty, evoking uncanny *adoration-3* in all around
  - Curl their lips or roll their eyes at someone's remarks, taking *dislike-2*
  - Call their personal security detail (create an Elite Security Danger (*MC Toolkit*, page 150))
- 
- Bluntly point out others' weaknesses or errors
  - Ask the crowd to remove a guest who overstayed their welcome



## MUSEUM OF WORLD CULTURES

### *Dragon's Hoard*

A cache of Relics from different world cultures guarded by a monstrous ship

The **Museum of World Cultures** is a sprawling building housing many unrelated exhibits. During the daytime opening hours, many Sleepers enjoy this museum and its eclectic collection of historical artifacts. At night, however, the museum more closely resembles its Mythos – the fabled dragon's hoard.

This museum is a maze of twisting corridors and halls, some large and spacious, other small and tightly packed. During opening hours, every hall and room is dedicated to a certain culture. At night, even a Sleeper would notice the marked difference in atmosphere: the halls are cavernous and filled with frightening shadows; the rooms are dark, dank, and difficult to traverse; and the exhibits seem to be piled up haphazardly, like piles of treasure, glittering with promised power.

The museum's only security measure is held aloft by wires within the entrance hall, and it is more effective than any security guard or alarm system. It is the **Drakkar** (the Dragon), a slender Viking longship with a dragon figurehead. To enter the Enclave proper, one must first pass underneath the Drakkar, no matter how one entered the museum.

Those who are uncareful while rummaging through the piles of treasure might wake up the Drakkar. First, coils of mist cover the floor, then a steady drumming sound fills the halls. Finally, the dragon figurehead slowly curls its head up, roaring with the cries of dozens of sailors. The oars are its feet, and they can tear with powerful claws. If you see it charging, you better take cover and pray. Not many can stand against the Dragon, and fewer still can defeat it.

If you manage to loot the exhibits without waking up the Drakkar, or if you somehow escape it, you might leave with some fabulous treasure. For those without qualms about using priceless cultural artifacts as magical tools and weapons, these can prove to be extremely useful.

## MUSEUM OF WORLD CULTURES ★★

### AWAKEN DRAKKAR 3

- **Cramped Chambers:** When the scene extends into one of the museum's cramped chambers, the PCs find them full of *piles of jingling artifacts* that *provide cover* and are *difficult to traverse*.
- **Loot:** When a character searches the piles of treasure, they are **Changing the Game**. Use Juice to create tags for the artifact(s) obtained. Give the Museum a *restless* status on the *awaken-Drakkar* spectrum with a tier equal to the Power of **Changing the Game**.
- **Quiet!:** Whenever the Museum takes a status on the *awaken-Drakkar* spectrum, one PC present may **Face Danger** to reduce or avoid this status as if it were their own.
- **Dragon's Wrath:** When *awaken-Drakkar* maxes out, create a new Danger: the Drakkar.
- Somebody knocks something over (*restless-1* or *disturbed-2* on the *awaken-Drakkar* spectrum)
- The magic of artifacts removed from the Enclave begins to fade (burn one ongoing tag or two temporary tags)
- A distant growl is heard
- Tongues of steamy mist creep out of faraway doorways

## THE DRAKKAR ★★★★

### HURT OR SUBDU 6

- **It's Coming:** When the Drakkar awakens, its drums start echoing throughout the museum. Give everyone in the scene *dragon-fear-2*.
- **Greedy:** When anyone offers treasure (anything shiny or valuable) to the Drakkar as a distraction, they are **Sneaking Around**. On a hit, give the Drakkar a temporary *distracted-2* status. On a 7-9, this trick won't fool it again.
- **Scaly Skin:** When the Drakkar takes a status of physical harm or subdual, reduce the tier of the status by 2.
- Strike with teeth and claws (*bite-4, shredded-3*, and *slammed-2* divided among its enemies, one per target)
- Once per scene, incinerate an area with a cone of fire (*fatal-burns-5*, and targets who take the full status also take *fatal-burns-5* again if the status is untreated at the beginning of the next downtime)
- Sniff out stolen treasure (**Complicate Things, Bigtime** or **Force Them to Choose**)
- Roar with dozens of voices of drowned Viking raiders
- Stalk the halls, engulfed in steamy mist

If a Relic stolen from the museum becomes a plot device, it can become a temporary or permanent extra theme for one of the characters or for the crew, or, if appropriate, even a character's Mythos theme.

### HOU YI'S BOW

Relic

#### MYSTERY

*How may I achieve immortality?*

#### POWER TAGS

*gods-slaying tiger-bone bow, dragon-tendon arrows, legendary marksmanship, impressive craftsmanship, never-ending quiver, find a weak spot, bring down the sun, hobbling shot, extreme range, monster-hunting*

#### WEAKNESS TAGS

*difficult to use in melee, weakened by the marksman's emotions, vulnerable to betrayal, cruel and domineering*

#### THEME IMPROVEMENT

- Nine Suns Killing Volley:** When you **Hit With All You've Got** against a collective, you automatically hit more of them, increasing the tier of your status by one. You may still choose to *Get them good or get more of them* in addition.



## TOKUGAWA BLADES

*Masamune, the legendary Japanese swordsmith*

An artisan who crafts legendary custom-made weapons but requires they be used for good

Nestled tightly amongst a row of shops, **Tokugawa Blades** is represented by a simple white sign, giving off a mediocre presentation that could not be any further from the truth. Behind the moneychanger in the front is the workshop of **Nico Tokugawa** (Masamune, the legendary swordsmith), a weaponsmith who forges the highest quality blades and weapons in the City.

Before a customer may speak with the busy artisan, they must first get past Tokugawa's keen-eyed associate **Pravat Khan**. Pravat works the storefront from behind the moneychanger, selling cheap novelty weapons to guests who wander into the shop. On the rare occasion that a client seeks to employ Nico Tokugawa in the creation of a custom weapon, Pravat Khan questions them, attempting to gauge their intentions as well as their worthiness of a Tokugawa Blade.

Once approved by Pravat, the customer is escorted into the back of the shop where Nico Tokugawa's workshop is set up. Any time Nico is not eating or sleeping, she is working at crafting blades, including while speaking with potential buyers. Nico does not waste time with pleasantries or small talk, choosing to get right into business. She will question the client about how they envision their blade, often asking obscure questions such as "Do you see your blade as a river or an ocean?" or "What song would your blade sing?".

When she is done with her questions, Pravat leads the client back to the storefront to take some quick measurements of their arm length and hand size. Pravat also informs them that it takes one week for Nico to craft their weapon, and they are not to return to Tokugawa Blades until the blade is finished. Any customer attempting to return to the shop before the time is up will be barred from seeing Nico by Pravat. Any form of aggression toward Pravat will invoke the wrath of Nico Tokugawa and her unbreakable, never-dulling sword known as Still.

When the client's blade is finished, Pravat will escort the customer to Nico's workshop a second time. There, Nico will present the newly forged weapon to them, but will not allow the sword to be taken until an oath is sworn. Nico requires that all patrons swear an oath

over their blades, that the weapon will only be used as a tool of justice, and never for evil or vengeance. If this vow is ever broken, the wielder's sword will dull and begin to crumble, a curse that can only be fixed by Tokugawa's hand.

## NICO TOKUGAWA ★★★★

### HURT OR SUBDUE 4

- **Calm like a River:** When Nico Tokugawa enters the scene, give her *unbreakable-resolve-4*.
- **Good Judge of Character:** When Nico Tokugawa or Pravat evaluate your character and intentions, or when you try to fool them, they each take *perceptive-3*.
- **Sworn Upon the Sword:** When Nico Tokugawa makes a weapon for you, you take *an oath of justice* (permanent tag). Whenever this tag is invoked as a negative tag, burn one tag in your weapon's theme and mark Fade. Only Nico Tokugawa can restore the burnt tags.
- **True Swordmaster:** When Nico Tokugawa is physically attacked, if possible, she first counterattacks with Still (see hard move). If she can parry with Still, she ignores the status; otherwise, reduce it by 1.
- Attack with all-cutting Still (*critical-stabwound-4*; armor and parry tags are not applicable for **Facing Danger**)
- Employ martial arts to cleverly escape bonds or tactical disadvantage (remove up to 2 tiers of relevant negative statuses) or to prevent an opponent's escape (*pinned-2*)
- Give someone the sense she's measuring them, even while she's working
- Without moving, prepare to draw out Still

Weapons crafted by Nico Tokugawa can be represented as story tags, Extra themes, or Mythos themes. For story tags, paying the extravagant price of such a weapon or pleading with Nico to part with it temporarily can be represented as a **Change the Game** move, using Juice to create the weapon's tags. For themes, a PC may use a Moment of Evolution to gain a weapon as an Extra theme or replace a Logos theme to gain it as a Mythos theme. The crew may also gain a weapon as an Extra theme using the **Season Premier**, **Season Finale** move. Finally, the MC may grant a weapon theme as a temporary Extra theme.

Here are a few examples of Tokugawa Blades themes based on the Relic themebook.

## "TENDER HANDS" (SWORD)



Relic

### MYSTERY

What is the minimum amount of force necessary?

### POWER TAGS

**cuts only what is necessary**, disarm and dismantle armor, controlled use of force, aura of tranquility, cut through Ki, sense the flow of air and water, eradicate what is excessive or obsolete, ancient Japanese swordsmanship, swirling leaves flurry, a sacred weapon

### WEAKNESS TAGS

resists excessive violence, feigned innocence, tarnished by bloodshed, observe rather than act

### THEME IMPROVEMENT

**Earthshaking Display of Compassion:** When you subdue an opponent with "Tender Hands", you can give them **pacifist**. If your move was **Dynamite!** and you rolled 12+, you may also make this tag permanent, regardless of your move options.

## "DRAGON AND PHOENIX TWINS" (PISTOL & SWORD)



Relic

### MYSTERY

What unseen forces are disturbing the peace here?

### POWER TAGS

**spirit-busting sword and auto-pistol**, effective sprayfire, cause spirits to materialize, burn with a dazzling cold blaze, quick draw back holster, behold the spirit realm, cross weapons to banish spirits, two-weapon fighting, expunge nearby spirits, combine both weapons

### WEAKNESS TAGS

signature weapon, ineffective when wielded separately, vulnerable to mundane damage, showoff

### THEME IMPROVEMENT

**Tear at the Soulflesh:** When you are fighting a spirit with **hurt-or-subdue**:- (immunity) derived from incorporeality, have the MC replace its immunity with a numerical maximum, as if it had a body.

## "10,000 COLD NIGHTS" (ASSAULT RIFLE)



Relic

### MYSTERY

Can I kill it?

### POWER TAGS

**high-grade coilgun assault rifle**, armor-piercing velocity, sheer destructiveness, massive and threatening, triple laser point sight, track a target behind walls, shred solid obstacles and objects, kill first ask questions later, unstoppable hail of bullets, brutal headshot

### WEAKNESS TAGS

rapidly depletes ammo, susceptible to magnetic fields, coilgun backfire, sees a target on everyone

### THEME IMPROVEMENT

**Instrument of Annihilation:** When you **Hit With All You've Got** with tags from this theme and choose **You control the collateral damage**, you always cause maximum collateral damage. Everything and everyone in range of the coilgun takes the same status as the target of the move.

## "COMPLIANT GOLDEN-HOOPED ROD" (STAFF)



Relic

### MYSTERY

What is the most epic feat of heroism I could undertake?

### POWER TAGS

**size-changing magical staff**, instantly change weight, adapt to my own powers, easily concealed, indestructible, shine with heavenly light, battle oversized foes, parry and deflect, duplicate into self-propelled staves, transform into a giant red demon

### WEAKNESS TAGS

coveted by many, obeys the divine, fragile when small, let the staff do the job

### THEME IMPROVEMENT

**One Staff Army:** When you battle a collective, treat its size factor as if it were smaller by 1. When you battle a giant creature, reduce the effects of any custom move based on its size by 1. As long as the staff is engaged with your opponent, they may not attack anyone else until the MC spends a hard move to break away from your staff.

# STREET ENCOUNTERS

Monsters, gangs, and other phenomena that prowl the streets of the City

## ARYAN BHATT

*Emperor Norton*

A recurring comic relief character that can eventually evolve into a predicament for the entire City

A middle aged gas safety inspector, usually seen wearing a dark blue uniform, **Aryan Bhatt** (Emperor Norton) is a familiar face on the streets of the City, with his graying hair, slightly hunched back, strong handshake, and advice for any occasion.

As a gas safety inspector, he has a reason to appear almost anywhere where people live and work, and the authority to look around for faults. And yet, it is unclear what his jurisdiction actually is. He tends to appear erratically and without a clear schedule. When he shows up, his requests and suggestions don't always fall in line with a gas inspector's usual expertise. He comments on sidewalk cleanliness, traffic jams, proper preparation for winter, ugly architecture, and any number of other subjects, and he's always sure that he knows best how to solve every problem in the City. When not conducting an inspection, he can be seen making his way through the City's streets, talking to himself disapprovingly about his surroundings.

Occasionally, his suggestions take shape and become real. His words can create, rearrange, or destroy things in the City, almost instantly. This power seems to be effortless on his part, as it doesn't drain or strain him and there doesn't appear to be any complicated process involved – he speaks and his suggestion happens.

Only a handful of people know the method to this madness, and Aryan is not among them: his suggestions materialize when a large enough group of people agrees with him. His Mythos allows his decrees to draw power from the people's trust and respect. With a large enough crowd he can stretch buildings, materialize bridges, and rearrange entire districts. He can even replace the currency or change the scenery, and the City rearranges itself like a well-behaved pet. Rifts need to get used to the new layout; Sleepers never notice the change.

Even though his Mythos regards him as a supreme ruler, Aryan himself does not. He considers himself to be a public servant, offering his suggestions because he truly

wishes to better others' lives and is confident his opinion is useful and clever. He never even realizes that it's his own power that is changing the City around him.

Aryan has become a bit of a meme in the City, and his appearances are anticipated and welcomed in many places. Some Rifts pity him, some are fearful and try to scare him off, some try to take advantage of him and his powers, while others are genuinely friendly, offering him a place to rest or have a drink before he continues in his path. He usually accepts, then leaves, unaware of the chaos left in his wake.

## ARYAN BHATT ★★

### HURT OR SUBDU 2 / ASSUAGE 5

- **Imperial Decree:** When Aryan declares that something in the City should be different than the way it is, the change takes place depending on the number of people who are present and agree with him:
  - » A handful - size factor 1: Small-scale, cosmetic changes
  - » Several - size factor 2: Major or building-sized adjustments
  - » Many - size factor 3: a City block
  - » A host - size factor 4: district-sized changesIf the entire City listens to Aryan, he can change the entire City.
- Draw a growing group of curious bystanders (Create a Danger: **Mob** (*MC Toolkit*, page 142) or increase its size factor)
- Make a random, hasty decree that is unexpectedly accepted by onlookers (**Complicate Things, Bigtime**)
- Convince the audience of City residents of his recommendations (*convinced-3*)
- Spot a faulty feature in the architecture or the street, demanding it be fixed
- Make repeated suggestions and criticisms about the environment
- Suddenly remember his next assignment and get ready to leave

## CLOSET CREEPS

*Old horror movie mummies, vampires, and skeletons*

An unpleasant surprise for snoopy investigators who shine a light on what's best kept in the dark

The dusty and aged corners of the City are home to a Mythos straight out of the old horror movies. Unopened wardrobes, unclaimed crates, sheet-covered cabinets, abandoned maintenance closets, and junkyard fridges all could host a hungry presence. Sinisterly, it calls those who are alone, reclusive, and lonely. The affected person starts feeling increasingly cold, wandering their apartment, building, or street in search of warmth. If no one is there to stop them, they find such a forgotten compartment, crawl into it, and curl up in a fetal position or with their arms crossed on their chest. The dust and cobwebs grow back where they were disturbed, covering the tracks on the person inside. The power of the Mythos preserves her, as she sinks into a dark embrace.

Should such a sleeping person be awakened, they will be taken over by a devouring desire for companionship and human warmth, so much that they will lunge themselves at any living person nearby, presumably the one who opened their compartment. For this reason, Rifts who

have encountered this phenomenon have labeled them **Closet Creeps**. Upon emerging from their modern tomb, these poor creatures are emaciated, covered in shrouds (that are often mistaken by Sleepers for straitjackets), and exude a terrifying, unearthly chill. Those nearby must protect themselves as a Closet Creep's touch can drain the life of a living person. No degree of warmth or life-force can satiate her legendary hunger; only magical means can heal this condition and in the absence of such powers the only solution is to put the poor soul out of her misery.

### CLOSET CREEP ★★☆

**HURT OR SUBDU 5 / BANISH 3 / REASON -**

- **Sudden Death:** When the Closet Creep awakens, if she takes someone by surprise, they take *grappled*-2 or *drained*-2.
- **Heat-Seeking:** When the Closet Creep enters the scene, give her *sense living things*.
- Sucks the very life out of someone (*drained*-2 and remove one tier of a negative status from herself for every tier the target has taken)
- Grab hold of someone, never letting go (*grappled*-2)
- Wail and flail her arms at the nearest source of warmth



## EVIL TWIN DJINN

*Qareen, Islamic spiritual double and companion*

An “evil twin” that shows up out-of-the-blue to disrupt a PC’s life

There is a little-known phenomenon that afflicts a handful of Rifts every year, studied only by veteran Rift scholars and paranormalists: the so-called “**Evil Twin Djinn**”, more accurately named Qareen or “companion”. When a person has committed a great evil or when they are in a moment of intense turmoil, a Qareen may be formed. This usually takes place when the individual goes through a revolving door, or makes a turn at a crossroad, sometimes even when simply going through a doorway (it’s yet unclear whether this phenomenon is linked with specific locations). Upon going through the opening or junction, an identical twin of the person afflicted appears to be going through in the opposite direction, and then vanishes like a figment of the imagination. Other times, the Qareen emerges out of a reflection of its victim.

Once created, however, a Qareen is difficult to get rid of. It remains behind the veil of the Mist, incorporeal and eternally linked to its human double. From there, it begins to sabotage its double’s life in a number of ways. First, it can enter the mind of its double and whisper words that would drive them to commit misdeeds, sometimes truly evil, other times merely mischievous. Second, it can attempt to inhabit the victim’s body, gradually or suddenly, and take radical, foolish, nonsensical, or malign actions as its host. Third, it may materialize, masquerading as its victim, sowing confusion and disarray in the victim’s life by taking similarly destructive actions.

When a victim is inhabited by the Qareen, or when the Qareen wears a physical body, they appear like an “evil twin” version of the original, or more accurately, a negative or inversion of the original. If the original is tidy and refined, the Qareen adopts a messy and brutish behavior, and vice versa. Intelligently crafting its takeover, the Qareen first only shows subtle signs of this transformation, increasing the disparity as it gains more trust and credibility.

The Evil Twin can sow much mayhem and destruction in the victim’s life before it is detected, often being excused as a case of split personality disorder, mid-life crisis, or identity theft. Dispatching of the Qareen also poses a challenge due to its physical and mental link with the victim; only powerful exorcists can remove it without harming the original. Of the few investigators who study this phenomenon, **Azhar Ayyad** (Musa bin Nusayr, a character based on a real-world governor, who found a djinn-capturing jar of *One Thousands and One Nights*) believes the Qareen is actually a benevolent force in disguise, sent to help its so-called victim to find balance or break out of her mold by disrupting her life.

### **QAREEN ★★**

#### BANISH 6

- **Body Link:** When the Qareen takes a status, it uses its victim’s defenses to avoid it. If the victim is a PC, the player must **Face Danger** for the Qareen, using the PC’s tags. If any tiers remain, both the Qareen and the victim take them. Conversely, if the victim takes a status that isn’t caused by the Qareen, the Qareen receives the same status after defenses have been applied.
- **Evil Twin:** Whenever the Qareen takes action as the victim, whether the victim is possessed or the Qareen assumes its own body, it does so using the victim’s moves. If the victim is a PC, the player must make a player move for the Qareen, using the PC’s tags. On a miss, the MC makes a hard move against the Qareen, which may indirectly affect the PC.
- **Dark Transformation:** As a hard move, the Qareen can flip a number of its victim’s power tags equal to the tier of the highest *influenced* or *possessed* status it has given the victim. Rename a flipped power tag to its useful opposite, e.g., *rugged* >> *refined* or *calculated* >> *full of rage*.
- Whisper in the victim’s mind, driving them to take uncharacteristic actions (*influenced-1*)
- Try to possess the body of the victim, insidiously (*tingle-1*) or suddenly (*possessed-3*)
- Materialize in a separate body, and continue to wreak havoc in the victim’s life (**Complicate Things, Bigtime** or player move as in **Evil Twin**)
- Dematerialize and hide back (or deeper) inside its victim, becoming indistinguishable from her thoughts and feelings (**Deny Them Something They Want** or remove 3 tiers from *banish*)
- Show subtle signs of transformation

## THE HORNED SNAKES

*Mušmāhhū, Bašmu, and Ušumgallu,  
Sumerian monster-siblings birthed by Tiamat*

A serpentine street gang that prowls the City streets, making other people's business their own

**The Horned Snakes** (monster children of Tiamat) are a street gang driven by a destructive sense of clannishness. The three leaders, Manny, Benjamin, and Umar are brothers of the same mother, but from different fathers. They grew up friends, were occasionally rivals, and now jointly run the Horned Snakes. Under their leadership, the Snakes have prospered and their numbers multiplied.

The Horned Snakes are extremely territorial and deeply distrustful of anyone not vetted by the three brothers. They deal in all sorts of illicit money-making endeavors, from selling drugs, to running guns, to fencing cars, to wetwork. If there is good money to be made, the Horned Snakes are likely interested, especially if their form of violence and bravado can secure a competitive advantage. If you are operating in the gang's ever expanding turf, they'll know about it, and come to collect their share.

The three leaders of the Horned Snakes remain close to their mother, whom they call "**The Mother of Snakes**" (Tiamat). The Mother of Snakes serves as the de facto matriarch of the gang; the brothers call the shots, but they consult with their mother on every major decision. The Mother of Snakes is a local institution, revered by many families in the area, and mother or grandmother to dozens of progeny. She is considered untouchable even by the Horned Snakes' rivals.

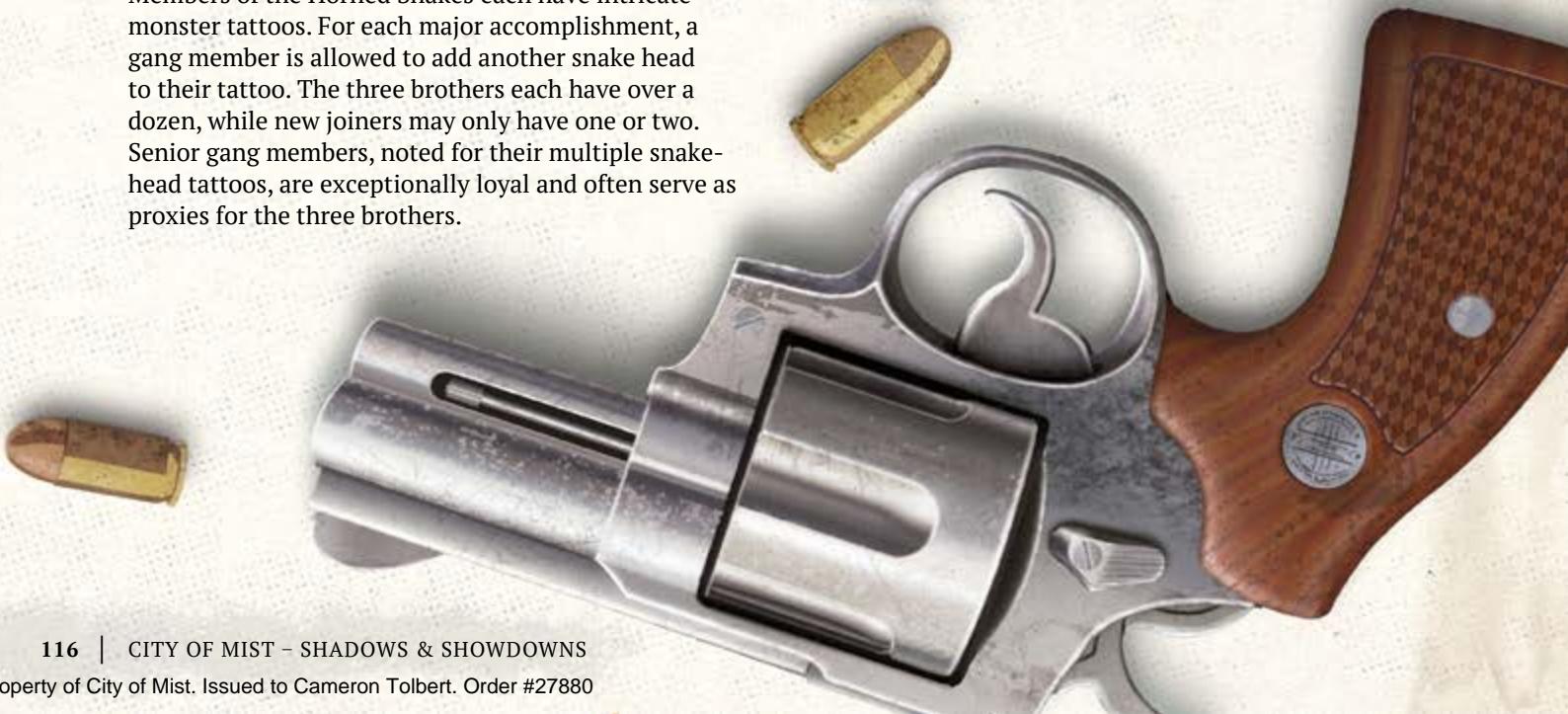
Members of the Horned Snakes each have intricate monster tattoos. For each major accomplishment, a gang member is allowed to add another snake head to their tattoo. The three brothers each have over a dozen, while new joiners may only have one or two. Senior gang members, noted for their multiple snake-head tattoos, are exceptionally loyal and often serve as proxies for the three brothers.

## THE HORNED SNAKES ★★

Create this Danger as a Collective, with a size factor appropriate for the number of gang members involved (the entire gang has a size factor of 3, but they are rarely all present at the same location).

### HURT OR SUBDUE 2 / THREATEN 3

- **Slippery Scaly Skin:** When the Horned Snakes take a status of physical harm, subdual, or restraint, reduce its tier by 1.
- **Bespoke Tattoos:** When you forge a Horned Snake tattoo, you are **Changing the Game**. Use Juice to create each snake head tattoo as a tag. To fool gang members, you must choose *Hide* the effect. To fool gang leaders, you must choose *Mist-hidden* effect (*Dynamite!*).
- **Watch and Hiss:** Any gang leader can see through the snake eyes of subordinate gang members' tattoos and speak through their mouths.
- Bite someone, injecting venom into their body (*poisoned-1* and another *poisoned-1* at the beginning of each scene or downtime)
- Threaten someone with violence (*threatened-2*) or make real on their threats (*broken-bones-3* or *gun-shot-wound-3*)
- Regrow fallen gang members, as long as their leading brother is alive (restore one rank of size factor lost due to fallen members)
- (Brothers only) Beseech the Mother of Snakes to guide their path, revealing the best course of action (remove 3 tags or status tiers of deception or tactical disadvantage, or gain *insightful-3* or *alert-3*)
- Lick their lips at a new criminal opportunity
- Slither from the shadows and close in on their victim



# THE UNDERCITY SPIRITS

Kupua, Hawaiian double-bodied spirits

A pack of trickster thieves and infiltrators who run heists and are hard to keep at bay

Sometimes, while walking down the street, you will notice a lost wild animal staring at a door, or an unexpected swirl of petals careering through a grated window. While you may want to satisfy your curiosity, it's best to walk on. It may not appear so, but you have stumbled upon a heist in action.

The City abounds with thieves and burglars but few are as sly and sneaky as **The Undercity Spirits** (Kupua). This elusive gang makes their home in the upper levels of the Undertrash, in the sewers and maintenance shafts just beneath the streets of the City. While others steal valuable treasures to make a fortune for themselves, The Undercity Spirits steal items of vast knowledge or artifacts with magical capabilities. More than any other Relic, the Undercity Spirits covet most the unborn child of **Ailani Jack** (Sacred Land Tiki Bar, page 90), but so far they have found her Enclave impenetrable.

By day, the members of The Undercity Spirits live normal, mundane lives, watching and learning as much as they can about potential targets as they go about their daily business. At night, they assemble in the dark of the sewers where they share information about possible targets and select their next mark. Once a mark is chosen, the gang takes as much time as it needs to case the structure, even going so far as to have one of their members get a job at the location to help gather intel. When the time comes to perform the job, the Spirits use the gifts of their Mythos to shapeshift into various animals, plants, and even minerals, taking advantage of their inconspicuous form to avoid detection. Items stolen by the gang are brought to one of their various safehouses beneath the City, where they relish in the Relic's power or consume the knowledge that was stolen.

Each individual member of The Undercity Spirits can take the form of a different animal, plant, or mineral. They often address one another by the name of their second body, such as "Hog", "Moss", or "Salt". The gang is reluctant to part with something that they have stolen, and will fight ferociously to protect it, though they may be convinced to trade an item for a greater prize.

The Undercity Spirits are most often encountered during a heist: A Rift may wander into one of their operations, meet them as opposition when running her own heist, or discover, sometimes too late, that she is the target of one of their heists. Some other involved parties, like villains and Nemeses, may hire their services; likewise, the crew may be hired to protect an asset (such as Ailani Jack) from the Undercity Spirits.

## UNDERCITY SPIRIT ★★(+★)

Create this Danger as a Collective, with a size factor appropriate for the number of gang members involved (the entire gang has a size factor of 2 and they often all work the same mark).

**HURT OR SUBDU 2 / BRIBE WITH RELICS 2 / INTIMIDATE 3 / CATCH 4**

- **Second Body:** An Undercity Spirit can switch forms as a soft move, or as an intrusion when she is attacked. Only magical means allow you to **Investigate** to check if something is an Undercity Spirit in disguise.
  - **Trained Burglars:** When the Undercity Spirits are revealed for what they are, give them *sneaky-2*.
  - **Ferociously Greedy:** When the Undercity Spirits fight or compete over a Relic or source of arcane knowledge, give them *ferocious-1*. In a negotiation, give them *playing-hardball-2*.
  - **Flower and Rock (+★):** Some second bodies are harder to harm, such as swirls of fallen leaves or outcrops of stone. Reduce the tier of statuses of physical harm or subdual by 2.
- 
- (As their second body) claw, entangle, scratch with branches, or slam with a mineral fist (*bruised-2, slashed-2, restrained-2*, etc.)
  - Using their second body: go through a barrier that cannot hold them, come closer to their mark, or hide in a place with many similar animals or plants (**Deny Them Something They Want**)
  - Steal someone's items or Relic (burn appropriate tags)
- 
- An animal, plant, or mineral appears where they should not be

# TRANSPORTATION

Means by which PCs can get somewhere fast or reach places that exist outside of this world or the Mist

## GYPHUS

### Griffin

A loveable yet hard-to-control beast of an airplane that can travel anywhere in the City and beyond

Rising above the weeds and rusted piles of metal at the **Municipal Airstrip 1.2** (page 91) is a stately Stinson Model A Tri-Motor. The plane is still in great shape, with a new coat of white and orange paint and red highlights. “Gyphus” is written in fancy script under the pilots’ window. The instruments are dated, but operational. There are no seats in the cockpit, however. Back in the fuselage there are ten overstuffed yet comfortable passenger seats. The Stinson has an unmistakable animal musk to it. If someone investigates the carpet along the passenger area, they will see paw prints from a large cat and bird droppings.

If a truly desperate person sits in one of the passenger seats and offers a sincere prayer to whatever higher power they believe in, the engines might first purr and then screech to life. Then if that same petitioner places a piece of paper with the name of a location into the cockpit, the Stinson may start to tax towards the one area of the dilapidated runway still free of weeds. Should the traveler then buckle themselves in, the Stinson will accelerate and lift off.

The Stinson does not operate for just anyone. The person must be truly desperate and humble, one of the ‘meek.’ The Stinson is most likely to operate to help reunite people or things – bringing two halves together.

In the air, the Stinson is remarkably agile and requires very little open space to land, executing impossible maneuvers to deliver its cargo where they need to be, even on rooftops or cramped parking lots. The Stinson knows the City well, gracefully soaring through the sky and, when needed, between buildings. The Stinson even knows some routes out of the City.

When the Stinson has a mission, it is implacable. The aircraft can turn aggressive, chasing its enemies and threatening to use one of its three high-performance rotors as weapons. The Stinson has a mind of its own, and will not always listen to its passenger – particularly if it has prey that must be hunted.

## JUMPSTART THE GYPHUS

When you make a plea at the helm of the Gyphus, the MC first gives the Gyphus *dormant-2*, *single-minded-2*, or *distracted-2*. Then, roll+Power. On a hit you gain or regain its cooperation, receiving the Gyphus Extra theme. On 7-9, the MC also chooses one:

- The Gyphus wants to take you to a different destination where you need to be
- The Gyphus becomes distracted by an aerial prey or enemy
- The Gyphus experiences a malfunction while airborne

On a miss, you lose the Gyphus’ cooperation and theme.

## GYPHUS



### Ride

### MYSTERY

Where is my passenger's other half?

### POWER TAGS

old Stinson Tri-Motor airplane, accelerate to takeoff, lots of cargo space, aerial dogfighting, startling overhead swoop, razor-sharp rotor blades, can land anywhere, old but durable, spot airborne prey, fly below the radar

### WEAKNESS TAGS

blocked takeoff lane, mechanical deterioration, distracted by threat or prey, stubborn and aggressive

### THEME IMPROVEMENT

**High Above the Clouds:** Once per season, you may travel with the Gyphus outside of town or have it travel outside of town for you. On this trip, you may take one object or one willing or incapacitated individual outside of the City, or bring them in from outside the City.

## LLOYD & OWNIE CARRIAGE SERVICES LTD.

Fairy roads

An unreliable way to get urgently from here to there, even if ‘there’ is usually unreachable

The cabbies of Lloyd & Ownie are always a street away. One of their fairy salespersons can be found hanging on the street corner, dressed in a suspicious khaki raincoat, watching for a nervous individual trying to flag down a cab. Shorter than average, pointy-faced, and with a nasal voice, the fairy salesperson will *pssst* a stranger in a rush and offer them a quick fix.

For a price, they can lead their client to a ring of colorful mushrooms in a back alley or a pair of intertwined hawthorns that sprout out of the asphalt and create an archway. “Walk right here and it will take you where you want to go”, the salesperson reassures you. They don’t want to know where you’re going; the customer can control the destination by simply envisioning the place or speaking its true name. You can bring friends, too, but that costs extra. Once the deed is done, the entrance to the fairy road disappears, and the salesperson scrams.

A fairy road isn’t really a road; it’s an *ad hoc* magical tunnel between places, which is just as unreliable and dangerous as it sounds. Navigating the passage can prove trickier than the fairy salesperson lets on, which is probably why they always seem to be in a hurry to close the deal.

## FAIRY SALESPERSON ★★

An interaction with a Fairy Salesperson is usually focused on the bargain. It’s possible to threaten or beat the Fairy Salesperson into opening the fairy road, but that will usually result in a bloody altercation with Seamus Strangeways (Oberon) and the Longshore Union hooligans (Red Caps) (*MC Toolkit*, pages 29, 178).

### HURT OR SUBDUED / THREATEN 3

- **Opportunist:** When a Fairy Salesperson enters the scene, give him *uncanny negotiator* and *gift of the gab*.
- **Strike a Bargain:** When you try to strike a bargain with the Fairy Salesperson, you **Convince**. On a 10+, he’ll grant you access as a courtesy out of respect to your glib tongue. On a 7-9, the fairy salesperson kindly asks for fair payment: an item of sentimental value. You may decline; he’ll still open the road for you. On a miss, you can use the fairy road, but you’re tricked into a bargain you’ll later regret (*indebted-3*).
- **Travel the Fairy Road:** After you travel a Fairy Road opened by the Fairy Salesperson, you end up in a public space nearest your destination (usually on the street). If you paid with something of unmatched sentimental value, yours or another’s, you are not limited to public spaces and can reach your exact destination, wherever it is. If you declined to pay, or coerced the Salesperson into opening the road, the MC chooses one prank:
  - » You arrive later than expected or in the worst timing possible
  - » You misplace an item you were carrying (burn tags)
  - » You appear at an inconvenient spot, like behind a fence or in a dumpster
  - » You fall prey to a strange haunting (*haunted-by-giggles-2*) or an absurd prank (*pockets full of juice*)
- At the first sign of trouble, vanish into thin air (**Deny Them Something They Want**)
- Pull a prank on someone (as under **Travel The Fairy Road**)
- Rub his hands and emit a high-pitched giggle



## TROLL BOOTHS

### *Trolls*

A surefire method to get across town fast, as long as you're able to satisfy the operator

As an alternative to the dubious fairy roads, one could take the **troll road**. You'll see signposts pointing at it on every major road (except the "r" in "troll" seems like a spray-painted addition). Unlike fairy roads, this thoroughfare is an actual paved road that cuts right across town; building it cost a fortune, mostly spent on paying the previous owners to clear the buildings in its path (and some say to pay the troll bruisers who intimidated the owners into doing so). There seems to be an easy connection to the troll road from anywhere in town and it's built to allow very fast travel, so if you have a fast car (or chariot) you can get anywhere in a matter of minutes. Of course, the developers are looking for a return on their investment, so when traveling on the troll road you will have to make a stop at the troll booth to pay.

The **troll booth** is a human-sized toll booth into which a troll Rift is snugly crammed. Built next to a flimsy-looking road barrier, this is where you pay for using the road, as the hand-drawn cardboard signs clearly point out with spelling mistakes. The real barrier here is not the lowered one; it's a powerful magic that prevents

free passage unless the troll permits it (or is coerced to do so). There is no fixed price for traveling here – the troll at the booth decides the price at a whim. More often than not that troll is **Agatha**, a kindly but grubby troll that likes to pocket half of what she charges or more, which is why she is often visited and watched by her employer, **Maurice**, who owns the road.

Sometimes during a chase Rifts fleeing pursuit try to get an advantage by using the troll road, but it's risky: If you can't pay what the operator asks, you'll be caught between a rock and a hard place.

### TROLL BOOTH ★★

**HURT OR SUBDU 5 / THREATEN, PERSUADE, OR BEFRIEND 5 / BREAK THE BARRIER 6**

- **No Free Rides:** When you arrive at the Troll Booth, the MC chooses one or rolls a six-sided dice: on 1-2, the troll is *hungry*-2, on 3-4, the troll is *greedy*-2, on 5-6, the troll is *bored*-2. The troll asks for a price accordingly.
- **Hard as a Rock:** When the Troll Booth troll or barrier take a physical harm status, reduce its tier by 2.
- **Dumb as a Rock:** When you first try to trick the Troll Booth troll, give them *dim-witted*.
- Smash, slap, and slam (*broken-ribs*-3 or, for inanimate objects, *smashed*-4)
- Stand up, demolishing the booth in the process

## ASH STREET PARK

*Yggdrasil, the Norse world tree*

An interdimensional park that connects everywhere in the City but can be risky for travelers

There are many places in the City which are hard to get into. Some are mundane but important, and thus guarded, hidden, or locked. Others are Enclaves with entrances which aren't readily accessible or comprehensible or are simply too dangerous to reach. Many such places might be of interest to a Rift on a mission. **Ash Street Park** provides an alternative way for Rifts to get into such exclusive locations.

Ash Street Park is a nickname of a place which only exists beyond the Mist. The Park does not occupy any one location; there is no Ash Street in the City. Instead, it is connected simultaneously to hundreds of locations through many portals and thin places. Rifts can use these to enter the Park, traverse it, and exit in a different City location.

Thin places that lead to Ash Street Park are often shadowy nooks surrounded by living, growing plants: a gnarled, hollow trunk of a boulevard tree or an archway in an overgrown junkyard or ruin can serve as portals into the Park. Even a potted plant in the corner of an office can serve as an opening, if its foliage is abundant enough, making the Park a potential path to almost anywhere in the City.

In order to enter the Park, you need to hold its image in your mind and try to step through the portal, *believing* you will get there. The more earthbound you are, the harder it is; Sleepers can't even make it across, unless taken by a powerful Rift. You will then find yourself coming out of a leafy bush onto a park path next to an arching wooden bridge. Exploring further, you will discover a vast woodland park built on a cluster of rock outcrops, with wooden bridges and stairs like branches and roots connecting its many ash groves. Faint street lamps light the paths in the eternal gloaming here while enormous shimmering constellations rotate overhead.

Navigating the Park and finding the correct bush, tree, or vine to step out of in order to reach one's destination requires legendary sensitivities or exceptional outdoorsmanship. Savvy Rifts don't delay here; one misstep and you can find yourself falling out anywhere in the City, into another Rift's Enclave, or worse, into the unknown oblivion beyond. Even less welcoming are the mythical muggers, highway robbers, stalkers, and monstrous skulkers that bleed out of the connected Enclaves prowling the Park; various things and people with ill-inten-

tions lurk beyond the dimly-lit paved paths, so those who wish to cross should keep their wits about them and have some means of protecting themselves. Upon meeting other Rifts, one will notice immediately that they resemble their Mythos more than in the City; the same is true for crew members walking in the Park.

**Piotr the Rat** (Ratatoskr, the squirrel who runs up and down Yggdrasil) is a known petty criminal working Ash Street Park mostly as a mugger, cutpurse, and informant. Luckily for him, he is exceptionally acrobatic and nimble moving on tree branches, skulking about the Park in a torn wooly hat, dirty jeans, and a cheap windbreaker. He is often unshaved, sporting a bushy red beard.

### ASH STREET PARK

- **Enter the Park:** When you attempt to enter Ash Street Park via a suitable thin place, roll+Mythos. On a hit, you enter. On a 10+, you may bring others along.
  - **Navigate the Park:** To locate and correctly identify the desired exit, you **Investigate**. When you traverse the Park and go through the exit, you are immediately transported to its destination.
  - **Beyond the Mist:** While inside the Park, one's physical appearance changes to reflect one's Mythos. The first time you encounter a Rift in the Park, your crew gains one free Clue about that Rift's Mythos.
  - One of the Rifts prowling the Park assaults someone (**Complicate Things, Bigtime** and make a hard move from the assailant's Danger profile)
  - Someone slips off a staircase or bridge, transporting into another place in the City, an Enclave, or floating away beyond the stars (**Complicate Things, Bigtime** or **Turn Their Move Against Them**)
  - A PC glimpses a portal to someplace important, where someone they care about is in danger (**Force Them to Choose**)
  - A PC becomes *lost-2* in the Park's labyrinth of intertwined boughs
- 
- The ash trees close in, making it hard to see far
  - A distant portal momentarily reveals an unknown part of the City
  - The wooden bridges, stairs, and rope bridges feel slippery underfoot
  - Something moves in the bushes or a strange cry echoes nearby



## PIOTR THE RAT ★★

### HURT OR SUBDUE 3 / CATCH 3 / BRIBE 3

- **Squirrely Park Hobo:** When Piotr enters the scene give him *nimble tree climber* and *alert-2*.
- **Home Advantage:** While in Ash Street Park, Piotr the Rat's *catch* spectrum maximum is 5. Any action to make him fall automatically fails.
- Shoot or stab someone (*gunshot/stab-wound-3*)
- Listen in on a conversation and sell this information to their enemies, rivals, or loved ones (**Complicate Things, Bigtime**)
- Hold someone at gunpoint or knifepoint or threaten to snitch on them, demanding their money (**Force Them to Choose**)
- Snatch something important someone is carrying (burn relevant tags)
- Gnaw his way out of restraints (remove two tags or status tiers) or bite into someone (*nasty-bite-2*)
- A furry shape moves between the boughs overhead



## WORKSHOPS

Workspaces that help PCs build or prepare something special

### RICKY LEFT HOOK'S BOXING CLUB

*Chiron*

A priceless opportunity to train with the Mythos who trained Achilles, Jason, and Hercules

Renovated from an old gymnasium, **Ricky's Boxing Club** is the hot place for both amateur and semi-professional fighters to train and blow off steam. Owned by old-time boxing legend **Richard "Left-Hook" Yorks** (Chiron), Ricky's is the perfect place for aspiring fighters to train – but the strict teacher only works with students willing to give it their all.

The main space of the gym, formerly a warehouse for large machinery, holds two square boxing rings. Metal bleacher seats look out over the rings as slow fans rotate above, forcing some air circulation in the poorly-ventilated space. A back door leads to the fitness room where signs of its previous use as an office are still evident in the choice of buzzing fluorescent lights and old health and safety posters frames on crumbling walls. The space is filled with large hanging punching bags, racks of weights, benches, and measuring equipment.

Ricky Yorks can usually be found at the front desk at the club's entrance. He offers tours to potential new members and even gives them a seven-day free trial, trying to tempt them into paying monthly gym fees. Known for having a good eye for people's potential, the old boxing legend will watch the action in the rings from his desk, taking note of those that might be worth his time in training.

If someone manages to impress Ricky Yorks with their raw talent, the gym owner will offer to train them, though he warns them that he accepts nothing less than total dedication during this time. Assuming the would-be trainee agrees to these terms, training begins at once. Ricky can instruct the boxer in hand-to-hand combat, but his true gift is being able to help his protégé train their physical Mythos abilities. For Ricky, it's all the same; he sees himself as a mentor, pushing his pupil to the utmost limits of their capabilities, legendary or otherwise.

Training with Ricky is very intense. The old trainer offers very few breaks, constantly pushing the trainee to their breaking point. Even if a trainee is banged up or injured during the training, this is no excuse to stop; Ricky fixes them with a special diet and careful instructions on how to rest, bringing them back to shape in mere days thanks to Chiron's mastery over the art of medicine.

## RICKY "LEFT-HOOK" YORKS ★★★

### HURT OR SUBDUE 6 / IMPRESSED 3

- **As Tough As He Is Wise:** When Ricky takes a physical, emotional, mental, or social status, reduce its tier by 3.
- **Show Me What You've Got:** Whenever you ask to train with Ricky, he will match you with a fighter of your caliber. Every time you show spirit, resilience, willpower, or good sportsmanship in a fight, give Ricky *impressed-1* that ignores his move **As Tough As He Is Wise**.
- **You Got Spirit, Kid:** When *impressed* is maxed out, Ricky will personally train you. (If you've already trained with Ricky once, convincing him to take you again takes nothing less than a Herculean task.)
- **Trainer of Champions:** If you spend downtime rigorously training under Ricky for several days, you can choose two new improvements for one themebook related to the training. Mark a total of two Fade/Crack on other themebooks that were neglected while you were training. If you train with Ricky for a particular mission or confrontation, take an ongoing *ready-for-the-main-event* story tag.

- **Time Out:** If you break Ricky's training routine for other business, take *exhausted-2* and *bruised-1*. At the end of your training, remove these statuses as Ricky concocts a healing salve or a personally-tailored diet to bring you back to shape.

- **I'm In Your Corner, Kid:** Once, after you trained with Ricky, you may spend downtime at the club choosing to recover from a major fight. Remove all physical, mental, and emotional statuses received during the fight and restore all tags burnt during the fight.

- Attack with a surprising left hook (give two of the following: *disoriented-3*, *broken-ribs-3*, *black-eye-2*; target may not **Face Danger** with tags of physical prowess or endurance, either legendary or mundane)

- Namedrop a famous boxer in a conversation
- Get angry and complain about a political matter that aggravates him
- Cuss and shout at a trainee to try harder



## THE LEYLAND FOUNDATION TECH ACCELERATOR CENTER

Prometheus

A free, cutting-edge workspace for tech geniuses that puts them in the grip of Helix Labs

It is easy for brilliant scientists and inventors to get buried under all the noise in the roaring economic jungle of the City. Still, thanks to **Helix Labs** and **Dr. Talbot Leyland** (Prometheus, see page 168), there is now a perfect place to host such genius minds. **The Leyland Foundation for Innovation Tech Accelerator Center** offers high-quality, affordable lab and office space to innovators from all backgrounds. This location provides the perfect office space for any character working in biology, engineering, computer science, or other technological sciences – even paranatural sciences. Other fields are welcome as well, even though they may be beyond the scope of Helix Labs' interests.

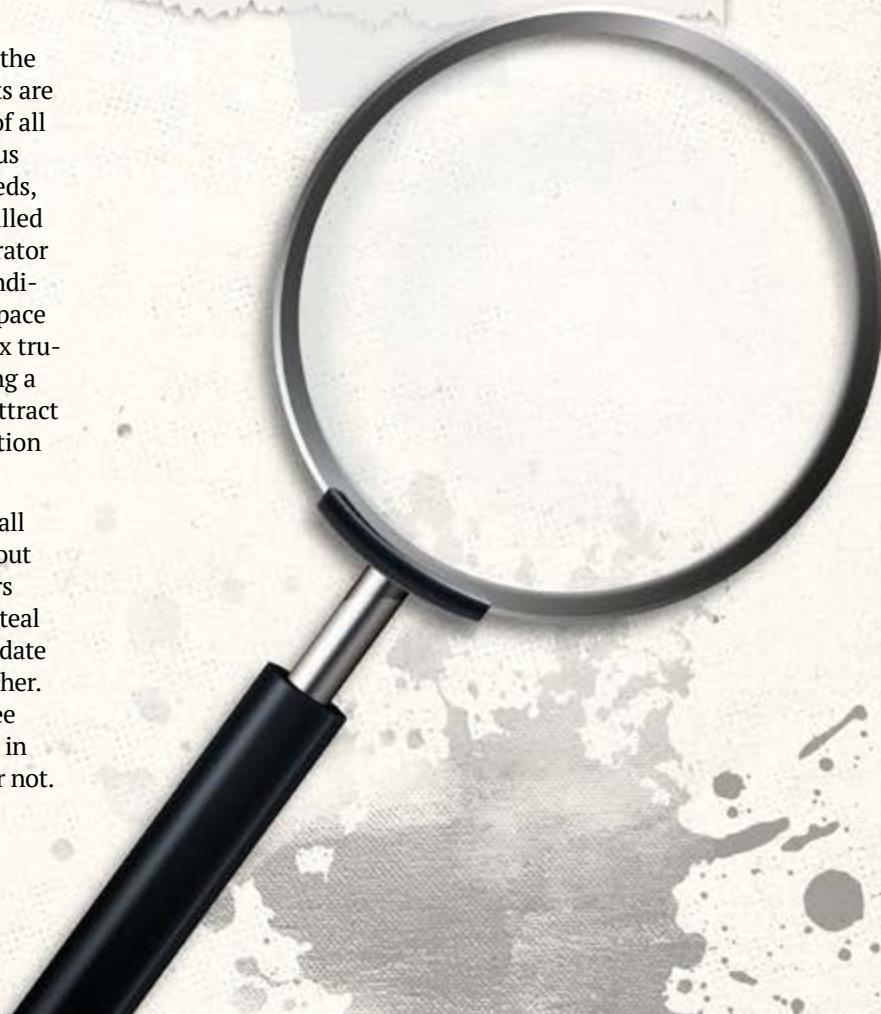
While the Foundation is set up and run by Helix Labs, the latter has little to no presence within the building. Dr. Leyland never makes an appearance, since he is busy with his own research, but his talent scouts (page 171) will often scope out the site for up-and-coming stars and possible recruits.

The center is a modern glass building that stands proudly in the heart of the Science Hub, shining in the day's sun like a fiery torch of raw innovation. Guests are greeted by a lavish lobby that includes a directory of all the services provided within. The style of the various offices and workspaces vary depending on their needs, from underground weaponry test tunnels to halls filled wall-to-wall with square cubicles. The Tech Accelerator Center program managers work with each of its candidates to ensure they have the proper kind of workspace as well as all the furnishings that they require. Helix truly spared no expense on the building, even including a cafeteria and gym for employees, all the better to attract the finest minds in the City to one convenient location for scouting and headhunting.

While the Tech Accelerator Center seems to answer all of an aspiring scientist's needs, nothing comes without a price. Helix Labs both openly and covertly monitors the projects developed in the center and can easily steal the emerging technology. The more promise a candidate shows, the more aggressively Helix Labs will pursue her. One way or another, their notorious headhunters (see page 171) will get their grubby hands on whatever is in her genius head, whether it's attached to her body or not.

## TECH ACCELERATOR CENTER

- **Superb Facilities:** When you spend downtime preparing for an activity or investigating the case in the Tech Accelerator Center, you gain 5 Clues or Juice instead of 3. Take *sellout-1*.
- **Rising Star:** As a soft move, someone from the Tech Accelerator Center will offer you a Spark Device (Extra theme, page 174). If you take it, take *sellout-3*.
- **Nothing is Free:** As an intrusion, the Tech Accelerator Center may trade a tier of *sellout* to make one of the following moves:
  - » Steal a candidate's research (**Complicate Things, Bigtime**)
  - » Issue a patent based on a candidate's research, legally barring them from continuing it (**Complicate Things, Bigtime**)
  - » A weapon or a device based on a candidate's research appears in a foe's hands (**Complicate Things, Bigtime**)
  - » Helix Labs reveals new technology that counters the candidate's research (burn all relevant tags)
  - » Talent scouts push a candidate to join Helix Labs or lose their access to the center (**Force Them to Choose**)
  - » Headhunters come for a candidate's head (create a new Danger: Helix Lab Headhunters, page 175)



# MONUMENT TOWER

*Pyramid of Djoser (ancient Egyptian pharaoh)*

A location for powerful rituals where one party attempts a ritual and the other interferes

**Monument Tower** (*Djoser's pyramid*) is the crowning achievement of Sleeper billionaire **Jake Peretti**, one of the City's most powerful business moguls. Peretti built an empire of companies in the fields of genetics, robotics, and weaponry over the course of two decades. Designed by architect **Jennifer Bird** (Imhotep, high priest of Ra and architect of Djoser's pyramid), Monument Tower was commissioned in order to house Peretti's many ventures under one roof. Bird strategically placed the tower on a convergence of some of the City's ley lines, making the entire building a conduit for the mystical energies, designed to give immortality to whomever sleeps in the personal suite on its top floor. Peretti has been living and working there since the tower was completed, several years ago. Surprisingly, he hasn't awakened yet, even after having lived in the focal point of so much power.

Inside the building, each division and company has its own look and style, sharing only some tasteful Egyptian-themed decoration, mostly in the form of limestone-colored hieroglyphic patterns on the walls. If you can see through the Mist, you will feel the gentle buzz of power being syphoned by the hieroglyphs, upwards through the roof. The higher up you are, the louder it will be.

The City's power flows through the skyscraper, up to Peretti's suite, then out through the roof. If you stand on top of Monument Tower, you can channel this power for your own means. Be careful, because once invoked, this power must be used up – there is no escaping it when you're standing right at the top. There are stories of daring but foolish Rifts who came up here unprepared and were burnt to a crisp while trying to achieve some incredible mystical feat.

The roof itself is spacious. The middle of it is dominated by a large pyramid-shaped skylight overlooking Peretti's master bedroom. The edge of the roof provides you with a view of the entire City, breathtaking for any Sleeper; for Rifts, the view gets drowned by the nonstop roar of immense potential at their fingertips, ready to be harnessed.

As easy as it is to use this power when you're at the top, getting there is not so straightforward. There is no roof entrance from within the building. To actual-

ly access the top of the pyramid, you have to reach it from the outside, either scaling the walls or flying in from above. Expect resistance; Jennifer Bird reportedly hired **Spire Security** (page 106), as well as other Rifts, to ward any aspiring ritualists off her boss's roof. It's also important to remember you're planning a blatant display of power on one of the highest roofs in town – if any Rift out there is out to get you, you'll be sending them a colorful invitation.

## ROOF OF MONUMENT TOWER

### POWER-UP 5 / COMPLETE-RITUAL 5

- **Secrets of the Occult:** When a party conducts a ritual on the Roof of Monument Tower, the ritualist chooses the degree of sacrifice as in **Stop. Holding. Back.**: Significant, No-Return, Ultimate (or, optionally, Inescapable). PCs and Dangers may advance or interrupt the ritual by giving and removing statuses from *complete-ritual*.
- **Power Coalesces:** The MC may give the Roof of Monument Tower a *powering-up-1* status as a soft or hard move.
- **It Is Time!:** When *power-up* maxes out:
  - » If *complete-ritual* has no status, nothing happens.
  - » If *complete-ritual* has a status but isn't maxed out, the ritual goes wrong. Treat it as a miss on **Stop. Holding. Back.**. Optionally, everyone present takes *burned-4*.
  - » If *complete-ritual* is maxed out, treat it as a 10+ on **Stop. Holding. Back.**, but the price may be volunteered by or forced onto a present third party. Reset both spectrums. A new ritual may not be attempted until the end of the next downtime.
- More power rushes up the pyramid (*powering-up-1*)
- The Tower's security guards or the PCs' enemies appear, either to stop the ritual or facilitate it (create a new Danger)
- A beloved supporting cast member is caught in the chaos (**Complicate Things, Bigtime**)
- The flowing power crackles and glows, revealing hieroglyphs
- Everyday activity can be heard in Peretti's suite, under the skylight
- The City below keeps living its life, unaware of events unfolding way on high

SO IT IS AGREED. THIS MONTH WE WILL ANNOUNCE A PRICE SPIKE ACROSS THE MARKET. WOLFE, I TRUST WE WILL HEAR ABOUT IT.

OF COURSE, DARLING. I'M BREWING UP A MEDIA STORM TO DIE FOR.

EVERY NEWS OUTLET WILL BE BLASTING THE PUBLIC DOMAIN WITH THE OUTCRY OF THE POOR, COUNTERED BY THE CALCULATED ANALYST PERSPECTIVE OF WHY THIS IS RIGHT FOR THE ECONOMY.

YOU KNOW I WILL OPPOSE YOU ON EVERY FRONT.

OF COURSE, THE PEOPLE NEED TO HAVE HOPE.

I EXPECT RIOTS. BUT THEY WILL BE QUASHED WITH AN IRON FIST.

SPEAKING OF HOPE, HOW ARE THINGS IN CROSS END?

MY VIGILANTES DROVE ANATOLI'S ENFORCERS OUT. HE WILL NOT GAIN A FOOTHOLD THERE ANYTIME SOON.

DON'T UNDERESTIMATE HIM.

HE HAS MORE INSIDIOUS HELPERS THAN THOSE A-DIME-A-DOZEN AMBROSIA THUGS.

WE HAVE OTHER ASSETS  
WE CAN DEPLOY THERE.

AREN'T YOU SPREADING  
YOURSELF A LITTLE THIN, OLD  
MAN? I HEARD YOU HAD A CLOSE  
ENCOUNTER WITH A CREW OF  
INDEPENDENTS RECENTLY.

THAT WAS A PRIVATE  
FAMILY MATTER. THEY  
WILL BE DEALT WITH.

STILL, TO CATCH THE  
CHAIRMAN OFF-GUARD  
PUTS US ALL AT GREAT  
RISK

HOW DARE YOU PRETEND TO BE OUR  
ALLY? YOU THINK WE DON'T KNOW  
YOU'RE JUST WAITING FOR THE  
CHANCE TO SNUFF US ALL OUT?

IF THIS COUNCIL KEEPS  
PUTTING UP BARRIERS  
BETWEEN PEOPLE, I CAN'T...

**ENOUGH!**



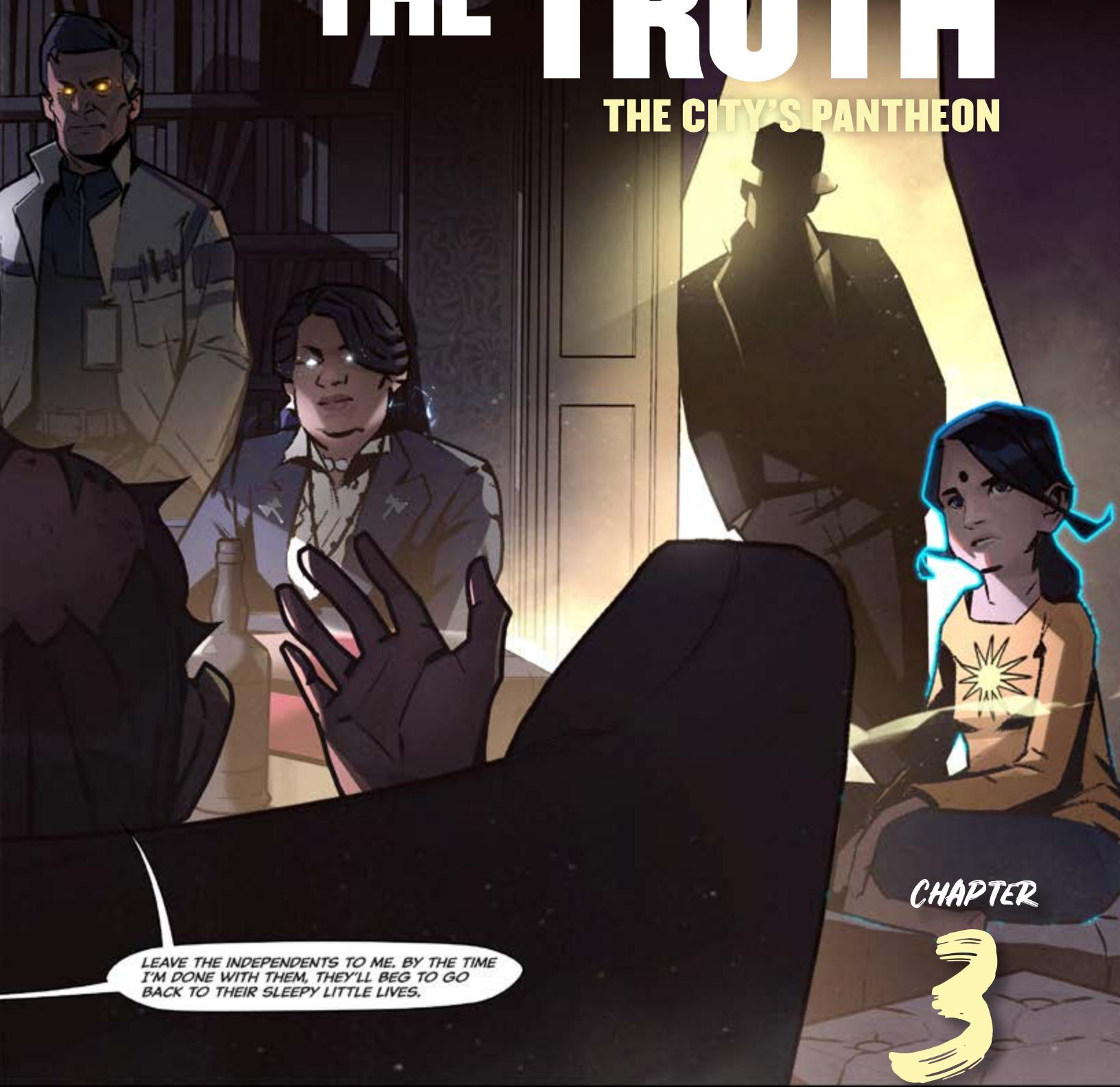
ENOUGH WITH YOUR PRIDE.

YOU ALL KNOW WHY WE ARE HERE.

THIS CITY IS HANGING BY A THREAD. WE  
MUST GO TO GREAT PAINS TO KEEP THE  
STATUS QUO, TO KEEP IT FROM TEARING  
ITSELF APART.

# DON'T BELIEVE THE TRUTH

THE CITY'S PANTHEON



LEAVE THE INDEPENDENTS TO ME. BY THE TIME I'M DONE WITH THEM, THEY'LL BEG TO GO BACK TO THEIR SLEEPY LITTLE LIVES.

CHAPTER

3

Those who sleep know nothing. Even those who have awakened are only half-aware, wrestling with their identity crisis as their Mythoi ravage their private lives. But **the Truth** lies much deeper than that, far below the surface and the billowing Mist. Unseen, it governs everything in the City. It is the status quo, the way things are. Its workings are everywhere, and yet, only the most aware of Rifts ever learn of its existence. Its individual components are ever-shifting, but the Truth remains constant. It is the alpha and the omega. It is the City itself.

## WHAT IS THE TRUTH?

The Truth is the secretive council of Avatars that has controlled the City since its early days. Its grip on the City is contingent upon an uneasy truce between a handful of long-standing Avatars and the Gatekeepers, a truce which allows all parties to continue pursuing their agenda in the City while supporting each other; or, at least, without having the others intervene in their affairs. The members of the Truth seek to maintain the status quo in the City, often at the expense of its Sleeper and Rift residents.

In your series, the Truth can be used as an **antagonist pantheon**, an all-powerful insidious organization that the crew can strive to expose, become entangled with, and perhaps even try to topple down, or conversely join forces with. It uses the guidelines given in the *MC Toolkit* for Designing a Series (page 104) and Avatars (page 170) to describe a **mega-iceberg** comprised of multiple Avatar icebergs and large enough to fuel several seasons' worth of gaming.

While this pantheon can be viewed as an evil organization, the Truth (pardon the pun) is more complicated than that. Some of its members are Avatars who do good in the City, yet they find themselves collaborating with darker Avatars or employing morally questionable means and methods. Furthermore, while the Truth seeks to preserve the status quo above all else, to keep the City safe and perpetuate its many systems and networks, its members (with one possible exception) rarely care about the individual on the street, ultimately seeking to preserve their own status in order to stay in power. The members of the Truth, saintly or wicked, Avatars or Gatekeepers, can be downright abusive toward the City's denizens and treat them as pawns.

# WARS OF GODS AND TITANS: THE ORIGINS OF THE TRUTH

## FOLLOWING THE BIRTH OF THE MIST

The first days of the City are lost to the Mist. Perhaps none but the Gatekeepers truly know how things came to be. When the first Avatars transcended the confines of the Mist, they naturally sought to destroy it, waging war against the early Gatekeepers. Some, however, began to see the virtues of the veiled City. A handful of Avatars realized there was a benefit to be had in drawing lines in the sand. While the Gatekeepers sought to seal off their more aggressive brethren, they were free to insidiously influence the masses.

## FROM EPIC STORIES TO WIDESPREAD TRENDS

Instead of telling their stories of epic drama, ripping the very fabric of the City apart, the new dissidents targeted the Sleepers and used them to bring their legends to life through their everyday experiences. Each Avatar's story was told in a much more mundane and lackluster version, but it was reenacted by millions of Sleepers. The new Avatars therefore traded quality for quantity. The Avatar of a Fertility Goddess instigated a baby boom, while that of a fabled king became the mayor; the Avatar of a folklore thief brought on an economic crisis, only to be restored by the industrious powers of the Avatar of an immigrant work song. A Mythos of beauty found its expression in a renaissance of the arts, a blacksmith God in the rise of industry, a legend of freedom in human rights movements and emancipation, and a story about narrow-minded hatred in widespread bigotry and violence on the streets.

## A SCHISM OF RIFTS

Naturally, not all Avatars could operate in this fashion. When the Mythos of a renowned murderer inspired a wave of serial killings and mass shootings, other Avatars joined forces to eradicate him. It was becoming rapidly apparent that only Avatars whose legend was conducive to life and society in the City could benefit from this new modus operandi of mass effect. Any Avatar whose endgame involved the obliteration of the City or its residents could not play the long game. Avatars were never much for working together, using each other as instruments more than as allies, but now a greater schism was forming among the most powerful of Rifts and they were divided into those who sought to preserve the City as it was and those who sought radical change or annihilation.

## THE DILEMMA OF THE FEW

At this stage, the faction that fought for the City's survival was no more than a handful of gods, legends, and tales who waged war against one another as much as they did with the more destructive Avatars and the Gatekeepers. Each of them separately began to see that battling all the primordial forces in the realm of the Mythoi was impossible; they would win over one Avatar one day and lose to another Avatar the next day. They needed a way to collaborate and create a body of Avatars that could endure all others, a group which could stabilize the City. That perspective was perhaps already tainted by their human parts which, as minuscule as they were, had some attachment for the City and the world confined by the Mist. For the first time, they saw that it was within their power to push their brethren out and carve out a place only for themselves. The price would be to put aside their egos.

## UNITED IN WAR

These Avatars decided to confer with each other, and that very parley could have been enough to send all of them toppling down from the peaks of their Avatar-hood, had it involved any concession on their individual agendas. None of them had to give in, however, as together they conspired to employ their agendas in tandem in order to rule the City, in some cases by becoming counterparts for one another – so the works of an Avatar of war would give the Avatar of peace a conflict she could strive to heal, and vice versa. A powerful cabal was formed, one that has shaped the City ever since. There would be no other force in the City that would define it so absolutely. They would be the sole and ultimate **Truth**.

## AN INCONVENIENT ALLY

The members of the Truth set out to fortify their reign of the City from their skyscraper headquarters, lavish manor houses, and worm-infested lairs. But now they discovered their shared goal was indirectly protecting their greatest enemy, the murky water that could one day snuff out even their undying flame – the Mist. Their mortal foes, the Gatekeepers who sought to banish them back to the realm of the Mythoi and turn them into sniveling mortals, now became natural allies. Let the Gatekeepers seal off other Avatars and Rifts; the members of the Truth cared not, as long as the Gatekeepers would leave them be. In fact, both groups had a common enemy in Avatars who sought to destabilize the Mist and the City. The Avatars of the Truth therefore made the Mist-lords an offer they couldn't refuse.

## THE ULTIMATE TRUTH

While the Mist was already well-established and the Gatekeepers were more powerful than any single Avatar, keeping the veil spread upon a growing metropolis while fighting an open war with an entire pantheon of Avatars was out of the question for the Gatekeepers. Idealism was burning in their bones, still fresh from their victory against the Mythoi, as was their hatred of these forces who would presume to control mankind's fate and their representatives, the Avatars. And yet, as they were becoming outstretched beyond their limits, it also became necessary to find a way to reduce the workload. It was a tough call to make, but as the flames of war with the other, destructive Avatars threatened to consume the City and the Gatekeepers' bodycount was mounting, a pragmatic leader from their midst finally agreed to the deal and the fate of the City was sealed. The Truth was now indisputable, an (un)holy union of Mythos and Mist.

# THE TRUTH TODAY

As the decades passed, the Truth continued to evolve and transform. Members came and went, backstabbed each other, lost their Avatarhood, and made remarkable comebacks. Every member left her mark upon the City, a mark the sleepwalking residents can now recall only as a trend or characteristic of the times.

The pantheon of the Truth has also evolved as an organization, constantly modernizing its operation to stay ahead of its many enemies and challengers. Today, as before, the members of the Truth and its methods represent the City's zeitgeist, its spirit of the times.

## CURRENT MEMBERS

Since its conception, the Truth had seen all its original members replaced, excepting the Gatekeepers (although their representatives changed) and perhaps its one secret member. The current members of the Truth are:

- **Chairman (Edmund) Chow**, Chairman of the Board (and major shareholder) of Chow Industries, Avatar of Tanhā, the buddhist force of desire, manifesting as **consumerism and greed**.
- **Ganesha**, the six-year-old homeless Avatar of the elephant-headed Indian god of the same name who is the Remover of Obstacles and the **protector of the City's residents**.
- **District Attorney Barbara King**, Avatar of Shango, the Orisha (personification) of Power and Dominion, who is upholding **law and justice** with an iron fist.
- **Dr. Talbot Leyland**, Head of Helix Labs and the Avatar of Prometheus, promoting innovation and a **dark brand of future optimism**.
- **Rosaline**, a theater-owner and brothel madam who is the Avatar of Romeo & Juliet, symbols of **tragic, destructive love**.
- **Monte Wolfe**, the City's foremost media and PR figure, Avatar of The Boy Who Cried Wolf and the sensationalization of lies, or **fake news**.

The council also has two special seats, one for the representative of the Gatekeepers, currently **Richard Hughes**, and one for a member whose identity is kept secret as a special dispensation agreed upon by all other members (who have an inkling as to who this member might be, but prefer to avoid any direct contact with him or her).

## THE UNSPOKEN AGREEMENT

Members of the Truth only agree to sit in the council with their fellow members out of necessity. It is an open secret, rarely spoken, that if any one member had the power to vanquish all others and assert their power over the City, they would do so in a heartbeat and without hesitation (this includes the Gatekeepers, of course).

In the current state of affairs no single member has the power to defeat the other six Avatars. They all realize that any one of them would need the aid of the Gatekeepers to keep the Mist in the City intact, but also would need the other Avatars to prevent the Gatekeepers from taking him or her out. Hence, truce remains the only viable options for all members. On top of it all, threats to the council from without abound, keeping its members too busy to contemplate a coup. Still, council members are rightfully suspicious of one another and keep tabs on the backstage activities of the others.

The most convenient aspect of the council members' arrangement is that each Avatar can continue to promote their agenda normally and is even expected to do so. No one frowns upon an Avatar taking an opportunity to further their cause or gain ground against another Avatar, simply because they would do the same.

Furthermore, the ecosystem of the Truth tends to balance itself: the stronger an Avatar becomes, the more opposition they will encounter from other Avatars, whose operations they encroach upon. If an Avatar is weak enough to be cannibalized by the others, so be it – there is no room for frailty in the Truth. Other times, Avatars may enjoy the synergy of their actions where their agendas are aligned and they might even actively support one another. Since all Avatars need the City to promote their agenda, they can always rely on one another when facing external threats to their power, the status quo, or the City.

# THE COUNCIL'S RESOURCES

An Avatar's Avatarhood is dependant upon their pursuit of their Mythos' agenda, and nothing else. And yet, all members of the Truth are aware that in order to cooperate at all, they are sometimes required to help one another, or to push some agenda that is helpful to the Truth, but not necessarily for themselves.

In order to do so, they created the **Shared Account**. This is a catch-all name for a pool into which they pour some of their resources without accessing it themselves – required by all but usable by none. Only their trusty manager, **Mr. Burns**, can access these funds and tools, and he never explains to his superiors what for. This removes direct accountability from the Avatars and avoids any unnecessary risks to their Avatarhood in case the council's wishes directly conflict with the wishes of their Mythoi. Mr. Burns understands the council's shared agenda and needs more than anyone; he doesn't need to be told, which is exactly what makes him so valuable.

## MR. BURNS

The council's assets are managed by **Mr. Burns** (Janus, Roman God of Gateways, Transitions, and Passages), a middle-aged attorney with the affect of a butler. Mr. Burns lives solely to carry out the will of the council as decided in its meetings; something about watching and facilitating change in the ebb and flow of political power in the City appeals to his mythical sensibilities as Janus. At the same time, his mortal affinity to neatness and love for well-executed tasks keeps him well-grounded as a Legendary. He has no desire to expand his Mythos further, thanks to his imminent understanding that opening up to Janus would put him in direct conflict with his employers.

On the mundane level, Mr. Burns manages the menial tasks required by the council. He hires the best professionals available for each required job, be they lawyers, hired guns, or spies. He transfers funds, creates dummy companies, and closes them. Then makes the paper trail disappear (as he is also the God of Time, he is an expert at backdating).

Mr. Burns' abilities make him indispensable to the Truth, enough so that if there was ever a real threat

to his safety, each of the members would show up personally to protect him from harm. He is not just the master of gateways, he is also a walking portal. Mr. Burns' very skin (or surface, rather) is a gateway to elsewhere, to wherever he wishes it to be. Able to expand and collapse, he can transport almost anything, including himself, to anywhere. This has limitless applications, but on a day-to-day basis it allows him to efficiently manage the Truth's business across the City, spy on any activity that takes place in a physical space (whether in the City or in an Enclave he is aware of) and also to provide secure and discreet transportation for all Truth members to their meeting place.

## THE "GRAND COLONIAL" CLUB

The Truth meetings have always taken place at the "Grand Colonial". This prestigious club originally resided in a luxurious colonial house in the Old Quarter – but not anymore. The house exterior stands empty, protected by Shrouding wards that make Sleepers, Rifts, and even low-ranking Gatekeeper agents ignore it (anyone who does snoop around is immediately tagged as a threat). The interior was gutted by Mr. Burns years ago and then transported into an Enclave out of space and time. Before every meeting, Mr. Burns meticulously chooses the vista du jour and materializes the club in a location overlooking the City: an empty floor in a recently-purchased skyscraper floor Downtown, the top of a silo in the Industrial Zone, sometimes even in the original house. This is a luxury of peace; at times of war, the club stays in its Enclave and the meetings take place there.

Inside, the "Grand Colonial" shows all the trappings of a respectable and well-endowed establishment (much to the discomfort of stylistically- or socially-aware members like Wolfe and Ganesha). The walls are paneled with dark, smooth wood, enclosing furniture of superior craftsmanship carefully curated by Mr. Burns. A masterpiece hangs over the mantle; to the side, a spotless cocktail bar cabinet awaits, stocked with the finest elixirs legend has to offer (a bottle of Nectar procured from Anatoli Vidales' personal stock is a trophy almost too gratifying to open). All in all, the club house provides a very plush and pleasant environment, perfect for some of the City's darkest shenanigans.

## THE GATE

The private communications between the Truth's members and its operatives also depend on Mr. Burns, who has constructed a Relic to provide this service. The Gate of Janus is a large, ornate stone and marble Roman gate with cast iron double doors, erected inside one of the

halls of the “Grand Colonial”. Looking through the gate, one can see a vertical pool of shimmering silver liquid, ebbing and flowing. Effectively opening voice- and/or image-only portals between communicants, the Gate allows anyone in the service of the Truth to communicate with Mr. Burns, who can then patch them to another member or operative using another portal, if necessary. The information (voice and visuals) is transmitted via a pocket dimension, so that it never exists in the City *per se*, making this communication channel the most secure channel in the City (excepting, perhaps, Gatekeeper channels). Furthermore, communicants are sheathed in multiple layers of displaced space, creating sensory, technological, and psychic interference as an espionage countermeasure. Authorized personnel carry a piece of marble from the gate as a means of contacting Mr. Burns, who follows protocol to a tee and only answers once he has glimpsed into the past and future of the speaker and verified their identity. Portals can be made large enough to walk through, should communicants want to converse in person within the Gate’s pocket dimension, at the “Grand Colonial”, or anywhere else. This degree of security keeps the communications of the Truth members off the grid and untraceable, and has saved the council a lot of interference from scrying or tech-savvy would-be heroes.

## PYROCLAST

At times, the council may encounter a threat that needs to be eliminated immediately and without the involvement of its members. For these occasions, Mr. Burns sheds his mortal veneer of a painstaking manservant and take on the mantle of Pyroclast. As Pyroclast, he turns almost the entire surface of his skin into a one-way portal to the heart of a legendary volcano (where exactly this volcano is located remains a mystery, one of Mr. Burns greatest and only secrets from the council). Anything that touches Pyroclast is immediately incinerated or transported into the volcano; when he so wishes, he turns the portal two-way and blasts his vicinity with jets of molten rock. As Pyroclast, he is destruction manifest.

The Truth has had to employ Pyroclast only a handful of times since Mr. Burns’ employment began, each time much to the consternation and protest of Richard Hughes, the Gatekeeper representative, who had to clean up these hellish appearances from the minds of thousands of Sleepers. Still, when the circumstances call for it, Pyroclast is a weapon they would not hesitate to use.

## LOSING MR. BURNS

Capable of transferring elsewhere almost any form of harm to his person, Mr. Burns is virtually indestructible. However, in the unlikely event that he were compromised, there is no doubt that the current organization of the Truth would take a grave hit, though it would not be entirely incapacitated. Each of the Avatars has the resources to replace Mr. Burns with alternative service providers and they all have contingency plans for such an event. On his part, Mr. Burns is completely dedicated to the Truth, and it seems unlikely he will ever choose to leave their employment.

### MR. BURNS ★★★

#### HURT OR SUBDUE - / PLEA, THREATEN, OR TURN -

- **Walking Gateway:** When you attack Mr. Burns, the MC chooses one or both:
  - » You first find yourself in another part of the City.
  - » If your attack is physical, it is redirected to anyone or anything in the City.
- **Hello, Goodbye:** Mr. Burns can transport himself anywhere as an intrusion.
- **Loyal Servant:** When you first try to influence Mr. Burns, give him *loyal-4*, renewable as a soft move. This status cannot exceed tier 4.
- **Deadpan Threat:** When Mr. Burns threatens you, you take *terrified-3*. If you take an action contrary to his wish, you are **Taking the Risk**.
- **Open Book:** When you spend a Clue to ask about Mr. Burns or his business, the MC always gets to ask a question back.
- **In Absentia:** When you spend a Clue to ask about Mr. Burns or his business, you cannot use the question word “where”.
- Transport someone elsewhere (**Complicate Things, Bigtime**) or restrain them in a portal loop (*looped-5*)
- Deliver dreadful threats and announcements in a dry, matter-of-factly fashion
- Warn aggressors not to do anything rash

## PYROCLAST ★★★★

### HURT OR SUBDUE - / COOL DOWN 6

- **Walking Volcano I:** When you touch Pyroclast, at his option, you first take *burnt-to-cinders-6* or *fallen-into-a-volcano-6*.
- **Walking Volcano II:** When Pyroclast takes a cooling status, reduce its tier by 3. As long as his volcano is hot, Pyroclast can remove any cooling statuses as a soft move.
- **Molten:** When you **Face Danger** against Pyroclast's volcanic fire, first burn one appropriate defensive tag or reduce a defensive status or effect by one, if it could be obliterated by the intense heat.
- Blast someone or his entire surroundings with a jet of lava (*burnt-to-cinders-6* or, if he's pulling his punches, *critical-burns-5*)
- Encase someone in pyroclastic rock (*encased-5*; if it hits, you also take *burns-2*)
- Proceed unstoppably, consuming all in his way

### "THE TRUTH" OPERATIVE + ★

Operatives working for the Truth are few, as most of the council's work is done by its members' operations. When Mr. Burns does hire professional staff for specific applications, he supports them from afar, enabling them to strike surgically and without a trace. Use this Mythos Power Set to enhance Dangers such as Cat Burglar, Heist Team, Hitman, or Elite Security (see Mundane Dangers in the *MC Toolkit*, page 141).

- **The Drop:** Once per scene, as a soft move, the operative(s) materializes out of nowhere at a place chosen by the MC, circumventing all physical barriers. Everyone around takes a temporary *surprised-3*.
- **Clean Getaway:** Once per scene, the operative(s) can disappear into thin air as a soft move (**Deny Them Something They Want**). She then receives the move **In Absentia** (as in Mr. Burns' moves).
- **(optional +★) Lethal Timing:** Once per scene, the operative(s) can make one of her hard or soft moves as an intrusion.

# THE COUNCIL IN YOUR GAME

## THE MEMBERS AS THREATS

Further in this chapter, the Avatar operations of the six known members of the Truth are described. Each Avatar operation can be the foundation for anything between a short story arc to multiple seasons, depending on how deeply you want to engage your crew with that Avatar. Each member of the Truth poses a different category of threats:

- **Chairman Chow:** Fan the individual desires of each member, breaking the crew apart
- **Ganesha:** Rope kind-hearted crew members into helping her cause
- **DA Barbara King:** Hunt down, convict, and/or imprison lawless crew members
- **Dr. Leyland:** Involve the crew in Mythos experiments, willingly or not
- **Rosaline:** Destroy relationships within the crew and without
- **Monte Wolfe:** Tarnish the crew's reputation and turn the public against them

Each Avatar's profile provides story seeds that will help you integrate their operation into your series.

## THE COUNCIL AS A MEGA-THREAT

Once you've introduced the operations of one or two members, and especially if your crew revealed one of the Avatars and engaged with her, you can start dropping hints about collaborations between Avatar organizations, building up to the discovery that some Avatars in the City are working together. Remember to roll out this mega-threat gradually, starting with vague hints, once per session, allowing for things to slowly add up for the players.

## THE COUNCIL AS BACKDROP

Even if the crew does not directly engage the members of the Truth, its members and their operations can serve as a backdrop in your series, giving a wider context of the forces and factions operating in the City. This is particularly true for street-level games in which the crew is not likely to encounter an Avatar, but where they are constantly in contact with an Avatar's minions, even if unknowingly. For example, your crew can learn that illegal action gets them in trouble with superpowered police (DA King's minions) or they

might cross paths with a Rift temptress belonging to a mysterious school of drama (Rosaline's minions). Some of the supporting cast could be caught in a media storm (stirred by Wolfe's minions) or involved in social activism or spiritual pursuits (with Ganesha's minions). Even if these elements do not connect to a larger narrative, they help paint a picture of a mythical City.

## PLAYING THE COUNCIL

You could involve your players in describing the state of affairs in the City by playing short cutscenes of the council meetings, where each player takes the role of one of the Truth members. These are *cutscenes* because the lead characters are not present, nor are they aware of what goes on in the meeting (unless they somehow discover it). The meetings take place on a level far beyond that of the crew (at least at the start of the arc) and rarely discuss the crew or matters directly related to the crew. Instead, each meeting revolves around what is happening in the City within each Avatar's domain, setting the background for your game.

A council meeting cutscene is best played at the beginning of a session, informing the session to come, or at the end, as a review of where the City is going and as a possible cliffhanger. To start the cutscene, assign a council member to each player or let them choose:

- You are **Chairman Chow** (Tanhā), a corrupt corporate tycoon who runs the City's biggest company and is always fanning consumerism and political corruption.
- You are **Ganesha** (Ganesha), a serene, wise, and compassionate child-Avatar and social activist who is determined to help the underprivileged populations in the City as well as individuals in distress.
- You are **District Attorney Barbara King** (Shango), the City's top prosecutor and law enforcement leader. You're concerned about fighting crime and maintaining civil order, by whatever means necessary.
- You are **Dr. Talbot Leyland** (Prometheus), a technology mogul seeking to promote science to the point of breakthrough, using dangerous experimentation.
- You are **Rosaline** (Romeo & Juliet), a tempestuous theater grande dame who loves pushing the City's residents to destroy their relationships with tragic endings.
- You are **Monte Wolfe** (The Boy Who Cried Wolf), the City's top and most flamboyant media pundit who thrives on stirring up public storms and spreading fear, especially if it gets him attention.

Before starting the scene, instruct the players to limit their portrayal of the council members in the following ways:

- **The council discusses large-scale or unique happenings in the City.** You MAY describe:
  - » high-level City trends;
  - » specific events not directly related to the crew; or
  - » your council member's opinion or overall intentions.
- **The council rarely discusses happenings at the crew level (at least at first).** AVOID describing your council member's reaction to the crew's recent actions and AVOID naming specific street-level NPCs the crew has met, unless it's particularly apt.
- **The council rarely discusses the details of their plans.** AVOID detailing what your council member intends to do; instead, FORESHADOW with a dramatic, vague statement: "We will take care of this." or "Soon, this will no longer pose a problem."

During the scene, you as the MC can take the role of a council member, or simply watch and take notes. Whatever the players describe in the cutscene should be treated as fact; add it to the story elements and/or burning questions bucket list and use these elements through the coming sessions or even incorporate them in your cases.

## SERVING AN AVATAR

As described in the Core Books, Sleepers who come under the influence of a powerful Rift can temporarily awaken and remember the legendary to some extent, just enough to make them useful minions. These individuals become Touched, not by their own Mythos, but by that of their bosses. Once the influence of the Rift is gone, a Touched minion usually returns to their obliviousness, although in some cases they awaken, tapping into their own Mythos.

Avatars and other powerful Rifts also have the ability to bestow boons and magical abilities upon their Touched minions, granting them some of their magic to create troops, spies, messengers, etc. that are more than mundane. The exact nature of the process through which powers are given depends greatly on the Avatar. Some Touched receive their abilities by merely being associated with the Avatar and working in her service. In other cases, Avatars must perform a ritual, have access to a resource, or somehow alter or ensnare their Touched minions-to-be before power can be granted.

Rift characters, including the lead characters, cannot become Touched minions of an Avatar because they are already under the influence of their own Mythoi. However, lead characters who have fallen asleep or supporting cast who are Sleepers can become the servants of an Avatar.

A Sleeper PC who becomes a servant of an Avatar gains an appropriate Mythos theme in addition to her three Logos themes, representing the powers bestowed by the Avatar. However, change the Mystery of that theme into an Identity representing her loyalty to the Avatar. When the Mythos theme received from the Avatar is lost (e.g. by marking three Crack), it is not replaced by a Logos theme. Instead, it is simply lost, and the PC goes back to being a Sleeper, or awakens as a Rift, at the player's discretion. Some Avatars also have custom moves to describe the effects of their initiation (for example Anatoli's Living Dead, *MC Toolkit*, page 180).

For NPC minions, combine the Sleeper NPC Danger profile with the Avatar's Mythos Power Set or grant them some of the custom moves from the Danger profile of the Avatar or her other servants.

## CHAMPIONING FOR AN AVATAR

Avatars are the City's most charismatic and powerful beings. Every Avatar has her own great plans for the City and she needs all the help she can get to bring her vision to life. Rifts are naturally inclined to take part in a greater story. Many times this puts them in conflict with Avatars, but in some cases the opposite happens, when a Rift meets an Avatar so magnificent and whose goals align so deeply with hers, that she is compelled to join the Avatar's cause. Other times an Avatar is cunning, convincing, or wise enough to change a Rift's mind and recruit them.

The role an Avatar grants to a Rift in her ranks usually aligns with the Rift's Mythos and/or Logos. For example, a Rift could serve as the Avatar's bodyguard because she has the Mythos of a warrior who makes her seek out battle, or because she is an expert martial-artist (or both). The Rifts in the service of an Avatar are often referred to as her champions.

Sometimes Avatars can bestow boons on their champions, granting them a portion of their power and magic (just how much depends on the position and loyalty of the champion). This boon can manifest as new powers and abilities, but it could also be a Relic, Familiar, Enclave, or Conjuration that serves the champion.

To become a champion for an Avatar, a player character must replace a theme. Nothing short of a profound transformation will satisfy the Avatar that the PC is truly her champion now. Whether the PC lost a Mythos or Logos theme, she picks out a new Mythos theme to represent the boons of her Avatar. However, change the Mystery of that theme into an Identity representing her loyalty to the Avatar. When the Mythos theme received from the Avatar is lost (e.g. by marking three

Crack), it is replaced by a theme from the type opposite to the theme the character lost to become the Avatar's champion.

## JOINING THE COUNCIL

An Avatar character, whether PC or NPC, can attempt to join the Truth and take her place at the council. To even be considered, the Avatar must be well-established and powerful. New or inexperienced Avatars that attempt to approach the Truth are quashed, either by one of the council members or all of them. The Avatars of the Truth have no time to play; a new Avatar in town is either powerful enough to not be worth fighting or she is dead meat, and they don't waste time in finding out. Enduring this first meeting in itself says a lot about a new Avatar's potential as a member of the pantheon.

A joining Avatar must have an agenda that involves the survival of the City as it is. A destructive or Mist-disruptive Avatar can only be an enemy of the Truth. Furthermore, even if an Avatar has withstood the test of power against the other members, she still needs to have her own City-wide operation in place to continue to grow in power, influence, and resources so she could keep up with the rest of the council. In that sense, there is no application process or candidacy, nor an official and final coronation; Avatars take their place in the Truth because *they* can, and their ability to hold onto their seat is continuously tested by the other members. If they do, more power to them; if they don't, well, too bad.





## **CHAIRMAN CHOW**

*Tanhā, Buddhist concept of craving*

"What do you mean you're out of *CreamyDreamy* bars? You too?! I called you ten minutes ago and you said you had a dozen left! I drove from the other side of town for this. I don't care that some guy offered you fifty bucks for them! I've been working in the sewers all day, I need that candy bar. Mmmm... I can't wait to take a bite of that fluffy, sweet cream... So, where can I get it? Out of stock?! Are you sending me to the factory? Whatever, get me an address. I'm going there right now. There had better not be anyone standing in my way."

**-Salamander**

Everyone wants something, all the time. To exist is to desire: a plant desires sunlight and water, an animal needs food and shelter. Out of all living things, though, human beings desire the most. Through their imagination, they desire not just what isn't available but also what does not yet exist. Simply existing is not enough for them; they wish to obtain things, because that gives them an ever-so-fleeting satisfaction, only to then be replaced with renewed craving, stronger tenfold. No one in the City knows this vicious but so human cycle of greed better than Edmund Chow, Chairman of the Board and majority shareholder of the City's largest corporation – Chow Industries Inc.

Chairman Chow is one of the only Avatars in the history of the City to achieve their endgame: in his case, to drown the City in an endless bout of consumerism and greed. For over a century, he has been cultivating the City's consumer market, its ever-growing and increasingly-powerful corporate world, and its corrupt relationship with the local government. He is finally at a point where he could feel satisfied: society is the most materialistic it's ever been, people are consuming mindlessly, enslaved to their desires, blindly devouring all natural resources, and those in power have never been more power-hungry and corrupt.

But satisfaction is not something Chairman Chow can feel. All he can do is to desire more and more: he wants the City to be more greedy, and its people to be more aggressive in their quest to fulfill their wants. At the same time, he is unsure whether the City can take any more of this ferocious craving, whether society will collapse and fall prey to the forces of destruction, leaving Chairman Chow without his source of gratification. This equilibrium keeps Chairman Chow in the council of the Truth and it torments him, because he cannot have more. He's always seeking new, more insidious ways to bleed the City dry without breaking it.

Even if he were satisfied, Chairman Chow can't afford to rest on his laurels. Being at the top means everyone wants what you have. The other, younger Avatars are always waiting for him to slip so they can sink their teeth and claws in what's his. Now there is a new Avatar in town, a child whose powers seem to exceed,

if not dwarf, his own; Chairman Chow often wonders if she was born out of some cosmic backlash to his excessive exploitation of the City. Secretly, he is using her as a counterbalance which allows him to ravage the City, knowing there is someone to heal it and restore it as well as curb his hunger.

For now, his influence and grip on the City remain unmatched; all these fresh contenders could only dream of their agenda becoming as ingrained in the everyday life of the City as the desire for possessions has become. Moreover, his cemented, century-old relationship with the Gatekeepers, who need him because their Mist exploits people's desires, keeps him in the leading coalition within the council. All in all, Chairman Chow is in the best position he could hope for, and, more than anything else, he desires to keep it.

## OVERVIEW OF CHAIRMAN CHOW

- **Agenda:** to fan the flames of desire so people consume more and more
- **MO:** promoting consumerism, accumulation of assets, and corruption
- **Desire:** desire itself
- **Motifs:** money, Chinese fans, Buddhist demons, skulls
- **Frontliners:** enchanted products, Brand Stores, Preta
- **Stronghold:** Chow Industries Skyscraper

## CHAIRMAN CHOW'S MODUS OPERANDI

Out of the many kinds of desire Chairman Chow could exploit, the materialistic urge to obtain worldly possessions is by far the "lowest-hanging fruit", the easiest to capitalize upon. Chow Industries is a megacorporation that is built for this purpose only: to lure the sleep-walking citizens of the City into an unchecked rampage of consumerism, which drives more desire and more manufacturing, and so on.

Chow Industries has a foothold in almost every retail industry in the City: food, clothing, auto, home & decor, tech, and many more. Its business expands beyond retail to offer services in manufacturing, logistics, financial services, and marketing as well as manufacturing for construction, the military, and the aerospace industry. Overall, this giant controls a vast share of the commerce in the City, keeping itself just shy of becoming a monopoly not because of any legal restrictions but because it avoids stifling consumption. It plays a major part in maintaining the City's economy stable

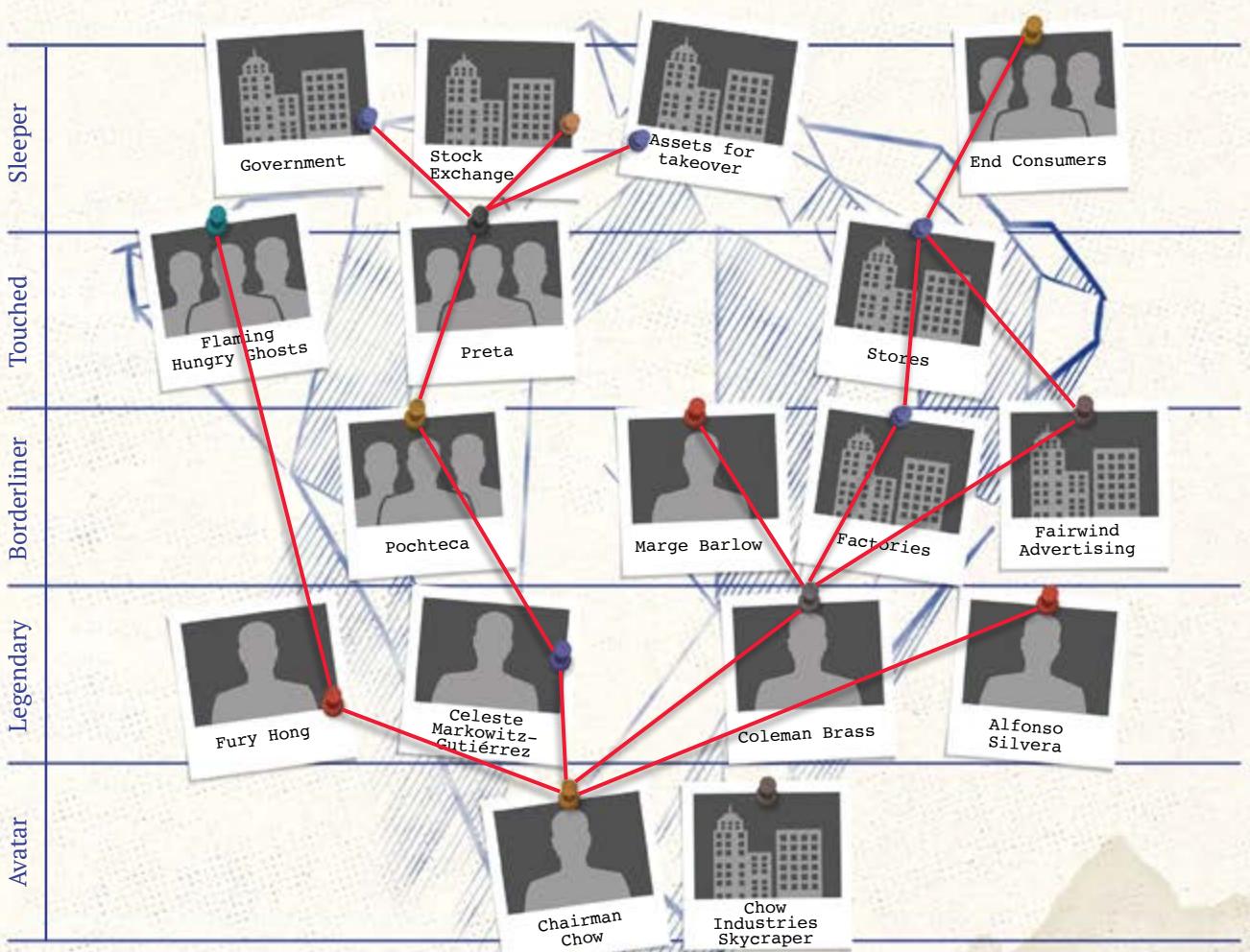
and keeping recession at bay, although in doing so, it has eroded the buying power of individual citizens (not to mention their morals), increasing the gap between rich and poor.

There is a secret to the seemingly mundane success of Chow Industries: its executives are carefully-selected Rifts of greed and excess who know how to fan the cravings of the City's residents. Addictive and alluring enchantments are worked into the company's products in every step of the process from manufacturing to marketing, pulling the masses with magical threads to crave far more than they need. These enchantments usually don't work in a vacuum – people already desire so much more than is necessary – but they can take a fleeting interest, one which maybe would have been sidelined, and turn it into an itching and burning hunger that the consumer rushes to satisfy.

Once it is consumed, a Chow Industry product will make a consumer want to get it again and again, or continuously strive to obtain a newer and improved

model. Chow Industry experts have perfected their methods to the point of implanting desires in people who even just look at their billboards or who catch the scent of a perfume or a chocolate bar. What's special about these enchantments is that they are more insidious than most others in the City and are very difficult to detect, even with Mythos powers, operating almost at the level of the Mist.

Everyone wants something, and Chow Industries caters for all. The higher you get, the greater the stakes are, and the more burning your desire to succeed becomes. Chow Industries leads a social culture in the City that makes employees and business people crave material success so badly, that they lose sight of what truly matters, and become obsessed with this singular goal in life and its trappings. People in the City feel more and more that they are measured by what they have, and from a social perspective, this is indeed the case. Status symbols (sold by Chow Industries-owned brands) never cease to grow in popularity.



In order to shape the business culture in the City, Chow Industries has positioned itself as the most sought after employer, business partner, investor, and client. Everyone wants to work with this megacorp, which dictates the commonplace dog-eat-dog business mentality that burns out so many citizens every year. Their reach isn't limited to the business world; Chow Industries' connections run deep in the public sector. The company employs a battery of lobbyists and corrupt politicians to further its agenda in the government, and remove any obstacles in its path to turn the City into a free-for-all fight for power. Here too, mercantile Mythoi are employed to give the corporation an unfair business advantage over Sleepers and less powerful Rifts.

## CHAIRMAN CHOW'S OPERATION

Within the massive organization of Chow Industries there are two separate branches of activity that involve Rifts who work for the Chairman: consumer products and business development. Employee turnover is rapid, as exhausted managers are backstabbed and replaced by their ambitious subordinates. The Chairman expects exceptional performance from everyone; anyone who can't deliver finds themselves on the streets or in the gutter.

The consumer branch creates products and makes people crave them. It is integrated with the company's retail operations, from the factories down to the stores, using Mythos powers to enslave the City to what Chow Industries has to offer.

The business development (read: corruption) branch targets those individuals in business, government, and politics who are already a part of the rat race and presents them with opportunities that will catapult their careers, but at the same time devour their souls and make them addicted to material success.

### KEY CHARACTERS

Officially titled Head of Customer Success, **COLEMAN BRASS**'s (Aladdin's wish-fulfilling djinn from *One Thousand and One Nights*) actual job is to manage all supernatural aspects of Chow Industries' consumer branch. Coleman is a tall and rugged man in his early 40s, who would have attracted a lot of romantic attention if he wasn't such a doormat. A hopeless pleaser, Coleman lives to serve others and fulfill their wishes – which is easily done when the whole City craves your products and your team is trained to fulfill the customer's wishes. The most compelling Chow Industries adverts and their most hooking products have a drop of Coleman's wish-fulfillment inside them, which he passes on to employees through customer relationship seminars. Sadly, on a personal level, people don't really

want Coleman, they only want what he can give them, so they use him and discard him once they realize he can't do any more for them (three wishes, as the tale goes; Chairman Chow himself is down to his last wish, having used two in the past to gain much of his influence). If only Coleman could fulfill his own wishes, he would make himself confident and assertive and stand up for himself. But he can't, so he spends his days obsessing over positive reviews and flattering customer feedback reports. Anything to feel desired.

Several desire-inducing Rifts work under Coleman's management, supplying the juicy sorcery that powers the Chow Industries sales machine. **MARGE BARLOW** (The Fisherman's Wife, whose wishes offended a wish-fulfilling fish) is a disgruntled, chain-smoking Senior Chemist working for the company's Material Engineering Department. The perfect counterpart to her superior, Brass, she is in a chronic state of mythic dissatisfaction which no wish-fulfilling being in the City can remedy. She can also infect others with dissatisfaction and ungratefulness, an ability she works into obscure ingredients and components used in Chow Industries products. If her compositions are activated correctly, a mixture of her dissatisfaction and Brass's wish-fulfillment creates a synergistic effect, wherein, the people who use these products quickly start to feel dissatisfied, leading to them craving more of the product or a newer version of it. Every now and then she has a fluke that causes entire product lines to shut down because customers are dissatisfied *with the product*. For her employers, this is just the cost of doing business, but if she doesn't pull it together, she's out.

Coleman often enlists **SHERYL FISHER** (Ebisu, Japanese god of wealth in business), a chirpy downtown copywriting guru (*MC Toolkit*, page 23), and her advertising firm, **FAIRWIND**, to market Chow Industries products and drive sales. Chow Industries pays a high fee for hiring this top-tier firm, but the results are always satisfactory. People just can't seem to resist the fisherman god's baits, whether it's in a newspaper ad, on TV, or on a billboard. A Fairwind campaign or sale usually causes a citywide craze for a product, with lines of people camping outside stores and even store stampedes that results in fights over items and even injuries. Fisher doesn't feel conscientious pangs over any of it; she just waits until the stock is cleared and moves on to the next product.

With such temptation to buy, the City is always at risk of financially collapsing its micro-structures – individuals and families. This gives rise to crime, starting with loansharking, which empowers one of the Truth's greatest enemies, Anatoli Vidales (Hades, *MC Toolkit*, page 174), who feeds off debt. The responsibility of making sure this never happens rests on the scrawny

shoulders of **ALFONSO SILVERA** (the devil Mammon, medieval personification of wealth and greed), High Commissioner of the City's Banking Authority. In person, Mr. Silvera is a small, soft-spoken, meticulously-dressed banker. Through his demonic powers, he commands absolute control over funds coursing through the City's financial systems (excluding black markets), making sure citizens have enough to spend and that if they owe anything, they owe it to the banks. So important is this person, that the Truth has him watched over by Mr. Burns himself. In recent years, Silvera has warned Mr. Chow that unchecked consumption is beginning to erode the City's natural resources, putting the economy at risk in the long term, but so far the Chairman has not addressed this.

On the biz dev front, the main showrunner is **CELESTE MARKOVITZ-GUTIÉRREZ** (Yacatecuhtli, Aztec patron god of commerce and travelers), the blingy and shrewd VP of Business Development. CMG trains and employs the **POCHTECA** (merchants), a roster of superpowered businesspeople (high-powered Touched that serve on the Borderliner level of the organization). They manipulate the City's markets and industries by disrupting the stock market, lobbying in the government, and identifying assets and smaller companies to acquire. These sorcerous wheelers-and-dealers and trained industrial spies tip the scales of business in the City to Chow Industries' favor while corrupting other businesses who crave their money, influence, and power. Every Pochteca has their own unique style and tactics, but they all carry an expensive piece of Aztec jewelry and sometimes a cane, umbrella, or parasol. The jewel serves as their connection with CMG, who bestows upon them luck in dealings and powerful protective enchantments. Through a blood ritual, the cane or other stick-like accessory can be transformed into a towering, moving stick effigy (or "stick golem") for additional protection. Some prodigious Pochteca also get an Iron Fan from Chairman Chow himself, the highest of honors; they can use it to fan the flames of desire in their victims.

Businesspeople who deal with Pochteca and become embroiled with Chow Industries usually see their careers and success skyrocket, as the Pochteca cultivate their hunger for more. As their hunger grows, and they sacrifice more and more for their material standing and social status, they transform into **PRETA** (hungry ghosts of corrupt and greedy people). Preta are still very much alive, but they are afflicted by an insatiable want for more, burning bridges and sacrificing family ties, even neglecting their health and spiritual well-being. Newly-created Preta start showing bags under their eyes and sunken cheeks, and gradually become

gaunt until finally turning emaciated as their hunger consumes them. A Preta's hunger can be controlled by anyone possessing an Iron Fan by directing it at an object of desire, making them ideal servants.

For the most part, illegal Chow Industries activities, though harmful to individuals, are not a danger to the public order and are easily smoothed over, grandfathered, or even legalized by the Pochteca representatives in the government. When it comes to securing its business and assets, the **CHOW INDUSTRIES SECURITY FORCE**, in reality a small army, has almost absolute freedom to act on the company's behalf, freedom much greater than that enjoyed by law enforcement in the City. When Chairman Chow needs something really bad done, he outsources it to his illegitimate son and criminal-for-hire, **FURY HONG** (Red Boy, wielder of True Samadhi Fire in *Journey to the West*). Combining his ability to produce unquenchable fire with one of his father's Iron Fans, Fury Hong has the ability to create unquenchable desire in anyone he meets. He leads a gang of Preta, the **FLAMING HUNGRY GHOSTS**, as a deniable strikeforce in the service of Chow Industries.

## KEY LOCATIONS

The Chow Industries retail magic takes place in **FAC-TORIES** in the Industrial Zone and just out of town. The factory receives enchanted ingredients, formulas, and specs from Rift employees like Marge Barlow, and incorporates them in the final products. Factory accidents do happen from time to time; once, an employee who mishandled the greed-inducing components ended up driving a truck full of product out from the factory in a bold bid to escape, while another time a whole batch of cookies had to be discarded after half of the working force jumped into the giant mixing machine and suffocated themselves in cookie dough. Needless to say, Chow Industries' legal department made it all go away with due compensation and media damage control.

The product then hits the stores and sells citywide, but it's the Chow Industries **BRAND STORES** (Venus Flytrap) that really tantalize the customers. These expansive stores, dressed top-to-bottom with high-end design and perfectly-served marketing messages, are positioned strategically at the heart of downtown or other commercial hubs, for all to see. Thanks to Coleman Brass's team, unwitting residents who see the store can't help but come in. They are then compelled to buy and buy until their wallets are empty and their credit cards are maxed out, at which point the store spits them out and gets ready to digest the next sucker.

Look above the downtown stores and you will see a shining gold-and-red-tinted skyscraper towering over the City, simply named **THE CHOW INDUSTRIES SKYSCRAPER**. While the company has many locations around the City, this tower serves as the company headquarters, and home to most Rift activities of Chow's operation. On the 88th floor, Edmund Chow sits in a lavish office and overlooks the City. The Chairman isn't much for Enclaves these days; in a way, the City is his Enclave, as the concept of Tanhā is manifested all around. Those few Rifts who venture to the 88th floor, like Fury Hong, CMG, or Brass, or awakened guests of the Chairman who partake in his exclusive and decadent parties, see nothing much out of the ordinary, except for sudden flashes of an East Asian palace crawling with three-eyed Tibetan demons with necklaces and headdresses made of human skulls. That's just a little effect the Chairman keeps to set the scene, and let visitors know they have arrived in the heart of darkness, where their greatest desires can be fulfilled but never satisfied.

## CHAIRMAN CHOW'S HISTORY

Mr. Chow is over a hundred years old. His earliest memory was arriving at the City while it was still a glorified town as an immigrant child on a dinghy, but given his deep familiarity with the Mist, he doubts that this memory ever really happened. He remembers growing up in a slum in the shadow of skyscrapers' skeletons under construction and swearing that one day he would live up there, in the clouds, like the Jade Emperor, in a constant state of serenity and content. While still a young child, he started dreaming about how he would get there, sneak off and talk to the builders, and plot his path to greatness.

Little Edmund's ambition and drive took him far, from a teenage hustler to a wealthy shopkeeper in Chinatown. His grocery business flourished, and he never allowed himself to be distracted or slowed down by romantic love, family, friendship, academics, or other pursuits. Something was slowly awakening in him, and he thought it was the Jade Emperor, which made him push harder. He could instill a sense of purpose and a cause in anyone and led his company, now a chain of stores, to taking over the market.

It's unclear whether Edmund Chow was truly contended upon by two Mythoi at the same time. He remembers a moment of clarity where he suddenly understood that self-gratification can only lead to more dissatisfaction.



He remembers a bright white light and within it celestial gardens opening up before him. He remembers understanding that in order to partake in this wholeness, he must let go of the need to satisfy his own desires and instead dedicate his work to something greater. And he remembers turning his back on this ludicrous offer and setting out on a path to forever gratify his every craving, brief as the pleasure may be. For him, desires were there to be realized, that's what life is all about. He thus became the Rift and Avatar of Tanhā.

Since then he has grown Chow Industries to the empire it is today. To avoid public attention, he added "Jr." to his name, and then "the 3<sup>rd</sup>", and then returned to just Edmond Chow, serially inheriting Chow Industries from himself. While he had many children out of wedlock (one of them is Fury Hong), outcomes of random nights of passion, he never had an heir. That is until about twenty years ago, when whether on a whim or as a strategic move, he married a high-ranking Gatekeeper, and together they had a child. To avoid any Oedipal calamities, they agreed to keep the child under extreme Mist, safeguarding her from her Mythos. Thanks to the intervention of another Avatar, the child awakened, discovering the truth about her parents, and escaped. The Chairman is now directing special resources to locating and retrieving this child. If he cannot harness her amazing powers, he may need to get rid of her.

## CHAIRMAN CHOW'S STORY SEEDS

- Families of the victims of the cookie dough factory accident turn to the crew in search for some real answers. The crew must infiltrate the Chow Industries factory, examine the equipment, and interview the staff to uncover what exactly happened, but Chow Industries security won't make it easy on them, and the factory is full of dangerous substances that could end up inciting a second accident.
- The City succumbs to a particularly powerful frenzied attack over a new product: new sneakers, an energy drink, or a line of toys. Customers become violent in their pursuit of the coveted new fad and when they have it, they only want more. What's worse, no one seems to be showing remorse for their violent behavior and advertisers don't seem to be slowing down. Conscientious crew members are drawn to investigate while some lead or supporting characters fall to temptation and join the craze.
- A supporting character doing business in the City celebrates a new deal with Chow Industries, inviting the crew to the party. Every time the crew encounters that character again, they are thinner, more tired, and more obsessed about their business and what they can achieve. Trying to intervene leads to a conflict with the Chow Industries contact, a Pochteca.
- Disguised as a middle-management nobody, Coleman Brass approaches the crew and asks them to help him become his own man. The crew can either find a way to help him or use him to fulfill their own wishes, in which case their desires become known to Fury Hong and the Flaming Hungry Ghosts who come to eliminate the threat and return Mr. Brass to his office.

## CHAIRMAN CHOW'S CUSTOM MOVES

**Returning Customer:** When you buy a Chow Industries product, at the end of the next downtime, you crave more or better. Take *need-more*-2, *want-upgrades*-2, or *want-another*-2. As long as you have this status, you continue to take the same tier-2 status at the end of every downtime. Once you get what you want, remove the status (although, if you fulfilled your desire through a Chow Industries product, this move applies anew).

## PURCHASES IN CITY OF MIST

In *City of Mist*, players don't track their characters' belongings or money. When a player character wishes to buy something, if it's within her buying power, the players and the MC can assume that she obtains it and pays for it. The MC may optionally give the player a story tag describing the character's purchase, if it is important to the story or fun to highlight. If the purchase is stretching the character's buying power, or if the player wants to have tags to represent the advantage the purchase provides, he should **Change the Game** to see if his character can acquire it.

## CHAIRMAN CHOW'S EXTRA THEMES

To obtain one of Chairman Chow's Iron Fans is a great feat indeed; one must either earn it, working for the Chairman by corrupting others, or steal it from one of Chow's most-valued and meanest employees. The fan confers sorcerous abilities of amplifying a victim's desires.

### IRON FAN OF DESIRE



**Relic**

**MYSTERY**

*How hot can the strongest desire burn?*

**POWER TAGS**

*fan the flames of desire, supernaturally fan real fire, make a craving irresistible, slash with the fan's edge, easily concealable, sense a person's desires, control the desires of Preta, fan martial art moves, cause mass craze, block incoming attacks with fan*

**WEAKNESS TAGS**

*can't fan a fire that isn't there, clunky open-close action, benign spiritual forces, people avoid me*

**THEME IMPROVEMENT**

**More Fuel to the Fire:** When you use tags from this theme to **Convince**, the status you inflict equals to Power+2. (This does not stack with the 12+ outcome.)

# CHAIRMAN CHOW'S DANGERS

## PRETA ★★

### HURT OR SUBDUED 3 / NEGOTIATE 4

- **Starved Ambition:** When a Preta enters the scene, give her *gung-ho-2* and *weakened-1*.
- **Aggressive Negotiator:** When you **Convince** a Preta and threaten her with a status, or when the Preta takes a convincing status, reduce its tier by 1.
- **Bleed You Dry:** When you accept the Preta's offer, she gets more out of the deal than you thought. The MC makes a hard move to represent the cost, e.g., you get a call from the bank, take *broke-3*, or burn 3 tags related to possessions.
- Devalue a counter proposition (burn one tag describing negotiations skills or resistance to negotiation)
- Rope someone into a deal (*really-want-it-2*)
- Enter a negotiation with eyes burning with hunger

## BRANDED STORE ★★

### EXIT 3 / GET A GOOD PRICE 4

The Branded Store's *compelled-to-enter* and *gotta-have-this* statuses are compelling mind-control effects. They apply as a negative status to any action that is different than what the character feels compelled to do. If the character is attempting a simple narrative action without making a move under the influence of such an effect, like attempting to walk away, she must **Take the Risk** to succeed.

- **So Pretty!**: When you pass by a Branded Store, you feel *compelled-to-enter-3*. When you enter, remove this status.
- **Gotta Have This:** As a soft move, the Branded Store gives someone in it *gotta-have-this-2*.
- **Bleed You Dry:** When you buy something in a Branded Store, it costs more than you thought. The MC makes a hard move to represent the cost, e.g., you get a call from the bank, take *broke-3*, or burn 3 tags related to possessions.
- **Narrow Escape:** When you escape the Branded Store with a *gotta-have-this* status, reduce its tier by 2.
- Confuse customers who try to leave before buying anything (*lost-2*)
- Hypnotize customers with beautiful products that seem to answer their needs (*gotta-have-this-2*)
- Showcase its many enticing products

## POCHTECA ★★★(+★)

Pochteca are always dressed well and ooze ambition; some are more charismatic and act in the forefront while others whisper in the ears of their victims, but they are all manipulative and sly.

The crew may encounter a Pochteca as a Chow Industries representative in a position of interest: negotiating a dark deal or merger, proposing to buy and demolish the crew's favorite neighborhood, lobbying for legislation, or fostering a relationship with powerful third-party Rifts, turning them against the crew.

A Pochteca in possession of an Iron Fan (+★) is a dangerous opponent in the conference room. Increase her hard moves to burning 3 tags or giving *tempted-4* and give her one or more Preta associates who serve as "bodyguards" (see Bodyguards move), taking *negotiate* statuses for her (one must first negotiate with the junior associate before addressing the senior associate directly). The Pochteca can command the Preta to do anything.

### HURT OR SUBDUED 3 / NEGOTIATE 6 / EXHAUST FINANCIALLY 6

- **Tutelary Merchant Protection:** When a Pochteca takes a status of financial or physical harm, reduce its tier by 2.
- **Aggressive Negotiator:** When you **Convince** a Pochteca and threaten her with a status, or when the Pochteca takes a convincing status, reduce its tier by 1.
- **Emissary, or Spy?**: When you try to **Investigate** a Pochteca, she first takes *secretive-2*.
- **Bodyguards:** When a Pochteca takes a status from which her bodyguards can protect her, the bodyguards take the status instead (use Pochteca Stick Effigy; for an Iron Fan Pochteca, also use Preta).
- **Bleed You Dry:** When you accept the Pochteca's offer, she gets more out of the deal than you thought. The MC makes a hard move to represent the cost, e.g., you get a call from the bank, take *broke-3*, or burn 3 tags related to possessions.
- Gain the upper hand in negotiations (burn up to two tags describing negotiations skills or resistance to negotiation) or make a tempting offer (*tempted-3*)
- Receive information from her network, revealing a secret the other party doesn't want her to know (**Complicate Things, Bigtime**)
- Magically create an exit path where there wasn't one before and escape with inhuman velocity (**Deny Them Something They Want**)
- Pricking her ear for blood, perform a ritual that turns her cane, umbrella, parasol, or other stick-like accessory into an animated stick golem (Create Danger: Stick Effigy)
- Travel rapidly across town, showing up unexpectedly
- Smile wryly while she's planning her next move

## STICK EFFIGY ★★★

### HURT OR SUBDUE 6 / BURN 3

- **Swift Strike:** When you attack the Stick Effigy, you first take *winded-3* or *broken-arm-3*.
- Strike someone with its stick limbs (*winded-3* or *broken-arm-3*)
- Lumber toward the nearest threat, limbs flailing and clacking

## FLAMING HUNGRY GHOSTS ★★★

### HURT OR SUBDUE 4 / NOURISH 3

- **Collective:** This collective has a few members and a size factor of 1.
- **Starved Ferociousness:** When a Flaming Hungry Ghost takes a status of subdual or restraint, reduce its tier by 1.
- **Souls on Fire:** When you attack a Flaming Hungry Ghost in hand-to-hand combat, you first take *charred-2*.
- Beat up someone with chains, crowbars, or martial arts weapons (*knocked-down-3*)
- In a firefight, take cover (give themselves *cover-1*) and throw fireballs at the enemy (*burnt-2*)
- Devour the flesh of their victims (*terrible-bites-3*, with any *knocked-down* or restraint status possibly affecting **Face Danger**; this does not nourish them in any way)
- Close in on their victim, skin burning

## FURY HONG ★★★★☆

Fury Hong is a pyromaniac, sociopath gangster, and biker who enjoys puppeteering his victims by controlling and amplifying their deepest desires. He is an insolent and flippant young man, serving his father only because the latter would kill him otherwise.

### HURT OR SUBDUE 5 / QUENCH -

- **Perfected Martial Master:** When you attack Fury Hong with a physical, energy, or psychic attack, he first strikes you with a hard move.
- **Body Fortification:** When Fury Hong takes a status of physical harm or subdual, reduce its tier by 2.
- **True Samadhi Fire:** Fury Hong's fire (whether of heat or of desire) ignores any effects that would quench it and can burn incorporeal beings. Fury Hong's allies who are engulfed by the fire are unharmed.
- **Deepest Desires:** As a soft move, the MC chooses a player character's Identity or tag representing a desire which Fury Hong then knows or senses.
- Flap his Iron Fan, fanning someone's desires into a *burning-desire-5*
- Perform an unbelievable martial arts maneuver, landing a *fatal-blow-5*
- Spew jets of true samadhi fire everywhere (*extensive-burns-4*)
- Regain control over his gang (remove up to three tiers of appropriate negative statuses) or fan their ambition (give them *gung-ho-2*)
- Laugh at his enemies' puny attempts to resist him
- Whip out the Iron Fan with a malicious grin





## DISTRICT ATTORNEY BARBARA KING

*Shango, the Orisha of Power and Dominion*

"There's cops and there's cops, you know what I mean? If you think we're all donut-munching lard-balls too distracted to notice what's under our nose, think again. There are some on the streets who can see through your mask of shadows, see what you really are. If you make a wrong turn and it's up to these 'special program' officers to bring you to justice, don't expect a quick release for lack of evidence. And don't expect standard issue pistols either. No... fire and lightning, man. Be ready to be judged by fire and lightning."

– Detective Enkidu

District Attorney Barbara King (Shango, the Orisha of Power and Dominion) is the most aggressive crime-fighter the City has known, both within the legal system and behind the veil of the Mist, in the Rift underworld. As the personification of domination, she aspires to bring justice and order to the streets of the City, and she has no qualms about using force to do so.

A prominent and outspoken public figure, DA King belongs to the class of Avatars who hide in plain sight. In the public eye, she is a hard-working, well-respected, and much-feared District Attorney, who is known for having reduced crime rates through maximum punishment and deterrence. In her public role, she has fought for increased sentencing for murderers and sex offenders, and stood behind a long line of court precedents that have raised the bar and led to new legislations. Most law-abiding people regard DA King with respect, admiring her for creating an umbrella of security around the City's weaker populations, but anyone who knows anyone on the gray side of the law has heard of the unbridled force used by the King-backed police. As a result, her name is also associated with police brutality and disproportionate punishment.

This harsher side of the District Attorney hints at her real intentions, and at her operation beyond the Mist. Shango doesn't really care about the law as written; he is the law. He wants order and obedience, he wants his rule unchallenged, and he wants his land (the City) peaceful and prosperous – but to him, this can only be achieved under his kingship and by using force.

## OVERVIEW OF DA KING

- **Agenda:** eliminate crime and civil disorder in the City
- **MO:** empowerment of law-enforcement and control over the legal system
- **Goal:** unchallenged dominion
- **Motifs:** lightning and fire, the color red, double-bladed axe, batá drums
- **Frontliners:** Stormbringers
- **Stronghold:** the District Attorney building

## DA KING'S MODUS OPERANDI

DA King is a political powerhouse; she has immense influence over the City's policing force and legal system, with which she can control almost anyone in the local government. From this position of power, she runs her far-reaching campaign against the criminal factions in the City.

The unlawful operations of Avatars and other powerful Rifts, such as Anatoli Vidales (Hades, see the *MC Toolkit*, page 174) or Tío Tez (Tezcatlipoca, see *La Colonia de Sombras*, page 6) constantly feature at the top of her list of threats to handle. However, DA King considers the Rift criminal underworld itself a danger, detesting its unregulated nature. She knows all too well the over-worked Gatekeepers prioritize risks to the Mist over risks to civil order, allowing small-time Rifts to break the law undisturbed. Additionally, seeking to contain civil unrest sometimes puts her in direct conflict with Avatars who promote uprising rallies, such as Ganesha, or social hysteria, like Monte Wolfe.

Her plate of law-enforcement is very full, but Barbara King is a walking generator of energy and power, both figuratively and literally, thanks to her Mythos' dynamism and power over lightning. In fact, no other Avatar can match her power when it comes to sheer voltage output, and even supreme warrior Avatars like Barton (*MC Toolkit*, page 184) are wary of confronting her directly.

The Orisha of Dominion fights crime first and foremost by empowering her people on the street to do their jobs. At its most mundane, this means providing the police with all the legal support and political backing they require (and sometimes more than they deserve). At the precinct level, the Avatar of Shango has constructed a second, invisible infrastructure for cops fighting the legendary. She appoints her own hidden chiefs, usually mid-ranking police officers, to recruit cops into her secret ring of Stormbringers, whether on the down-low, as private cliques of dirty or concerned cops, or in specialized "police excellence programs", created especially by her office to mask this activity. These 'preferred' cops are granted access not only to sight-beyond-the-Mist, as individuals who are touched by Shango, but also to overwhelming powers that can set them on par with unlawful Rifts attempting to escape justice.

DA King also understands that not everything can be done within the confines of the law. Her office coordinates multiple "neighborhood watch" initiatives all over the City, enlisting civilians into guarding their neighborhoods and helping the police (as well as

becoming Stormbringers). The public would be outraged to find, if it ever pierced the Mist, that among DA King's Stormbringers there are also a variety of vigilantes and street gangs. The DA uses these outlaws to reach where the police cannot and strike harder than the police are allowed to, even given her backing. Her vigilantes hunt down small-time Rift criminals while the gangs she employs help prevent aspiring Rift gangs from expanding their turf. In King's eyes, as long as this activity is regulated by her, it's lawful – because she is the law.

Side-by-side with her activity on the City streets, King has developed a Rift legal branch in her own office, one that serves as a contingency against slippery Mist-veiled crooks. A team of Mythos-powered Assistant DAs (prosecutors), investigators, and paralegals, as well as judges (who do not answer to her formally but in reality serve her agenda) makes sure Rifts will not avoid justice because of Mist-induced lack of evidence. Whether artfully manipulating the law, circumventing regulations on the sly, or outright falsifying evidence, DA King's agents in the legal system often take their criminal victims by surprise, putting them away for years even when the case made by the prosecution seems flaky and unlikely to stick. This makes for a very dangerous brand of law enforcement; consequently, there are more than a few incarcerated Rifts who have had a long time to think about who is behind all this and plan their revenge.

## DA KING'S OPERATION

Similarly to the mundane judicial system, the law-enforcement activities of Shango's Avatar are divided into two main authorities.

The largest authority by far is the executive authority, responsible for law-enforcement on the streets of the City. This branch is effectively a network of Stormbringers – cops, neighborhood watch, vigilantes, gangs – who work together to take down Mythos-powered threats to civil order. A sub-branch of this authority is involved with pre-emptive detection of criminals, allowing the executive authority to strike with maximum efficiency.

Once a criminal has been charged with a crime, DA King's judiciary authority takes over and makes sure that they are appropriately punished to the extent of the law and beyond. If someone proves to be unredeemable, this branch also employs the toughest bounty hunters in the City, who can bring an outlaw to justice, dead or alive.

## KEY CHARACTERS

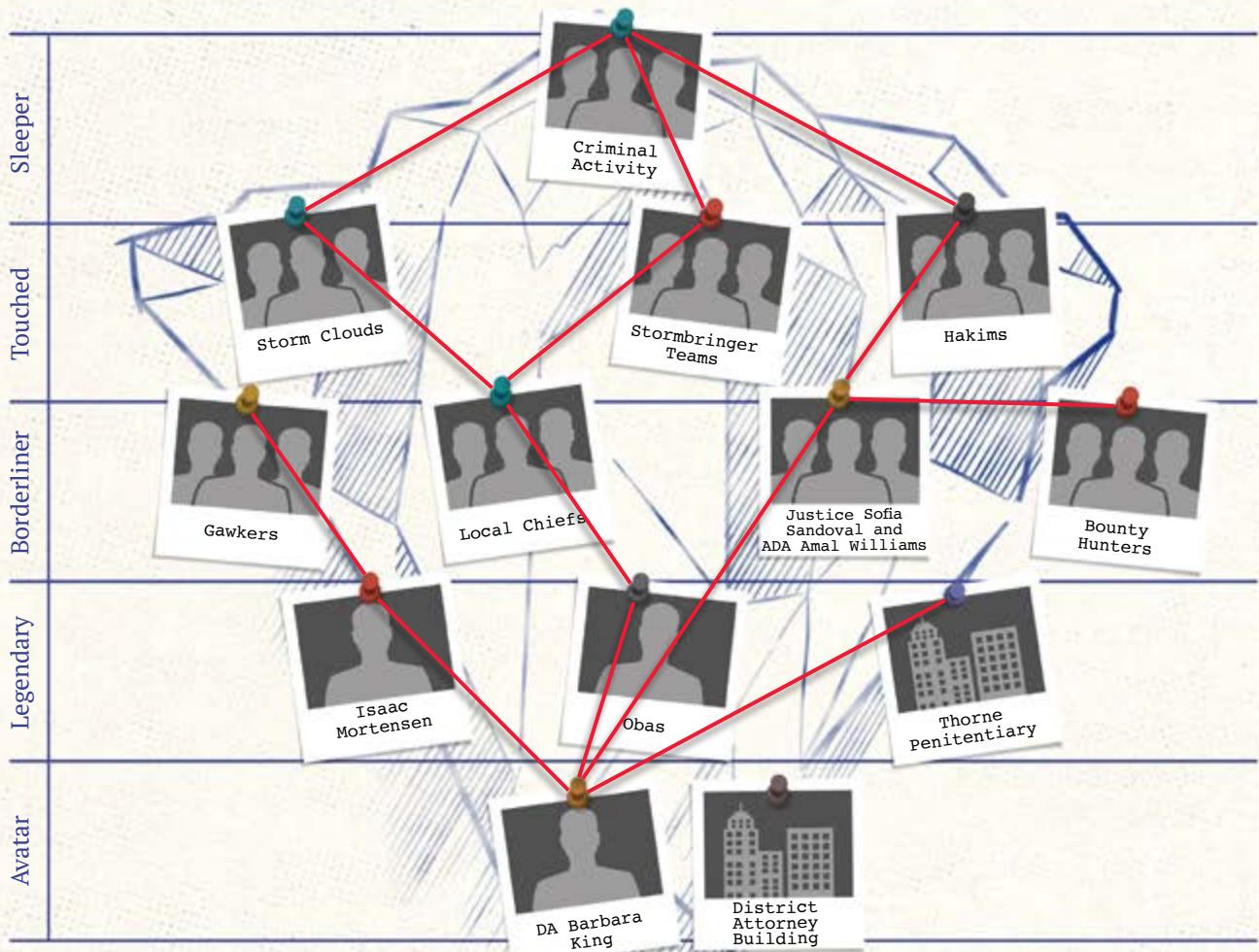
DA King's executive authority recruits people who have proven their dedication to maintaining the order in the City, and while most of these are cops, many come from other walks of life. Because of this, **STORMBRINGER** teams come in a variety of flavors. They can be splinter cells within hate-fueled anti-government militias, inner circles of police officers, a group of veterans who meet in a local sports bar, violent street gangs, underworld Rift vigilantes, or suburban neighborhood watch associations.

Different Stormbringer teams have completely conflicting ideas about how to maintain order, but King doesn't care. She uses each team as "the right tool for the job" when it's most effective and necessary; she knows how to motivate them, pressing on what they care about most, and so, the tools obey. Stormbringer teams who cross paths while venturing into each other's turf usually recognize one another and fall back. The alternative is having their powers revoked by the local chief (see below), turning them into Sleepers again.

Regardless of affiliation, every newly-recruited Stormbringer coming under the influence of Shango quickly develops peak and sometimes superhuman strength, agility, and stamina. Stormbringers are notoriously tough to take out and when enraged or inspired, they can channel their fury into fire-wreathed bolts of lightning that can even punch through walls. With practice, they can imbue their weapons with this energy, packing increased punch and lethality with their batons, pistols, jackknives, or shotguns. Gang Stormbringers tend to decorate themselves with Yoruba fabric patterns or bright red garments; police officers need to be more discreet, but may carry a badge with a double-axe engraving that they got in one of DA King's training programs.

Each Stormbringer team reports to a **LOCAL CHIEF**, usually a Rift with an appropriate Mythos that has signed up for the job, although promising Touched Stormbringers are sometimes promoted from the ranks. A local chief can employ one or multiple Stormbringer teams in order to keep the peace in her neck of the City. Like their subordinates, chiefs come in different shapes and forms, from actual police chiefs who turn a blind eye and even cover for the secret cop cliques in their precinct to brawny bare-chested thugs in control of a neighborhood's streets.

When a local chief encounters a threat out of her league, she can curse it, marking it for the **STORM CLOUDS**. These dreaded clouds look like regular storm clouds: slow-moving burgeoning masses of dark vapor that occasionally flash with lightning, within which the rolling sound of thunder can sometimes sound like the beat of



tribal batá drums. The Conjurations, created by DA King herself, follow those cursed by chiefs and unleash upon them an unstoppable barrage of thunderbolts. Storm Clouds pack enormous firepower, easily able to reduce a building to rubble if necessary, and they are difficult to harm or disperse. They are meant to track down and take out tough-to-handle targets with minimum force, but in numerous cases they have caused civilian injuries and even deaths.

Local chiefs answer to an **OBA** (Yoruba for “king”) who monitors and manages law-enforcement in an entire district and reports directly to DA King (called *Alaafin*, the overlord or “owner of the palace”). One prominent Oba is **HECTOR KRAMP** (Bailiff Gessler, the Austrian tyrant who forced Wilhelm Tell to shoot an apple on his son’s head), Head of the Old Quarter Constabulary. A smug and exacting elderly man, Kramp employs constable chiefs and Stormbringers to keep safe the district’s treasures: the property of old-mon-

ey families. From hunting down thieves and burglars, through collecting due tax from street performers and buskers, to nipping at the bud any public gathering of ne’er-do-wells (read: poor), Head Constable Kramp is more concerned with the well-being of tax-evading citizens than street scum. Many heist teams targeting the Old Quarter find this pompous white-mustached elder amusing; they find out all too late that they have played into one of his cunning traps, and spend the next few years in the correctional dungeon under his fortified manor house. If they ever come out, crime is the last thing on their minds.

Supporting the work of law-enforcement teams is **ISAAC MORTENSEN**, Rift of Issitoq, the all-seeing Inuit floating eye, obsessed with finding and punishing those who break society’s rules. Known for ripping out his own eyes (according to rumor, because they were preventing him from seeing the truth), the slender and brooding blind professor of ethics sees and hears all,

providing DA King with unmatched surveillance capabilities. His gouged out eyes have turned into not two but hundreds of **GAWKERS**, hovering basketball-sized eyeballs that patrol the City and whose gaze pierces not only walls and flesh but also the soul. Nothing but the most powerful magic or advanced Gatekeeper Shrouding could obscure their vision, and they are constantly on the move. Mortensen sits and stares, all day long. He craves nothing but finding people who cross the lines. Once he identifies a perpetrator, he informs the local Stormbringers, chief, or Oba, depending on the severity of the crime and the abilities of any Rifts involved. For especially elusive criminals, he hides one of his Gawkers in a Storm Cloud, creating an incredibly powerful and accurate policing drone.

DA King's arm in the judiciary system is managed by **JUSTICE SOFIA SANDOVAL** along with King's right-hand woman and top prosecutor, **ASSISTANT DA AMAL WILLIAMS** (respectively Anbay and Hawkam, pre-Islamic Arab dual gods of justice and law). Both women have the ability to bend to their will the judgment of the court, the jury (if present), and even public opinion of a trial, as far-fetched as their case may be. Holding fast to the highest standards of justice, Justice Sandoval only uses her powers and resources to nail criminals that are manipulating the legal system, especially Rifts abusing the lack of concrete evidence caused by the Mist. This approach has made her push back against ADA Williams and DA King in a number of cases, forcing them to drop charges; this leaves them with no other choice but to turn to a different kind of justice, and punish the wrongdoer without trial.

To do their jobs, Justice Sandoval and ADA Williams also train dozens of investigators, lawyers, prosecutors, judges, and bureaucrats to serve the greater justice as dictated by Shango. Sandoval and Williams refer to them as **HAKIMS** (Arabic for “wise one”), while DA King calls them **ILARI**, Yoruba for “half-heads”, because they are initiated into their Mythos by shaving half their heads and applying a magical ointment. Hakims are shrewd thinkers, astute observers, and masters of the written word, the law, and its possible interpretations; and that’s before their abilities are enhanced by Anbay and Hawkam. It is their job to exhaust the legal possibilities against perpetrators and sometimes revise the law and the facts so that justice is served. Some Hakims (such as investigators) know about the Stormbringers and even work with them, while others (most notably judges) are kept in the dark for their own protection.

When a Rift criminal has evaded Shango’s grip for too long, DA King brings in the best Rift bounty hunters to get the job done. Some of them, like Colm “Spider”

Jameson (*MC Toolkit*, pages 43, 163), think they work for the legal system and are unaware of the District Attorney’s mythical agenda, while others, like Marcus Davis (Baku, Starter Box or *Amnesia Town*, p.12-13), are just in it to hunt monsters. The DA’s chief headhunter is **JONAS HOPKINS** (England’s “Witchfinder General”, who hunted more witches in 14 months than all the witch hunters in England in the 160 years before him combined). Dressed in a capotain (“pilgrim’s hat”) and a modern-twist on puritan garb, he is feared across the City anywhere Rifts like to mind their own business and be left alone, such as in the Industrial Zone. Besides being an extremely dangerous Legendary-scale inquisitor and rifleman, Hopkins has the strange ability to “flush” a Rift’s Mythos powers out of the Mist, allowing Sleepers to see and remember them, which usually leads to a public witch hunt. Due to the nature of his Mythos, Hopkins’ doggedness is doubled when his mark is falsely accused.

## KEY LOCATIONS

Most Stormbringer teams need a place to congregate, plan their next operation, reload and rest, and sometimes hunker down. The nature of these headquarters varies from team to team, ranging from a police gym to a divey bar. **SANTERÍA BOXING CLUB**, for example, is a charming if dilapidated-in-places Cuban-owned club owing its name to a little store selling saints-related trinkets next door. It is secretly home to the vigilante ring **LOS SANTOS ROJOS**, responsible for a lot of broken bones in their district but also for the relative safety on its streets. Anyone wandering into the club looking to box would get a run for their money from a Shango-powered ring member, but if they can stand up after that, owner and local chief **TEODORO CRUZ** will try to recruit them.

Another example of a Stormbringer nest is the Industrial Zone **CONVERTED SILO** modified into an overstocked bunker by the **CRIMSON PATH MILITIA**, a band of masked paramilitaries armed to the teeth with military-grade gear and weapons. A charismatic local chief was able to redirect their hatred toward immigrants and minorities into a Rift-bashing campaign, using the militia to dog outlawed Rifts in less populated areas. For now, they are fortified in their bunker, covering it with their hate symbols and graffiti and using their Shango-given powers to lay anti-Rift anti-personnel claymore mines and other boobytraps that could spell death for a precarious Rift interloper. But the leaders of the Crimson Path are not satisfied with their chief’s orders to keep a low profile for the time being and secretly plan an attack on a Rift hotspot, such as the Bowl night club (*MC Toolkit*, page 41).

DA King's seat of power, as well as where most of her legal team works, is the **DISTRICT ATTORNEY BUILDING** downtown, just across the street from the City's primary courthouse. A dozen Gawkers continually scan the building and its immediate surrounding up to three blocks away for any criminal intent. The security force is composed of the best Stormbringers in the City, and the Storm Clouds are never too far away. The building's architecture aligns with most stone-and-marble downtown government buildings, although the presiding DA gave its decor a welcomed touch of Yoruba culture in the form of carvings and tapestries in the alcoves and on the walls. Much of the building is open to the public, but access to the middle levels is restricted. As one moves closer to the heart of the building, the marble is gradually replaced with walls made of a mixture of mud, shea butter, and palm oil. Strangely, bright sunlight filters through the reed thatching. Venturing further would bring one to **the Afin** (the palace), a multi-story thatched complex in the midst of an Enclave of a beautiful Central African tropical forest. This is where Barbara sometimes retires

to refocus and regain her strength, but few are ever given the honor of setting their gaze upon this marvel.

**THORNE PENITENTIARY** (Tartarus) is another Enclave, jointly operated by DA King and the Gatekeepers. Used as a last resort when dealing with unstoppable Rifts, the site is 99% security measures and 1% prison. The "prison" is a heavily-fortified thin place opening up into the Enclave of Tartarus, a bottomless abyss of suffering and torment used to lock up the Titans of Greek mythology. "As far beneath Hades as heaven is above earth" (according to the *Iliad*), Tartarus is even outside the power of King's main contender, Anatoli Vidales (Hades), who presides over the souls of men. Those cast inside are never seen again, no matter how powerful they are (the Gatekeepers would love to throw all the Avatars inside, but getting them in is the tricky part). Even if a miserable Rift managed to climb out of this god-hell, they would then need to punch through the combined power of the Gatekeepers and DA King to return to the City. No rescue mission has ever been attempted in the history of this facility.

## DA KING'S HISTORY

Barbara King grew up in a segregated community of immigrants of West African descent. As a child, she didn't understand the powerplay of ethnic politics in the City; she just experienced it as an invisible force field that kept limiting her freedom, turning her back from the world at large to her neighborhood of *Independence*. Little did she know that the "force field" was real, the work of a Gatekeeper division named Ward 9 that strived to oppress her people and her neighborhood.

Barbara realized that in order to change anything in Independence, she first had to learn about the forces that be through higher education. She studied hard throughout her school years but when the time had come to send her application, her mother, affected by the hope-draining tactics of Ward 9, tried to dissuade her as they were both standing by the mailbox, application letter in hand. Barbara spotted the postman watching in wait across the street and suddenly realized — her letter would never make it outside Independence. Determined to break free, she started marching to the Old Quarter university complex, but when she arrived at the edge of the neighborhood, two policemen in gray suits moved to stop her. Her anger welled up and she sent them both flying in separate directions, engulfed in flames. She had awakened as Shango and walked out into the world as a free woman.

Shango made Barabara King unstoppable and her career nothing short of meteoric. By the time she became the District Attorney, she had cleaned up the Department of Justice of corruption and figured out the political importance of the Gatekeepers and older, corrupt Avatars like Chairman Chow. She discovered the truth about Ward 9, but one neighborhood was no longer enough for her — she wanted to set things straight in the entire City and she knew no better way to do it then by exercising her power.

Avatarhood slowly crept up on DA King but when it came, it was deafening. Whenever she chose to use her power to fix things in the City and secure the public order, Shango's voice in her head grew stronger. Sooner than she knew, she was waging a war on multiple fronts with the Gatekeepers and with Avatars, forces much older and more powerful than her. In the end, she had to choose: sign up with the Truth, or give up and perish. When she shook the hand of the Gatekeeper representative to the Truth, Richard Hughes, she was the first non-Avatar Rift admitted to the council, but she didn't stay one for long. By allying with the Gatekeepers and thus betraying Independence in sight of greater power — the greatest — the Avatar of Shango was born.

## DA KING'S STORY SEEDS

- The crew can cross paths with a rogue or violent team of Stormbringers. This could be a circle of overzealous cops who brutalize suspects and pass out judgment on the streets, or a violent gang such as Los Santos Rojos. If the crew gets in their way and flaming lightning bolts start flying around, it may raise the crew's suspicion that they are facing a Rift-backed covert organization.
- If the entire crew or some of its members are vigilantes, a local chief can attempt to recruit them to help with law enforcement, and perhaps even mentor them and groom them as a vigilante team. When things start getting morally gray in this mentor's application of force, the crew may start wondering who the chief works for. Alternatively, the chief may try to recruit a supporting character to one of his Stormbringer teams.
- A lead character who got into legal trouble due to unchecked use of her Mythos powers could be promised a quick and easy trial by her lawyer, only to be convicted after a Hakim prosecutor or judge enters the picture. The PC and the crew may now be followed by Hakim investigators trying to gather evidence in order to incriminate them.
- The crew may need information or assistance from a fugitive hunted down by Shango's organization. Between Gawkers, Storm Clouds, and bounty hunters like Jonas Hopkins, will they be able to get to the fugitive and help them live long enough to get what they need?

## DA KING'S CUSTOM MOVES

Chiefs, Obas, and Gawkers can bestow a *marked-4* curse status on anyone or anything that they can see. This is usually made as a hard move (soft move for Obas), and PCs can **Face Danger** against it. As long as a character or an object has a *marked* status, DA King's forces know exactly where they are (Gawkers and Storm Clouds know mystically; everyone else either follows a Gawker or gets their information through the chain of command or directly from Issac Mortensen). The status applies to any actions to hide from them.

**Send out the Gawkers:** When the Gawkers are looking for you all over the City, you may **Sneak Around** to avoid them, but not to hide from them (unless you possess powerful obscuring magic). On a 7-9, the MC may choose one of these options (or choose from **Sneak Around** as usual):

- One Gawker finds you, instantly alerting the others. You must destroy it quickly to drop off their radar again.
- You're caught between search zones of multiple Gawkers. You're safe, but you can't go anywhere for a while.
- You get word that Gawkers got to someone who knows where you're hiding. It's only a matter of time before they're here, so better keep moving.

## DA KING'S EXTRA THEMES

Vigilante crews and neighborhood watch teams that join DA King's Stormbringer network and later prove themselves by contributing significantly to public order are rewarded with greater support from their local chief and better access to her resources. Favored teams whose morale and power DA King wants to build may get the keys to a fully-furnished hideout in a basement, a converted fire-department station, or an abandoned Industrial Zone building.

### STORMBRINGER BASE



#### Base of Operations

#### MYSTERY

*Who is breaking the law on our turf?*

#### POWER TAGS

*a safe place to hunker down, lightning-and-fire traps, interrogation room, training room, lightning-and-fire weaponry, visits from the local chief, obliterating force, looks innocuous from the outside, call the Storm Clouds, escape tunnel*

#### WEAKNESS TAGS

*warlike atmosphere, surrounded by enemies, watched by the chief, weapon misfire*

#### THEME IMPROVEMENT

**Rambo Moment:** Once per session, when you arm yourself with the base's weapons, you may make *lightning-and-fire weaponry* an ongoing tag for the duration of the scene.

# DA KING'S DANGERS

## STORMBRINGER MYTHOS POWER SET + ★

Stormbringers come in many shapes and forms. To create a Stormbringer, combine this Mythos Power Set with a mundane Danger from the *MC Toolkit* (starting on page 141). For Stormbringer cops use the Beat Cops Danger (page 148), for Los Santos Rojos use the Street Gang Danger (page 148), and for the Crimson Path militia members use the SWAT Team Danger (page 150).

The fire-wreathed lightning produced by Stormbringers is powerful enough to go through walls, ballistic armor, riot shields, etc. If you want to limit their use of lightning, give them a *deplete:3* spectrum and a *discharge-1* status whenever they use lightning-powered attacks.

- **Peak Physical Condition:** When a Stormbringer engages in a physical fight or struggle, give her *peak physical condition*. When she takes a status of physical harm or subdual, reduce its tier by 1 (this stacks with any other status filter she may possess).
- **Obliterating Force:** Tags describing mundane or soft cover or armor cannot be invoked to **Face Danger** against attacks charged with Stormbringer's lightning.
- Smite with a fire-wreathed thunderbolt (*blast-wound-3*) or charge weapons with such energy

## HAKIM MYTHOS POWER SET + ★

Similarly to their crime-fighting Stormbringer brothers and sisters, Hakims can come from a wide range of mundane professions. To create a Hakim, combine this Mythos Power Set with a mundane Danger from the *MC Toolkit* (starting on page 141) such as the Corporate Lawyer (page 142) for a prosecutor, or the Detective / Investigator (page 148) for a PI.

- **Wise Beyond Fathom:** Once per scene, give the Hakim *well-of-wisdom* (renewable as a soft move).
- **Law Manipulation:** Any legal status imposed by the Hakim is hard to remove and applies to any attempt to remove it, unless the conditions are ideal (see *Player's Guide*, page 225).
- Produce *incriminating evidence, eye witness, or expert opinion*

## STORM CLOUD ★★★★

### GATHER X / HURT OR SUBDUE - / DISPERSE OR BANISH 6

- **Gathering Storm Clouds:** Depending on how remote the target is, set the *gather* spectrum maximum between 3 (nearby) and 6 (far-away). After every player move, give the cloud *gathering-1*. When the spectrum maxes out, the Storm Cloud arrives.
- **Slow-moving:** When a Storm Cloud enters the scene, give it *slow-moving*.
- **Obliterating Force:** Tags describing mundane or soft cover or armor cannot be invoked to **Face Danger** against the Storm Cloud's lightning attacks.
- **Lightning Barrage:** When the Storm Cloud targets an area, you cannot **Face Danger** by dodging. When it targets a collective, ignore three levels of size factor.
- Rain down destructive lightning bolts on an area (*severe-lightning-injury-4* or *structural-damage-4*) or focus its power on a single point (*gravely-injured-5* or *all-but-levelled-5*)
- Gather menacingly overhead
- Light up internally, charging up for a blast

## GAWKER ★

Gawkers are floating glowing eyeballs the size of a basketball with a bleeding tail of torn optic nerves and eye muscles trailing behind them. They possess great maneuverability and can fly fast, easily able to cross districts in a matter of minutes. A Gawk can see through anything: walls, earth, flesh, water, heart, and mind. It can mystically hear, smell, and sense textures, space, and movement. Its arc of sight is slightly less than 180 degrees, but it reorients quickly and often, easily covering a sphere-shaped area around it, a few blocks wide, although it does perceive closer objects better. Focusing its gaze, a Gawk can even see through the Mist into a person's essence or Mythos.

### HURT OR SUBDUE 1

- **Collective:** This Danger can also show up as a collective with a size factor of 1 to 4.
- **All-Seeing Eye:** When a Gawk enters the scene, give it *heightened-awareness-4* and *fast flyer*, both renewable as a soft move.
- **Soul Searching:** A Gawk can temporarily focus its gaze on an individual to read its mind and soul. As a hard move, the MC can trade tiers of *heightened-awareness* to ask you questions, one per tier. You must reply with a straight answer or a solid lead. The Gawk knows your answer, even if your character didn't speak it.
- Take evasive maneuvers (*evasive-2*), but not while it is soul searching
- Study someone to the point it can predict their actions (*analyzed-2*)
- Curse a target to be hunted down by the Storm Clouds (*marked-4*)
- Search an area, erratically turning its gaze here and there
- Dilate its pupil in surprise, then narrow it with malice, ready to fly to the target

## JONAS HOPKINS ★★★★☆

Witch-hunting is both business and pleasure for the Witchfinder General. He usually enters the scene in his raincoat, capotain, and flintlock in hand, putting on quite a performance. He opens the spectacle by indirectly threatening something dear to the "witch" (Rift). When the Rift acts, Hopkins usually surprises them with his resistance to Mythos powers, and takes them out. He'd make a great Gatekeeper if not for his penchant for public hysteria; by stripping Rifts from their Mist cover he allows Sleeper mobs to see them for what they really are: witches.

### HURT OR SUBDUE 5 / TALK SENSE -

- **Protection from "Witchcraft":** Tags from Mythos themes cannot be invoked in actions against Jonas Hopkins (although he can be harmed by collateral damage). Dangers cannot use mythical abilities against him.
- **Interrupt "Witchcraft":** When you **Stop. Holding. Back.** around Jonas Hopkins and roll 7-9, the MC can trade your result with a miss.
- **Pricking Test:** If Jonas Hopkins can touch a character (or give her a *pricked-1* status that penetrates her defenses), he can tell whether she's a Rift.
- **Master Huntsman:** When Jonas Hopkins enters the scene, give him *alert-3*, *dexterous*, and *durable doublet*.
- Smoke a "witch" out of hiding by **Forcing Them To Choose** between confronting him and **Make Something Horrible Happen** (usually to their loved ones, community, or reputation)
- Flush a "witch" out of the Mist (*Mist-stripped-4*) allowing Sleepers to see her powers
- Call out the local community to judge the "witch" (**Complicate Things, Bigtime** by introducing a new Danger: Mob, with the optional **Hard Core** move, see *MC Toolkit* page 142)
- Enflame the emotions of the mob (*witch-hate-3*)
- Fire an accurate shot from his flintlock (*crippling-wound-5* or *mortally-injured-5*)
- Subdue and bind his quarry (*bound-4*) and douse them with "holy water" to burn up to three Mythos-related tags
- Blend into the mob or dash into an alley and vanish (**Deny Them Something They Want**)
- Spread rumors that he is going after a certain "witch"
- Call out a "witch" publically and invite her to relinquish her deal with "the Devil"
- Calmly take his aim

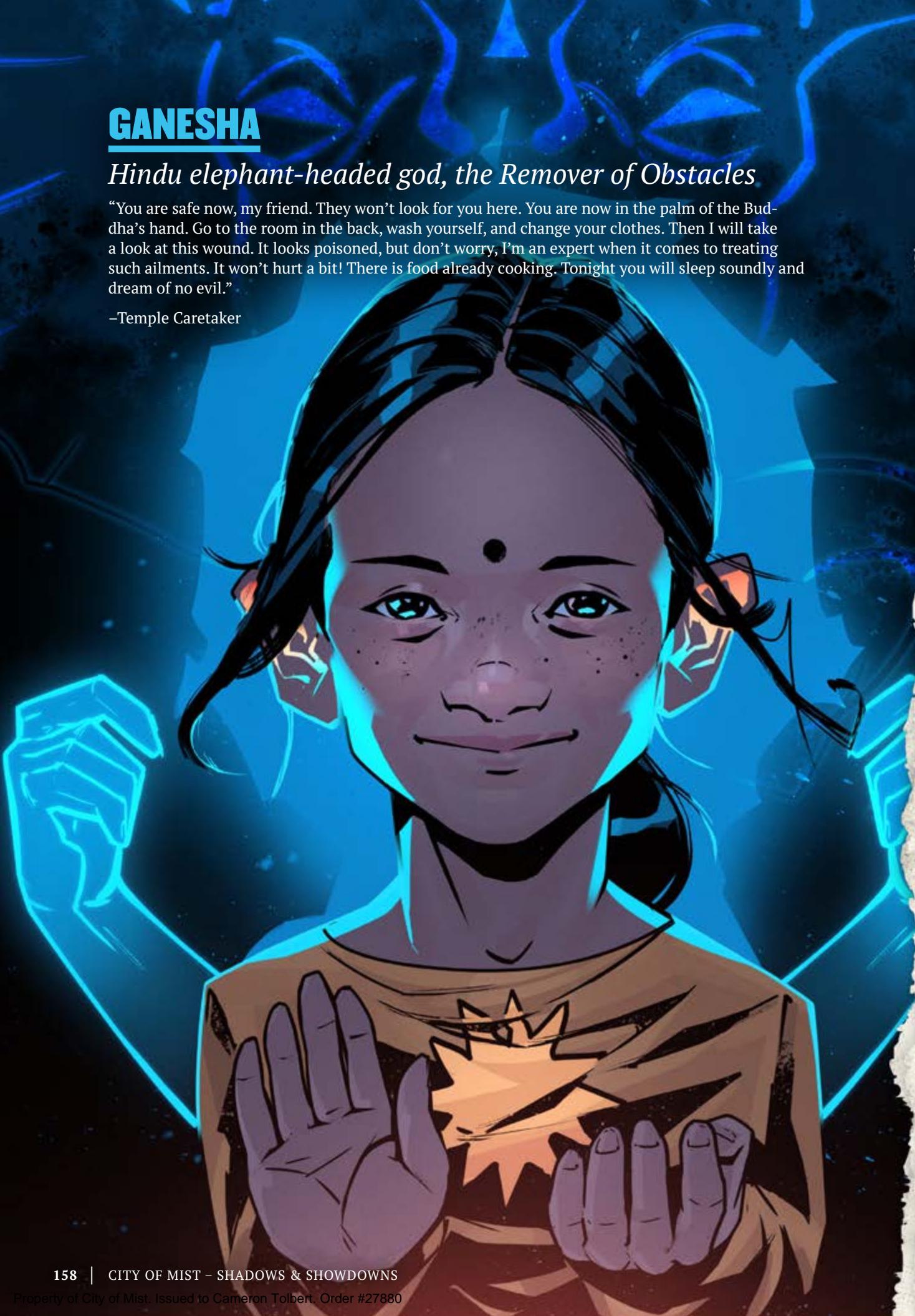


# **GANESHA**

*Hindu elephant-headed god, the Remover of Obstacles*

"You are safe now, my friend. They won't look for you here. You are now in the palm of the Buddha's hand. Go to the room in the back, wash yourself, and change your clothes. Then I will take a look at this wound. It looks poisoned, but don't worry, I'm an expert when it comes to treating such ailments. It won't hurt a bit! There is food already cooking. Tonight you will sleep soundly and dream of no evil."

-Temple Caretaker



The City's reliance on kindness, compassion, and mutual help is far greater than its residents realize. Without good will and charity, the fragile ecosystem of society, even of Mythoi and Mist, would have long ago crumbled into chaos, death, and destruction. Only a conscious effort to sustain life and to help it thrive keeps this metropolis from falling into the abyss of entropy. This effort is manifested in Ganesha, the child-Avatar of the Hindu god of the same name, known as the Remover of Obstacles.

Born into Avatarhood, Ganesha is a mystery. She is wise, not just beyond her years; she may be the wisest being in the City. Her arrival, and especially her immediate self-appointment as a member of the Truth, spells positive change for the most downtrodden populations of the City – the Sleepers in general and the underprivileged lower class in particular. Ganesha does not seem to have plans to disperse the Mist, as that wouldn't necessarily be good for the Sleepers; she is concerned first and foremost with the well-being of the City's citizens.

Ganesha is here for everyone who needs help, and especially for those who need it most: oppressed minorities, marginalized communities, isolated individuals, and troubled souls. Her goal is to remove the myriad obstacles and hardships the miserable people of the City are faced with each day. She is a grassroots Avatar working with the people on the street, and arguably the only Avatar who truly seeks to see the people of the City flourish.

Seemingly without any earthly attachments to hold back her Mythos (thanks to her miraculous birth-into-Avatarhood), Ganesha is significantly more powerful than any single one of her fellow Truth members. Unfortunately for the people of the City, she is also vastly outnumbered and overworked, as almost all of the other Avatars in the City tend to use the City's Sleeper population to their benefit in one way or another, creating more work for her and putting additional strain on her extensive powers.

A simplistic observation of Ganesha may lead one to think her aim is to create harmony, a state of peace and balance between the various components and forces in the City. But sometimes it's hard to put a finger on what exactly the little girl wants, and whether she has a solid plan or is just following a pipe-dream of the future, fueled by her Avatarhood. Can the City, a place of so many opposites and struggles, ever be brought

## OVERVIEW OF GANESHA

- **Agenda:** support, empower, and help individuals in need
- **MO:** public and underground support programs, a network of "angels"
- **Emotion:** compassion, unity
- **Motifs:** the streets, shrines, mice / rats / shrews, a thousand helping hands
- **Frontliners:** A Thousand Helping Hands
- **Stronghold:** –

to a state of harmony? And even if so, is it possible to achieve such harmony for everyone at once? Can such harmony even be attained while the Mist is still in place? Some would argue that the "good" Avatar is just as selfish as her peers, using the City to manifest the story of her Mythos. Others would say it's a moot point, since her Mythos aspires to see the City residents thrive. Either way, the ultimate intentions of the Remover of Obstacles remain as obscure as she is.

## GANESHA'S MODUS OPERANDI

Ganesha operates in the City by promoting compassion and a sense of love among humankind, and also by providing the people of the City with ways to help one another overcome adversity and hardship.

Ganesha's operation trains and supports activists who work to promote social change, some on the political level but most on the practical level, affecting change on the streets and in the homes. Ganesha's people discriminate against no one and show compassion toward all populations equally, sensing hardship and struggle wherever they are, even among those who would be considered her enemies or who are seemingly privileged but in fact cry for help. Within Ganesha's network there is no room for divisive identities which override another person's importance; only one's humanity matters (and in that spirit, Rifts who feel inhuman are treated and accepted as humans nonetheless). Help is not limited to mankind alone; all life is loved, respected, and supported by Ganesha's followers.

Ganesha's network runs grassroots movements intended to empower the downtrodden, fight inequality, and resist oppression, but they keep their protests strictly non-violent (on their part; what stance DA King's men on the other side take and what Monte Wolfe then spins out of it is another matter). Her people also operate extensive programs and platforms for community support and social work as well as free clinics, free legal advice, free schools, homeless shelters, and

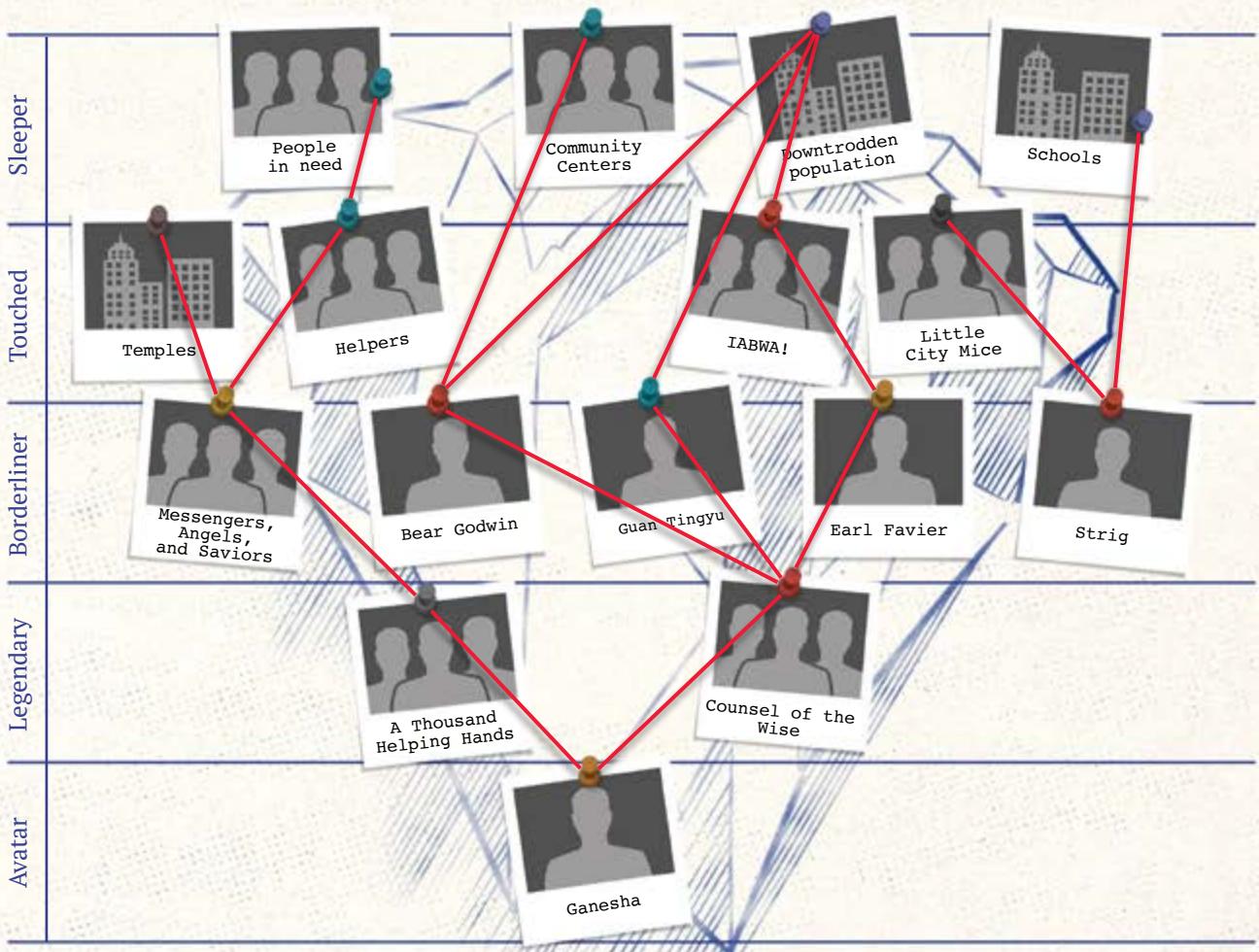
even food and clothes storages for those in need. The City depends on the power of Ganesha to keep the lower class from falling apart in an age of unbridled capitalism and consumerism and a relentless craving for power (promoted by her fellow Truth member and sworn enemy, Chairman Chow).

Ganesha's most powerful tool in helping the City and specific individuals in it is a far-reaching enchantment she has placed on the City, known to her most devout followers as **A Thousand Helping Hands**. In short, A Thousand Helping Hands is a force that helps people help others. It lets those who have the power to help know where they are needed and how to do it. This force communicates with Ganesha's followers through intuition and hunches, or visions and symbols, messages encrypted into reality itself, like an animal spirit guide in a marketplace or words in a signpost or a graffiti that suddenly receive meaning at a specific time and place and for the specific person who sees them.

In some cases, A Thousand Helping Hands reveals itself as a force that can change fate, manipulating

coincidences, synchronicity, serendipity, and sheer luck to get people the help they need. It is so deep-rooted in the reality of the City and so all-encompassing, that some Rift scholars who have studied it believe it relies on the Mist to shape reality or that it is the Mist itself, bowing to the Avatar's will for some reason. Whatever its source of power is, A Thousand Helping Hands acts as a widespread network of good fortune, helping the City to live and love, and breathing new life into it continuously.

Ganesha's followers can sense the force of A Thousand Helping Hands, pray to it, and draw inspiration and strength from it. From wizened wise women who sense it just enough to help a family member in need, to the guardian angels and good Samaritans who serve it with all their hearts (and often spilled blood), Ganesha's followers constitute together a nameless army that works for the embetterment of life in the City. They save one individual at a time, and they have much work ahead of them, but they do so willingly, and with joy in their hearts.



## GANESHA'S OPERATION

It is easiest to think of Ganesha's operation as having two aspects: the community and the individual.

Those in the operation who tend to the community work on large-scale solutions in social work, education, politics, government outreach, and more. Their work benefits millions of people every day and their organizations employ thousands.

Others following Ganesha do so for specific individuals, who may be people in their lives or strangers they've never met before. Often times, people who are rescued or helped by those of the individual branch have a higher purpose to serve, one which may benefit others through the community branch, although Ganesha helps everyone, even those who don't go on to serve a higher calling. This branch of Ganesha's operation relies more heavily on A Thousand Helping Hands to do its work.

In reality, it's hard to separate the two branches and they are very much intertwined. The individual branch supports the community by identifying those meant for great things and by helping the members of the community; while the community branch is essentially concerned with helping individuals, a lot of individuals. Ganesha's followers understand that, and lend a hand to anyone who is working to unburden the miserable souls of the City, on any scale.

### KEY CHARACTERS

The community branch is led by the **COUNSEL OF THE WISE**, a council body of roughly a dozen Legendaries of the wisest Mythoi who are responsible for making the day-to-day decisions of running Ganesha's operation. Each member of the council leads a program, platform, or movement that benefits the City. The council never meets in person, only online (or via radio transmissions if you're playing in True Noir), although specific members who work together do meet. While much weaker than the Truth, the Counsel of the Wise represent a benign reflection of the Avatar council, who safeguards the person on the street. None of the council members know what the Truth is or that Ganesha is a member (the Mist is that thick around the Truth).

**GUAN TINGYU** (Guanyin, Chinese Buddhist bodhisattva of compassion) is a genius medical doctor and a medical services mastermind who runs multiple chains of free clinics in the City. She started out as a high-flying doctor for the rich, but soon abandoned her downtown offices to go to the slums and blue-collar neighborhoods, where she felt she was needed more. When Dr. Guan looks at you, time seems to stop, and you feel as if you are truly seen for the first time in your life. Her com-

passion is so unstoppable that some of the City's most vile Rifts (including Avatars) fear she would redeem them, and therefore steer clear of her clinics.

Street operations such as rallies, protests, and nonviolent protective vigils are run by **STRIG** (Athena, Greek goddess of wisdom and warfare), a towering cornfed woman in camos, steel-toed boots, and a tank top that shows her tattoos. Strig's "**LITTLE CITY MICE**" (The Town Mouse and the Country Mouse) are a raggy collection of loiterers, street artists, urban extreme sports ninjas, and gutter urchins who serve as social change instigators, expert infiltrators, and information gatherers. They roam the City spreading the good word and stirring up civil unrest where the government is bearing too hard on its citizens or where it is not doing enough to help them cope with other hardships such as organized crime, poverty, medical crises, and the like. Secretly, Strig misses a good fight and waits for the day Ganesha finally okays a head-on clash with the baddies, but being as wise as she is, she knows it's not the way to heal the City. You wouldn't know it by looking at her, but Strig also runs Ganesha's educational support network helping underprivileged students with their homework, and offering night classes for adults seeking a career change.

Social services in the City are always on the brink of collapse, and they would have been bankrupt if it wasn't for **BEAR GODWIN** (Utnapishtim, a Sumerian wiseman who was tasked with saving all life by building a ship). This furry, round-bellied, and barrel-chested man, not yet 40, serves as a father figure for the City's struggling populations, running community centers and homeless shelters. Bear's supportive and life-sustaining magic allows him and his social workers to protect people who are in danger. His "ship", **PRESERVER OF LIFE**, is a moving Enclave that can protect anyone within it from the worst that gods and Mythoi inflict on humanity.

Ganesha's work is not just to care for the wellbeing of those who shelter in her love; she needs to help them come together. This is the purview of **EARL FAVIER** (Osanyin, Orisha of all growing things), a cheerful middle-aged Cajun man in a wheelchair who has been tasked with the creation of a new social movement, one which will promote compassion and unity among people everywhere in the City. Earl's brainchild, **IABWA!** is a movement inspired by the southern African ubuntu movement and whose name is not a zulu word but rather an abbreviation of its core belief: *I am because we are*. The movement promotes understanding and openness to the other, especially in these times when clannish behavior is becoming more commonplace. Earl can tell the unique properties of anything that

grows, including human beings, so for each *IABWA!* mission he chooses just the right individual for the job. He also uses his great understanding and power over plant life and all growing things to help his grassroots movement grow. It is now sprouting in more and more places in the City, where activist cells stand against hatred, conflict, and misunderstanding. As a fellow Orisha, Earl has a complicated relationship with DA King, a mixture of respect and a desire to open her eyes so she shows more compassion toward others.

On the individual branch, those who have become attuned to the whispers of A Thousand Helping Hands are called **HELPERS**. Some helpers have been serving this mystical force for years, much longer than Ganesha has presumably been around, while others serve it for only a moment and then go on with their lives. Since A Thousand Helping Hands is omnipresent in the City, any Sleeper could potentially access it and become effectively Touched by Ganesha, if they only listened to their hearts (the Mist makes sure that doesn't happen, of course). Helpers can be concerned parents, good Samaritans, disgruntled PIs who nevertheless always help a client in need, and so on. Once Touched, their sight penetrates the Mist and A Thousand Helping Hands helps them help others by presenting them with opportunities and lucky coincidences.

**MESSENGERS, ANGELS, and SAVIORS** are some of the names given to those independent Rifts who get sent to help someone by A Thousand Helping Hands, whether as a one-off incident or regularly. Usually equipped with a powerset ideal for the job intended for them, Messengers find themselves guided along a funnel-shaped destiny that rapidly leads them to the person they must help through a succession of coincidences, whether they like it or not (though repeating Messengers learn quickly to stop resisting and go with the flow). Most Messengers aren't even fully aware that some force is guiding them and many don't believe in a greater plan; when presented with the opportunity, they simply help because they can.

In the blue-collar residential neighborhood, **SHEP-HERD, HOYT, & DEVA** is a legal firm that takes on small cases, mostly pro-bono. While they could certainly use some paying customers, partner **Ilay Shep-herd** (Helper Touched by Ganesha) seems to always get involved with someone in dire straits, dragging his Rift associate and part-time hero, **Hank Hoyt** (Sol Invictus, Roman sun god and patron of soldiers), to assist. The two have been so valuable to Ganesha that one day they found an enchanting lawyer unpacking her boxes in their office: **Deva**, a flesh-and-blood deity, conjured by A Thousand Helping Hands, has joined their firm to help them help others.

## GANESHA'S HISTORY

Little is known of the girl who was born an Avatar. Her parents, if she had any, are either complete unknowns bundled up in extreme Mist or are no longer among the living. Ganesha has never taken a name or was given one besides her Mythos name, because she didn't see the point. The fact that her human body is a vessel for something greater is not a matter of philosophical musing for her, but the underlying reality of her existence. Ganesha cognizes that she was sent to relieve the suffering of humankind in the City of Mist. Whether that's true or just the story that's the essence of her Mythos is impossible to determine without transcending the Mist.

The members of the Truth only know, that one day a few years back, a serene, smiling, and highly annoying child appeared at the door with Mr. Burns when he opened the portal to their scheduled meeting. None of them were able to get rid of the child; a few of them flung the worst of their Avatar powers at her (Chow's flame of desire, Wolfe's fear-mongering, and Rosaline's emotional manipulations) but to no avail, the

kid remained tranquil and sweet. They then became intrigued, realizing they are dealing with either a dangerous threat or a powerful ally. She simply stayed, and no one could get her out, which in itself meant she was qualified to become a member of the Truth. She was then accepted into the council, and has been badgering its members ever since.

Ganesha lives on the streets of the City, among her people and followers. When she appears before someone, it is usually as she is, a dirty little street kid, and a serene silence spreads all around for blocks and blocks: there are no loud sirens, dog barks, engine noise, or shouts. A wholesome calm descends upon the place and people turn inwards, count their blessings, and pray for assistance. Sometimes, when she appears publicly, a great congregation of followers surrounds her, filling up the nearby streets in solemn silence and candlelight or, alternatively, engage in a jovial festival of giant floaters and explosions of colored powder and fireworks.

## KEY LOCATIONS

Ganesha's foot soldiers are everywhere in the City. They are most commonly found operating **WEL-FARE NON-PROFIT INSTITUTIONS** of any type and description: community centers, clinics, soup kitchens, thrift shops, schools, after-hours activity centers, dojos, homeless shelters, support groups, and more. Those who work for Ganesha or one of her Counsel of the Wise associates usually maintain cover and blend in with the Sleepers, especially when Rifts snoop around their business. They prefer to operate under the radar and benefit the community they're in rather than engage in a flashy clash with other Rifts.

There are agreed **SAFE MEETING SPOTS** throughout the City where Ganesha's servants congregate. These are usually street corners, back alleys, or abandoned buildings covered in graffiti or marked with a pair of shoes slung on the powerlines. The first one to arrive can wait and watch for whoever they are meeting, relying on A Thousand Helping Hands to give them a sign that the new arrivals are safe to talk to. Only people within Ganesha's network and those who are genuinely there to offer help or to seek help are cleared.

Sometimes, when food supply to a poverty-stricken area of the City fails, trucks loaded with food seem to come out of nowhere and prevent a potential famine. These trucks can be traced back to **THE LAFFERTY STORAGE FOUNDATION**, a massive food store spanning dozens of warehouses in the Industrial Zone. The facility is run by **Cormac Lafferty** (The Dagda, Irish god of Fertility, Agriculture, and Manliness), a jolly Irishman who can turn any container to a magic cauldron from which 'no one ever goes unsatisfied'. The LSF stores food for times of crisis and provides food for all of Ganehsa's homeless shelters and soup kitchens. Sometimes Cormac can't stop the cauldrons from producing so he sends the surplus out on the streets packed as mystery free meals, disrupting food sales in the City (much to the consternation of Chow Industries analysts).

A Thousand Helping Hands also operates a network of safehouses, places of healing, and strongholds called **TEMPLES**. A Temple could be an unassuming apartment in the heart of a slum, a doctor's office, a massage parlor, a quiet spot in the park with a ribbon-covered tree, or an ice cream shop. It may also be an actual religious temple. There is always a shrine hidden somewhere within it, although its structure and decorations vary from place to place. These little shrines are like lighthouses of Ganesha's power, and protect all who shelter at the Temple. Temples usually have one or more caretakers who tend to the place and welcome weary souls sent by A Thousand Helping Hands.

## GANESHA'S STORY SEEDS

- A Thousand Helping Hands may choose the crew as Angels for a youngster in distress who is destined to lead the resistance against inequality, or for a fugitive with valuable information about another Avatar's operation. The mysterious force will use a kind-hearted lead character as its connection to the crew, arranging a series of coincidences to bring the crew to where they need to be, drawing attention to its existence.
- When a real-estate tycoon Rift threatens to demolish an entire project in the blue-collar residential neighborhood, Shepherd, Hoyt, & Deva, who are working the case, call the crew to help them, both in court and on the streets, where the tycoon has hired Rift goons to speed up the evacuation of the contested tenements.
- A woke lead character is tasked by a Counsel of the Wise member to open a new clinic, youth-at-risk club, dojo, or homeless shelter and kitchen, and ends up dragging the whole crew into it. On top of all the mundane difficulties and interpersonal challenges, dark or selfish mythic forces in the neighborhood are doing everything to prevent Ganesha's operation from gaining a foothold there.
- Against the backdrop of the greatest rally the City has ever seen, the crew gets false reports that Strig and her Little City Mice are starting a violent revolution (perhaps cooked up by Monte Wolfe's entourage). Shango-powered police are getting ready to quell the insurgency violently. The crew must figure out who's behind it all and choose who to help.
- Lead characters on the run stumble upon a Temple and receive unexpected aid from the local Helper, who is convinced their meeting is not a coincidence. The Helper begs the crew to help him avoid a team of Gatekeepers who are closing in on him in a bid to shut down his shrine, terminating the much-needed blessing protecting his neighborhood.

## GANESHA'S CUSTOM MOVES

**Higher Calling:** Whenever you see a sign leading you to your destiny, you can't unsee it. Take *chosen-1*. When you act against your predetermined destiny, you are **Taking the Risk**.

**A Thousand Helping Hands:** When you ask for help from a greater benevolent force, surrendering to its mysterious ways, help miraculously arrives. The MC will introduce assistance or a way out that you can choose to accept.

**A Thousand Helping Hands II:** Once you have been helped, you will be given an opportunity to pay the favor forward with a deed of equal effort. Take a *grateful* status from which you cannot **Face Danger**: tier 1 if you asked for something small, tier 3 if you asked for something neither small nor great, and tier 5 if you asked for something great. You may not appeal to the benevolent force again before you pay the favor forward.

## GANESHA'S EXTRA THEMES

Shepard, Hoyt, & Deva are a motley crew made of a Touched individual, a Rift, and a Conjunction who can come in handy when the lead characters are facing legal and street-level threats. If they are collaborating with the crew or a specific crew member, they can be represented as a temporary Ally extra theme. To make them permanent Allies, a crew member must spend a Moment of Evolution or the Crew must complete a story arc related to Ganesha and choose the trio as their reward in the **Season Finale** move.

### SHEPHERD, HOYT, & DEVA



Ally

#### IDENTITY

I guess we'll have to do it pro-bono... again.

#### POWER TAGS

##### *Serendipitous legal representation*

Shepherd: *the best lawyer in the district, A Thousand Helping Hands, neighborhood contacts*

Hoyt: *sun god invincibility, solar blast, godlike charisma*

Deva: *turn incorporeal, sense all life, an entity of pure good*

#### WEAKNESS TAGS

##### *internal crew drama*

Shepherd: *defenseless civilian*

Hoyt: *rushes into action*

Deva: *susceptible to dark emotions*

#### THEME IMPROVEMENT

**Team Tactics:** Once per session, when Shepherd, Hoyt, & Deva work together, you get a free batch of 2 Juice to represent their coordination and assists.

## GANESHA'S DANGERS



#### HELPER ★

Helpers believe that a hidden benevolent force will come to their aid in times of need, and often they are right. A Thousand Helping Hands will try to help a Helper by causing strange lucky happenings around them, but with so many Helpers in the City, its power to protect from ongoing threats is limited.

Most Helpers are otherwise ordinary City folk. To represent their mundane abilities, use the same moves as the Helpless City Resident (*MC Toolkit*, page 142).

#### HURT OR SUBDU I / EXHAUST LUCK 3 / ERODE FAITH 4

- **Blessed:** When something bad is about to happen to a Helper or someone they are protecting, it is averted by some lucky coincidence. Give the Helper *stretching-luck-1*. When *exhaust-luck* maxes out, this blessing ceases to protect the Helper until they spend a while praying or meditating at a Temple.
- **Beacon of Hope:** When at or near a Temple, increase the Helper's *exhaust-luck* spectrum maximum by 1.
- Meditate or pray, reuniting with a hidden benevolent force (once per scene, remove one tier of *stretching-luck* statuses)
- Bestow a blessing on someone else or heal them (give someone *blessed-2* or remove two tiers of negative statuses; then give herself *stretching-luck-1*)
- Inspire someone to be at ease and avoid violence (*peaceful-2*, burn one tag describing something violent, or remove one tier of an emotional status)
- Escape miraculously, with traffic or pedestrians suddenly blocking pursuers (**Deny Them Something They Want**)
- Smile genuinely and calmly
- Welcome those in need and offer them a safe place

## LITTLE CITY MICE ★★

### HURT OR SUBDUE 2 / CATCH 4

- **Collective:** This Danger has several members and a size factor of 2.
- **Unnoticed:** When you **Investigate** the Little City Mice, first give them *elusive-3*.
- **Little Spies:** As a hard move, the MC will ask you one question. You must reply with a straight answer or a solid lead. The Little City Mice know your answer, even if your character didn't speak it.
- **Beware the Cat:** When the Little City Mice are in danger, give them *alert-2* and *echolocation* (a quality gained from Ganesha's shrews and rats)
- **Instigators:** When the *inflamed* status given by the Little City Mice to a neighborhood reaches tier 3, create a new Danger: Mob (see the *MC Toolkit*, page 142) and remove the status. If a mob is already there, increase its size factor by 1 and remove the status.

As long as the Little City Mice are within the mob, its *quell* spectrum maximum is increased by 1.

- Escape miraculously, parkouring nimbly onto the rooftops or evading pursuers in a block of tenements (**Deny Them Something They Want**)
- Snatch something unexpectedly (burn a tag or **Deny Them Something They Want**)
- Create street art (e.g., a mural, a performance) or circulate a message (whispered rumors, flyers) that stirs the locals to take to the streets (the district or neighborhood take *inflamed-1*; this status is not increased by the Little City Mice's size factor).
- Tangle a pursuer in their own clothing articles or restrain them non-violently with martial arts (*tangled-1* or *restrained-1*)

- Watch from a roof corner, a back door, or a broken window
- Evade pursuers by parkouring or riding a bike





## PRESERVER OF LIFE ★★★

The Preserver of Life is a mobile building-sized Enclave designed to withstand the punishment of the gods. The building is a typical city motel, with seven floors and nine cozy apartments on each floor. It is piloted by a raven-like creature, one of Bear Godwin's Touched servants (although, since he never leaves the Enclave, he may be a Conjunction).

Runaways and fugitives seeking protection from especially persistent and dangerous forces are brought to this safehouse by a Helper. When the door to the building is sealed, the building fades out of existence. Tenants see nothing but the ocean outside, possibly for days, until the raven says it's safe to come out, or the Enclave makes another stop to pick up another tenant or let one off.

### PENETRATE OR COLLAPSE - / FADE 2 / TRACK 6

- **Safe from the Gods:** Mythos abilities (tags or Danger moves) cannot affect the Preserver of Life building or anyone inside it if used by anyone who is outside.
- **Life Support:** Living creatures within the Preserver of Life cannot take statuses of physical harm.
- **The Raven Sees:** When you try to **Sneak Around** the Preserver of Life, it first takes *alert-3*.
- **Sail Away:** When *fade* maxes out, the Preserver of Life is transported into the story of the Sumerian flood and must be tracked across the Mythoi realm to be found. For the purpose of tracking, each batch of Clues can be treated as a *tracked* status with a tier equal to the number of Clues in the batch.
- Eject an offending tenant or visitor to the City streets (**Deny Them Something They Want**)
- Begin to fade out of existence (give itself *fade-1*)
- Start disappearing, with the faint sound of ocean waves and seagulls

## SHEPHERD, HOYT, & DEVA ★★★★

This Ganesha-backed group can get in the way of your crew, if your crew is working for “the man” or are involved in an activity that puts the trio’s underprivileged community in harm’s way, directly or indirectly. This legal team can start off as a Danger and later transform into allies, as explained above.

### HURT SHEPHERD 2 / HURT HOYT 4 / HURT DEVA - / DEFEAT IN COURT 5

- **Objection!**: When Shepherd, Hoyt, & Deva or their clients take a legal or court status, reduce the tier of the status by 2.
- **Shepherd - Blessed**: See Helper Danger profile, page 164.
- **Hoyt - Sol Invictus**: As long as Hoyt saw sunlight in the last three days, when he takes a status of physical harm or subdual, reduce its tier by 3.
- **Deva - Spirit of Compassion**: When someone around Deva takes a status of negative emotion, she takes the same status at tier 1.
- File for cease-and-desist (*legally-restrained-3*) or gain the upper hand in court (*losing-the-case-3*)
- Talk their way out of a fight (*reasonable-2*)
- Throw some punches (Shepherd, *bruised-2*), fire a solar blast (Hoyt, *fried-3* and a temporary *blinded-3*), punch with godlike strength (Hoyt, *crushed-4*), dazzle and confuse with enchanting lights (Deva, *disoriented-3*)
- Create a protective aura around a small group of people (Deva, *shielded-3*)
- Help each other bounce back with a kind word, tactical support, or Deva’s healing and magical abilities (remove up to 2 tiers of appropriate negative statuses)
- Try to find an amicable solution
- Assertively present a violator with a legal threat
- Assume a tactical stance before a fight begins

## GUAN TINGYU ★★★★★

### HURT OR SUBDU 4 / OVERWHELM WITH NEGATIVE FEELINGS -

- **Infinite Compassion**: Anyone around Guan Tingyu or who can perceive her immediately removes all negative emotional statuses and takes *loved-5*. This effect can be repeated as a soft move. When you attack Guan Tingyu, you first take *loved-5*.
- **Palm of the Buddha**: If Tingyu is aware of an incoming attack on her person or on anyone in her vicinity, she can nullify the attack. The same person cannot attack her again in this scene.
- **Divine Consciousness**: When someone tries to fool Guan Tingyu (including **Sneaking Around**), she first takes *cosmically-aware-4*. This status cannot exceed tier 4.
- Reinforce someone’s sense of being loved, of belonging, and of well-being to the point of transforming them (*loved-6*)
- Remove any and all negative statuses from an individual or a group, including tier-6 statuses which are not fatal
- Bless someone with good fortune (*blessed-4*, cannot exceed tier 4)
- Make someone see how fortunate they are and then send them on a quest to help another or many others (burn three tags related to resistance and then give *grateful-5*, which drives the target to complete the quest)
- Beam with divine kindness and love for all of creation
- Create apparitions and illusions of whatever a person needs to see in order to let go of his past trauma and attachments and grow



## **DR. TALBOT LEYLAND**

*Prometheus, the Greek Titan who gave fire to mankind*

“Welcome to Pandoloria Healthcare! Here, we believe in a better tomorrow, a future where humanity is free and happy. Technology shapes our view on the world. Thanks to our groundbreaking research in endocrinology, nanobiology, cybernetics, and cognition, our advanced AI is able to help you with any medical or psychological condition you may suffer from. Would you be willing to answer some questions about your condition? For an all-AI treatment we offer significant discounts and reduced waiting time. This will only take a moment.”

—Pandoloria Healthcare AI representative

**Dr. Talbot Leyland, Avatar of Prometheus, is the living manifestation of humankind's ability to think creatively and to understand the physical world.** His "fire", the flame of cognition and of innovation, is the driving force behind science, technology, and medicine in the City. Dr. Leyland wants humanity to try new things, explore every possibility, and step out of their comfort zone. He seeks to endow humanity with the tools with which to shape their reality in every aspect of their lives. Believing unequivocally in a better tomorrow brought on by scientific discovery, he is a beacon of future optimism and the patron of thinking minds everywhere in the City, sending his sparks to ignite great ideas in great minds.

Dr. Leyland believes his fire will warm up the City, and indeed one of his greatest aspirations is to revolutionize the City into a futuristic tomorrowland where problems are solved scientifically, starting with the fields closest to his heart: healthcare, life sciences, and medicine. But fire warms and fire burns. Scientific innovation has brought much good to the City, but some would say it has brought evil as well. In their campaign to promote more breakthroughs, the Faustian Dr. Leyland and his genius colleagues created a new field of study, exploring a creative force that is highly unpredictable and perhaps unknowable. His R&D division, Helix Labs, has been spearheading a dangerous technique of harnessing Mythoi to power technology. This new "Rift-tech" and Dr. Leyland's unapologetic aspiration (and ability) to awaken humanity from slumber have placed this culture hero in direct conflict with the Gatekeepers.

While he's an unparalleled genius, the doctor's failure to revolutionize the City so far has been a source of constant frustration and disappointment. His fear of the coming of another technological Dark Age and his dreams for humanity's future keep him going, but most of the time he is prone to melancholy and world-weariness, and he sometimes shuts himself in his lab for days. Over and over again he is faced with the realization that nothing can be accurately predicted: life doesn't always follow the hypothesis, and what is true in theory may be much more complicated in

practice. The gates of knowledge have to be held open and pushed wider apart every day, because people are petty, self-centered, and seek their own benefit over others'. Unable to come to terms with a world any less than ideal, the doctor feels that real life constantly puts a wrench in his calculations, and because he never accepts the truth, he just tries again later. This cycle of renewed hope and despair torments him endlessly, much like an eagle gnawing at his Promethean liver.

## OVERVIEW OF DR. LEYLAND

- **Agenda:** embetter life in the City through scientific breakthrough
- **MO:** investment in groundbreaking science
- **Lesson:** creative and courageous thinking can revolutionize life
- **Motifs:** creative fire, advanced tech, curiosity
- **Frontliners:** Pandoloria Healthcare, Helix Labs subsidiaries
- **Stronghold:** out-of-town research facility

## DR. LEYLAND'S MODUS OPERANDI

Dr. Leyland wants to apply science in order to turn the City into a tomorrowland. From the dawn of his Avatarhood he has sought to cultivate science in the City on a grand scale, helping the best minds to receive the guidance and resources they need. The doctor operates multiple innovation foundations, 3D medical printer farms, fully digital no-doctor-offices, hi-tech accelerator programs, and hedge funds that help budding talent grow. He donates his time and money to universities and schools in the City to foster scientific advance and digital health literacy for patients.

The funding for all this comes from selling the patents for some of the second-class inventions his operation produces; Chow Industries usually buys them and creates some silly mass market products. The doctor makes these deals out of necessity, but he never commercializes inventions that truly matter, like life-saving drugs or new forms of communication. In fact, he despises the greed-driven scientists bribed by big pharma corporations and quickly disposes of them if they show up in one of his programs.

The doctor's first goal is to revolutionize healthcare in the City. In his mind, when humanity is free of the ailments of the body, it will finally be able to unlock the endless potential of its mind. Dabbling with theories of technological singularity and cognition sciences, Dr. Leyland also understands that the human body is the

most marvelous machine of all and contains far greater secrets than anything else in the material world, as evidenced by the fact that humans are the most likely candidates to become Rifts. Understanding the human body and how to heal it is synonymous with initiating the next step in the evolution of mankind. **Pandoloria Healthcare** is a new health care system the doctor founded that represents his hope for a better future. It is based on people's participation, trying to encourage increased compliance and adherence through helping the patients understand their conditions (digital health literacy). Unfortunately, every innovation Pandoloria Healthcare tries to bring to the masses meets opposition from Chow Industries and its corrupt City officials, who would rather capitalize on these inventions, and the Mist, which exploits illness and old age (among other things) to distract the City residents. In this matter, the doctor would do well to collaborate with Ganesha, if only their agendas were not as foreign to each other as mind and heart, science and religion.

This frustration around Pandoloria Healthcare serves as a daily reminder for the doctor that real progress cannot be achieved in the public domain, where petty politicians will always put their hand in the mix. It needs an isolated environment, devoid of all subjective influences; only then can true genius shine. **Helix Labs** is the doctor's scientific adventure park. It is where he lets go of all ethical hindrances and truly focuses on innovation, on the spark that will change the world, and to hell with the consequences.

Mostly unknown to the City population, Helix Labs is a Rift-tech R&D company that conducts unbridled cutting-edge research. Their core technology, **the Pyrkaeus (Fire-Kindler) Engine**, allows them to identify a person who could become a suitable Rift for a specific Mythos and then awaken the Mythos in that subject (mostly humans, but also animals, plants, and objects). They have evolved Mythos science to the point of creating Mythos-powered equipment and weaponry. This technology was used to create dozens of Rifts, but



regrettably, successful experiments often get out of hand (case in point: Post-Mortem and Vector, from the *City of Mist Quick Start Rules*). Finding volunteers for these experiments has also proven to be a challenge. Helix Labs' Black Ops division is responsible for securing candidates for experiments as well as protecting the company's property and operations from anyone who tries to interfere, be they Sleepers, Rifts, or Gatekeepers.

## DR. LEYLAND'S OPERATION

All of Dr. Leyland's operational assets are managed by Helix Labs as their subsidiaries and investments. The company has four main divisions: The Leyland Foundation for Innovation, Pandoloria Healthcare, R&D, and Black Ops.

The Leyland Foundation for Innovation locates and supports scientific geniuses whose work can benefit the City the most. Once their work is established and recognized as valuable, the best minds cross over to work for one of the other divisions, or continue to develop their own field independently (while still funded by the Foundation).

Pandoloria Healthcare is the public-facing section of the operation, concerned with bringing technological advancement to the people of the City in the form of healthcare. This is regarded as the doctor's pet project, secretly mocked by Helix Labs' chief executives, but executed passionately by the teams on the ground.

R&D deals exclusively with Rift-tech and its many applications, while Black Ops protects the company's assets and operations, using Rift-tech from R&D to give themselves an edge over the many threats they face.

## KEY CHARACTERS

The Leyland Foundation for Innovation employs a small army of **TALENT SCOUTS** who comb the City's schools and universities in search of super-intelligent individuals that the Foundation could cultivate into productive scientists. The scouts are intelligent in their own right but also worldly and shrewd and they are barely Touched; the only Mythos power they possess comes from a scanning device they are given (usually a monocle, glasses, or binoculars) that detects remarkable intelligence, creativity, and academic capabilities as well as Mythos powers related to science and knowledge. Through the foundation's different programs and partners, Scouts can offer a candidate a wide range of scholarships, funding, apprenticeships, mentors, and/or resources.

An aspiring scientist who is supported by the Foundation is called a **POTENTIAL**. A Potential's natural scientific ability is mythically-enhanced with a special piece of equipment provided by the Foundation, a

## SCIENCE IN CITY OF MIST

Science is not a common theme in the noir genre, although it does feature in futuristic neon-noir fiction. Still, science can be fun to incorporate in a super-powered story. Scientists from horror stories like Dr. Frankenstein or Dr. Jekyll, or legendary scientists like Daedalus, Archimedes, or Da Vinci (as well as scientists from other cultures) are a perfect fit for *City of Mist*. To maintain the noir theme, keep science strange and obscure and focus on its potentially-dark personal and social implications rather than the optimistic prospect of understanding the universe.

Science in your game (including all technology mentioned in this Avatar profile) should be adapted to the technological age in which your campaign is set. If you play True Noir (1930s), electricity-powered devices are commonplace and the next big thing is radioactivity. In Neon Noir (1980s), computers are the bees knees, and virtual spaces within computer games or destructive Artificial Intelligence are considered superscience. In the Dreary Present, superscience crosses over to cyberpunk, comic-book science, and science-fiction.

In *City of Mist*, any form of super-science, science that exceeds the science of the age in which you play, is necessarily Mythos-powered (or Mist-powered).

device called a **Spark**, usually in the form of a floating strobing orb of a malleable glasslike super-material (modern), a hi-tech S.P.A.R.K computer (80s), or a handheld contraption of lightbulbs and gauges (30s). A Spark device serves as a research guide and personal assistant, giving a fraction of Prometheus' fire to help the Potential fulfill her potential. This elevates the discoveries of a Potential to the level of super-science, if she wasn't already touched by her own Mythos.

To avoid a "brain drain", the Foundation also employs more "aggressive" talent scouts when a candidate refuses its advances. **LATOYA BELVEDERE** (head-changing Princess Langwidere of *The Wonderful Wizard of Oz* sequel, *Ozma of Oz*), a voluptuous and bubbly hedge-fund headhuntingress, and the Peruvian cutthroat known only as **RENZO** (Tsantsa, shrunken heads of those killed by Amazonian tribes) both have the ability to behead reluctant candidates and have their severed heads retain their intellect, disposition, and animating spirit – so progress can continue. They have collected over a hundred heads, stored in their beautiful bejeweled vault under the Old Quarter university. To use the

knowledge stored in a head, Belvedere needs to put it on, which makes her less efficient than her partner, since the shrunken heads he creates can talk. On the other hand, Renzo's heads also stink and initially refuse to cooperate, outraged that they were killed, although many of them eventually adjust and even learn to like their new situation, which allows them to focus on science without having to care for a body.

The Pandoloria Healthcare operation is managed by **CLONE 713A aka DR. MATTY KILROY** (Dr. Jekyll). This copy of the original Rift of Dr. Jekyll and Mr. Hyde has false memories and records fabricated by Helix Labs, and is not aware of his true nature, neither as a clone or as half of a Rift. Dr. Kilroy is a good-natured, hands-on, respectable doctor, who is working miracles in the fields of medicine and pharmaceuticals. Unbeknownst to Dr. Kilroy, Pandoloria Healthcare's patient database is shared with Helix Labs, who are mining it for candidates and test subjects. Recently, Helix Labs Black Ops has been keeping a close look on the clone. Their scheduled memory suppression treatments have been causing him memory lapses at times, a fact his fellow doctors have begun noticing. More worryingly, the good doctor is inexplicably drawn to his literal other half.

Dr. Kilroy's other mythical half, **CLONE 713C aka HYDE** (Mr. Hyde) is the head honcho of the Helix Labs Black Ops division. Fully aware of being a clone and the half-Rift of a sociopath, and psychologically quite messed-up about it, 713C is the right man for the job. Ruthless and relentless, he has the Black Ops division operating effectively and with zero moral qualms. 713C is struggling to restrain his Mythos at times and has had more than one violent outburst at both subordinates and targets; still, the violence inherent to his job mostly suffices to keep his tendencies in check. No one can deny that Black Ops is fulfilling their purpose and protecting Helix Labs' interests in the City.

**HELIX LABS BLACK OPS** is a private security force on mythical steroids. Armed to the teeth with every imaginable piece of Rift-tech gear, armor, and weaponry, their technological advantage in the field makes Sleeper security and law-enforcement think they're fighting aliens. From force-field generators powered by a sun god's solar energy to assault rifles firing focused beams of dragon fire, Rift-tech has succeeded in choking out the Mythoi's narrative and keeping only their functionality. There's virtually no power in the City that Helix Labs won't be able to extract and weaponize, if they can get their hands on its Rift. Black Ops often abducts suitable subjects for the Pyrcaeus Engine or Rifts who were selected for a specific experiment, steals Relics or valuable information, and provides around the clock airtight protection for all Helix Labs assets and activities.

**DR. MICHELLE ADAMS, MD, PhD, MSc.** (Dr. Frankenstein) is the Director of Research at Helix Labs. Forever rushing to deal with yet another experiment gone bad, the middle-aged scientist can be seen rushing through the HQ corridors in unkempt blond hair and a dirty lab coat covering frumpy clothing, after having spent god-knows-how-many days poring over plans for upcoming experiments. Dr. Adams was the first to be recruited by Dr. Leyland; the Pyrcaeus Engine technology is the product of their combined genius and Mythos powers. Since then her powers and obsession with life sciences have created a host of **ABOMINATIONS**. The other aspect of her powers, the ability to cover up her abominations' crimes with a Mist-like effect, is extremely valuable to Helix Labs. The damage caused by runaway abominations is rarely connected with Helix Labs, but with each murder the burden of guilt grows heavy on her. Still, science must march on!

## KEY LOCATIONS

Step into a **PANDOLORIA HEALTHCARE CLINIC** and you will behold a vision of the future. These wholesome bright white spaces are perfectly designed with indoor plants and softly-moving animations on screen walls. Cares are taken away when the personalized AI assistant welcomes you in, helping you begin the process of your healing. Here, all mundane and even Rift-induced diseases can be cured. Unfortunately, each clinic costs a fortune and can only handle a limited number of patients, accepting them in order of severity and urgency.

The Leyland Foundation for Innovation supports its Potentials' research in many ways. Sometimes the best thing to do with genius is just let it be; the Foundation pays all expenses and provides the tech necessary for research, but it lets the aspiring scientists work uninterrupted in their personal **GARAGE LABS** at home. These labs vary greatly from one to the other according to the Potential's needs, style, and field of research. One may be a cavernous basement lined with vats of bubbling green liquid and something vaguely human growing inside while another might be a car shop with an experimental reactor core that flashes with bright lights and causes frequent blackouts. Garage labs are a danger to the neighborhoods they're in but candidates don't care; they just want to make scientific breakthrough.

The serious science, experimenting with applications of the Pyrcaeus Engine, takes place in ad hoc Helix Labs **TEST SITES** around the City. Usually in a secluded area (unless the experiments require otherwise), these sites – a forgotten lot, an abandoned factory, or an empty hangar – are procured by Helix Labs years in advance and activated days or even hours before the experiment. Black Ops goes in first and comes out

## DR. LEYLAND'S HISTORY

Talbot Leyland was born with a silver spoon in his mouth, heir to a rich family whose fortune was made decades ago through the inventions of a genius ancestor. Starting as early as his infancy, Talbot was given the best education one can hope for, not just the kind that would make him more knowledgeable or better at passing exams, but also challenging and stimulating exercises that nourish and evolve one's mind. His mother, a world-leader in the fields of physics and chemistry, tutored him and pushed him to greatness. After he completed his first PhD at 12, Talbot took to high theoretical sciences. His path would have been set, if it wasn't for an unexpected traffic jam.

The driver had to take them through a slum. For the first time in his life, Talbot was directly exposed to human beings living in subhuman conditions. He *knew* such people existed, intellectually, but *seeing* them shocked him to his core. The local clinic, a dirty hole-in-the-wall with a long line of unkempt miserables trailing out of it, made the most lasting impression: it disgusted him and at the same time made him feel sorrow so great he thought his chest would cave in. He didn't understand why these poor souls didn't *think* of a solution to end their suffering. This event had changed the course of his life. He abandoned the theoretical fields and devoted himself to medicine and applied sciences, taking on the mission of revolutionizing healthcare in the City.

last, providing airtight security around the perimeter throughout the experiment. Scientists and subjects are shuttled in under the cover of darkness or in inconspicuous vehicles. Two times out of three something inexorably goes wrong and Black Ops needs to evacuate the scientists and then team up with the hated Gatekeepers to clean up any runaway monstrosities or spillover Mythos energy. Oftentimes test sites of experiments gone wrong are left abandoned in the ensuing chaos (as in the sample case *Vis For Going Viral*).

Test site experiments are designed and planned at one of Helix Labs' secret **R&D CENTERS**, which can range from a modern corporate office building, through a multi-level underground bunker, to a massive cloaked hovercraft or an offshore rig. Later, in other sections of the same centers, the results are analyzed, studied, and used in practical applications. Here unstable Rift-tech is perfected into usable technology and tested over and over again until it's ready to be used by one of the other divisions or in the next experiment.

Slowly but surely, through his genius and compassion, Prometheus awakened in him, empowering him to make discoveries that defied the laws of physics.

The years went by, but despite Dr. Leyland's great contribution to medicine and technology, most everything in the City stayed the same. The more he studied it, the more he became convinced the game was rigged and that there was a hidden reason for humanity's lack of real progress. His investigation uncovered the part the Truth and the Gatekeepers had in maintaining the status quo. He wanted to help, but knew he could only do it from within the system and that he was no match for Avatars. He was still holding back, sensing somehow that his inventions could do just as much harm as they did good. Until then, he had never experimented with others' powers, although the prospects of how he could revolutionize the City with Rift-tech fascinated him.

In the end, his pity for the many overcame his grief for the few who would pay the price. He tracked down the Seven Sisters, the keepers of the true fire of awakening, and whisked them away to his desert research lab where he gleaned the secret knowledge from them and then experimented with it for years. Upon his return to the City with the Pyrkaeus engine he ascended to Avatarhood as the bringer of fire to mankind. He founded Helix Labs and began the formation of his Rift-tech empire, paving his path to a seat at the Grand Colonial.

**HELIX LABS HEADQUARTERS** is a hi-tech fortress straight out of a sci-fi movie, situated in the heart of the science hub in the Industrial Zone. The building is an architectural marvel, made out of sheer surfaces of a strange black alloy capable of absorbing Mythos powers, rendering it impervious to most Rift attacks. If desired, this alloy can assume the properties of Mythoi, so the structure itself can be infused with legendary capabilities such as incorporeality, invisibility, invincibility, or levitation, to name a few. Black Ops has its finest people, tech, and abominations guarding the facility 24/7, and have been known to set abominations loose elsewhere in the City to draw away law enforcement, Gatekeepers, or independent Rift crews with fanciful ideas of storming their HQ.

Outside of the City, in a remote and hidden desert lab, Dr. Leyland continues his research into new knowledge that would embetter life in the City and would catapult its residents into the next step in evolution. In the **KARATGURK CONTAINMENT FACILITY** (Karatgurk,

the seven Pleiades sisters in Aboriginal Dreamtime from whom fire was stolen and given to humanity) he is accommodating seven alien entities of unknown origin or nature, who hold vast knowledge of scientific and cosmic nature. It was these celestial entities, most beautiful to behold, who gave Dr. Leyland the capability to create the original Pyrkaeus engine, but now he wants more. Whether by manipulation, torture, or simply theft, he intends to wring the Karatgurk for one final gamechanger that will change life in the City forever.

## DR. LEYLAND'S STORY SEEDS

- A lead or supporting character engaged in research is offered the opportunity of a lifetime by the Leyland Foundation for Innovation. If they accept, they start working for a subsidiary of Helix Labs, and soon discover that their inventions end up in the wrong hands. If they refuse, Belvedere and Renzo go after their head.
- A street in Suburbia becomes the epicenter of a cluster of freak phenomena in which objects and people become supercharged with a specific type of energy (kinetic, cosmic, mythic, or otherwise). The crew must protect the neighborhood from these occurrences while tracing the energy leak to a garage lab of a young mad scientist, who tries to stop them from shutting his research down.
- As a continuation to the sample case *V is For Going Viral*, a wave of disappearances plagues the City. The crew must identify the missing persons as Pandoloria Healthcare patients, investigate this miracle-working organization, and reveal the festering insidious link to Helix Labs. But can they remove the tumor without killing the patient?
- Dr. Matty Kilroy contacts the crew in panic, asking for help: he is suffering from paranoia and anxiety, hallucinating that every few nights black ghosts with evil green eyes enter his bedroom and abduct him. The crew must help him catch Black Ops as they perform his regular memory suppression and uncover his true origin and connection to Helix Labs, leading to an inevitable confrontation with his twin, Clone 713C.
- Helix Labs marks the crew or one of its members as necessary components in one of their experiments. A Black Ops squad carefully plans an abduction, using a Helix Labs abomination as a decoy or bait. When the crew bites, they are attacked with Rift-tech tailored to their powers, kidnapped, and forced to become subjects in a Helix Labs grand experiment, overseen by Dr. Adams herself.

## DR. LEYLAND'S CUSTOM MOVES

**Super Technology:** When you make a move against someone or something who is using super technology, you cannot invoke tags from Logos themes describing equipment of inferior technology.

## DR. LEYLAND'S EXTRA THEMES

A genius-level lead character who is conducting research could be offered a Spark device by one of the Leyland Foundations' recruiters, which can be represented as a temporary Relic extra theme.

### SPARK DEVICE



*Relic*

### MYSTERY

*Is my hypothesis correct?*

### POWER TAGS

*personal research assistant, remotely control my inventions, spark of innovation, illuminate surroundings, recording device, show me what I'm missing, enhanced intellect, science yet unheard of, quickly build a prototype, connect with my brain*

### WEAKNESS TAGS

*highlights my mistakes, unexpected side-effects, over-heated, unethical*

### THEME IMPROVEMENT

**Power Surge:** You can use the Spark device to power your inventions. After you **Change The Game** with tags from this theme, you may burn all the tags in this theme to increase your Juice by 3.



# DR. LEYLAND'S DANGERS

## HELIX LABS HEADHUNTERS

Latoya Belvedere and Renzo usually show up after a Recruiter tried to convince a highly-coveted candidate and failed. They bag their candidate's head, leaving the headless body for the police to wonder about, or have Black Ops feed it to an abomination. They each keep to their pool

### LATOYA BELVEDERE ★★

#### HURT OR SUBDUE 4

- **Unfamiliar Face:** When you **Investigate** Latoya, she first gets *hard to put a name to the face*.
- **Head du Jour:** Depending on the head Latoya has on, give her one tag describing her features, disposition, intellect, or knowledge such as *pretty, smart, innocent, annoying, forgettable, rocket science, marine biology*, etc. As a hard move, Latoya can open a briefcase and take out a spare head, exchanging one tag for another.
- Charm someone who is in her way or whose head she wants (*charmed-2*)
- Make a generous offer to support someone's research (*interested-2*)
- Block a candidate's exit path (*cornered-2*)
- Try to hack a candidate's head off with her stylized katana (*neck-cut-3*)
- Present herself with a firm handshake

of candidates and methods, with Latoya focusing on upper class and university talent and Renzo picking off bright minds on the streets of the Industrial Zone and the blue-collar residential. However, when faced with an especially stubborn candidate, they will team up and split the prize.

### RENZO ★★

#### HURT OR SUBDUE 4 / DEPLET ARUTAM 4

- **Arutam Spirit:** Renzo is protected by the *Arutam* spirits (life force) of those he killed. As long as *deplete-arutam* is not maxed out, any status of physical or spiritual harm he receives is converted to a *weakened-arutam* status instead.
- **Greater Arutam Spirit:** If Renzo ever kills a Rift, increase his *deplete-arutam* spectrum maximum to 6 and remove all statuses from that spectrum.
- Slit the throat of an innocent nearby (**Make Something Horrible Happen** and remove all statuses from *deplete-arutam*)
- Touch someone's head and shrink it while it's still attached (*headache-3*)
- Confer with a string of shrunken heads on his belt (give himself *educated-2* or a relevant knowledge tag)
- Block a candidate's exit path (*cornered-2*)
- Slash at someone's throat (*neck-cut-3*)
- Creep out of an alley, knife in hand

### CLONE 713C ★★★

Clone 713C is a hulking muscular man, with a broken nose, multiple facial scars, patchy stubble, blotchy skin, and the meanest look in his eyes. All of these are side-effects of the Mythos inside him; Clone 713C is less than a decade old. His ability to transfer harm to his twin, Dr. Matty Kilroy, has kept him alive, but he uses it sparingly, knowing that if his other half dies, he may die as well.

#### HURT OR SUBDUE 6

- **Superhuman Physique:** When Clone 713C takes a status of physical harm or subdual, reduce its tier by 2.
- **Alter Ego:** When Clone 713C takes a status, he can choose to transfer it to his alter ego elsewhere in the City.

• **Bodyguards:** When Clone 713C takes a status his bodyguards can protect him from, the bodyguards take the status instead (use Helix Labs Black Ops).

• **Give Me That!:** As a hard move, Clone 713C can borrow his team's tech and use it better than them, increasing the effect by one.

- Warn someone that hurting him hurts an innocent person instead (*apprehensive-2*)
- Brutalize someone with a knife, crow bar, or knucklebuster (*bleeding-out-4* or *broken-bones-4*)
- Unleash a person's darkest urges (*berserk-4, self-destructive-4*, or *wanton-4*)
- Rally his team and get them out of a tight spot (remove up to three tiers of negative tactical or morale status)
- Chuckle at another's suffering
- Sharpen his knife loudly on a whetstone

## ABOMINATIONS

Helix Labs abominations are the results of Rift-tech experiments on people, animals, or plants that have gone terribly wrong – or exceptionally well. All Helix Labs abominations, great or small, are affected by the custom moves **Hands Washed Clean** as an extension of Dr. Adams' powers, which hide the damage they cause.

## GUARD DOGS ★★

Abomination Guard Dogs are Familiars of Psoglavs, demonic man-eating dog-headed creatures of Serbian and Croatian folklore. These feral canines have iron teeth, walk on elongated man-sized limbs, crave human flesh, and are often used as a security measure in Helix Labs facilities. They detest sunlight, which is how their Black Ops handlers control them.

### HURT OR SUBDUE 3 / OUTRUN 3 / SCARE WITH SUNLIGHT 1

- **Collective:** This collective has a few members and a size factor of 1.
- **Feral Tenacity:** When the Guard Dogs take a status of physical harm or subdual, reduce its tier by 1.
- **Blood Craze:** Once per scene, when the Guard Dogs smell human flesh that isn't their masters', give them *ferocious-1*.
- Bite and tear at flesh with iron teeth (*rended-flesh-3*)
- Pounce at someone and knock them to the ground (*prone-2*)
- Leap out of their kennels, bearing iron teeth

**Hands Washed Clean:** When you **Investigate** an abomination, trying to establish its origin, evidence disappears and witnesses forget. All evidence takes *fading-2*.

Whenever an abomination kills people in your series, give Dr. Adams a *remorseful-1* status; when she maxes out *filled-with-revenge:4* she turns on Helix Labs, her abominations, or herself, enlisting the crew to help.

## FRANK ★★★★☆

Frank (Frankenstein's Monster) was Dr. Adams first cloning experiment and the reason for her awakening. This monstrous ogre has been captured many times by Helix Labs but has always escaped captivity. These days he hides in the sewers, shunning society, but Helix Labs keep a close watch on him. If they need him, they know how to lure him out with offers of social acceptance, or a bride.

### HURT - / SUBDUE 6 / DECEIVE 4

- **Hideous:** When you first see Frank this scene, take *repulsed-3*.
- Strike with deadly force, snapping necks or skewering people as if they were ants (*impaled-5* or *broken-neck-6*)
- Roar with rage, terrifying all around (*terrified-3*)
- Electrically charge a dead body, turning it to a monster like him (**Complicate Things, Bigtime**)
- Step out of hiding, filling everyone with horror

## HELIX LABS BLACK OPS ★★★(+★)

A single Black Ops operative usually carries no more than four different Rift-tech pieces of equipment, limiting her range of gear moves. However, in a team, different agents carry different gear to increase versatility.

When Black Ops encounter the crew unexpectedly, their gear would be appropriate for their current objective. When they attack the crew directly, customize their gear list to counter the crew's specific abilities (adding ★ to the Danger's rating).

When Black Ops roll out their **Gamechanger**, if it has dramatic implications, you may give it a *charging:3* spectrum and activate it only when the spectrum maxes out.

### HURT OR SUBDUE 4 / DRAIN THEIR GEAR 4

- **Collective:** This collective has several members and a size factor of 2.
- **Advanced Technology:** When you make a move against Helix Labs Black Ops gear and weapons, you cannot invoke tags from your Logos themes.

- **Automatic Ignition:** When Helix Labs Black Ops enter the scene, unless their gear is disabled, the MC can make two of their hard Danger gear moves as an intrusion.

- **Gamechanger:** As a hard move, Helix Labs Black Ops reveal a specialized piece of tech that changes the battlefield (**Complicate Things, Bigtime**), following which they can make a hard move with a tier-6 effect.

- Activate a piece of equipment:

- » Cloaking device (give themselves *hidden-3*)
- » Force-field generator (give themselves *shielded-3*)
- » Multi-spectral scanner (give themselves *alert-2* or gain specific knowledge of nearby threats, especially Rifts)
- » Bio-matter patch (remove up to 2 tiers of medical statuses)
- » Ion-9 assault rifle (*perforated-4* or *pinned-down-4*)
- » Web-shooting spiders (*bound-4*)
- » Psychic noise grenade (*in-pain-4*)
- » Knockout gas (*knocked-out-5*)
- » Laser pointers (*cornered-3*)

- Deploy silently and quickly around a target, guns ready





## **ROSALINE**

### *Romeo & Juliet, A Tale of Tragic Love*

"Mother, no, you don't understand! He was abusive! He was trying to stop me from becoming who I truly am... I refused to keep burying myself deep inside. I had to break free of his clutches, once and for all! I know I did a horrible thing and I'm sorry, but you must believe me, there was no other way. It was Alistair's idea, he convinced me the only way out was to kill the old man. Alistair, my love, what have you done to me! What did you make me do?... I killed my own father. What did you make me do?! Mother, could you ever forgive me?... Mother?... Mother, are you there?"

-Excalibur

## OVERVIEW OF ROSALINE

- **Agenda:** to cause personal love stories to end tragically
- **MO:** use temptation and unbridled passion to transform love into ruin
- **Emotion:** tragic love
- **Motifs:** lovers, theater props, potions, rings
- **Frontliners:** Star-Crossed Lovers, Homewreckers, Potion-Makers
- **Stronghold:** the forsaken Lolita theater

“All the world’s a stage, and all the men and women merely players” – these words by William Shakespeare aptly capture the spirit of Rosaline, the Avatar of his most famous play, Romeo & Juliet, and of all stories of tragic love. For her, the value of a life lies only in its dramatic impact upon “the audience”. The more miserable and tragic its ending, the better.

Rosaline herself is that “audience”: she wants to witness the drama and tragedy brought upon mortals by love, romantic or otherwise. If only theater was as compelling as real life! Then she wouldn’t have to go to all this trouble to infect other people’s lives with tragedy, on her quest to brew the most gratifying finale. Alas, one such spectacle is not enough; Rosaline wants to see the City bathed in the blood of those who died for love. From adulterers to true lovers, from those who would sacrifice themselves for others to those who discover bitterly that others won’t do the same for them, Rosaline vampirically fosters and feeds off incidents where fools’ fates were sealed by love and passion. Her insidious work undermines the very foundations of society in the City but Rosaline doesn’t care. Every time a love story ends in ruination she licks her lips and brews the next heartfelt demise.

Though not remotely the youngest among the pantheon of the Truth, Rosaline is often derided for her childishness and lack of vision as an Avatar who could reshape the City with her powers, but instead wastes her time on entertaining herself with mere theatrics. Most other members of the Truth look down on her to the point of underestimating her. Even those who have the wits to see her for the danger she poses are too preoccupied with the machinations of their more aggressive brethren to really keep an eye on her. Rosaline is biding her time. She knows she is not as strong nor as wise as her fellow Avatars, but she also knows no one can manipulate a relationship as well as she and there is no relationship more prone to love and tragedy than a pantheon of gods. In her heart, she dreams of a final act, a grand finale, where she would bring down the pantheon and indeed the whole City in a dramatic and tragic war of gods the likes of which only she can orchestrate.

## ROSALINE’S MODUS OPERANDI

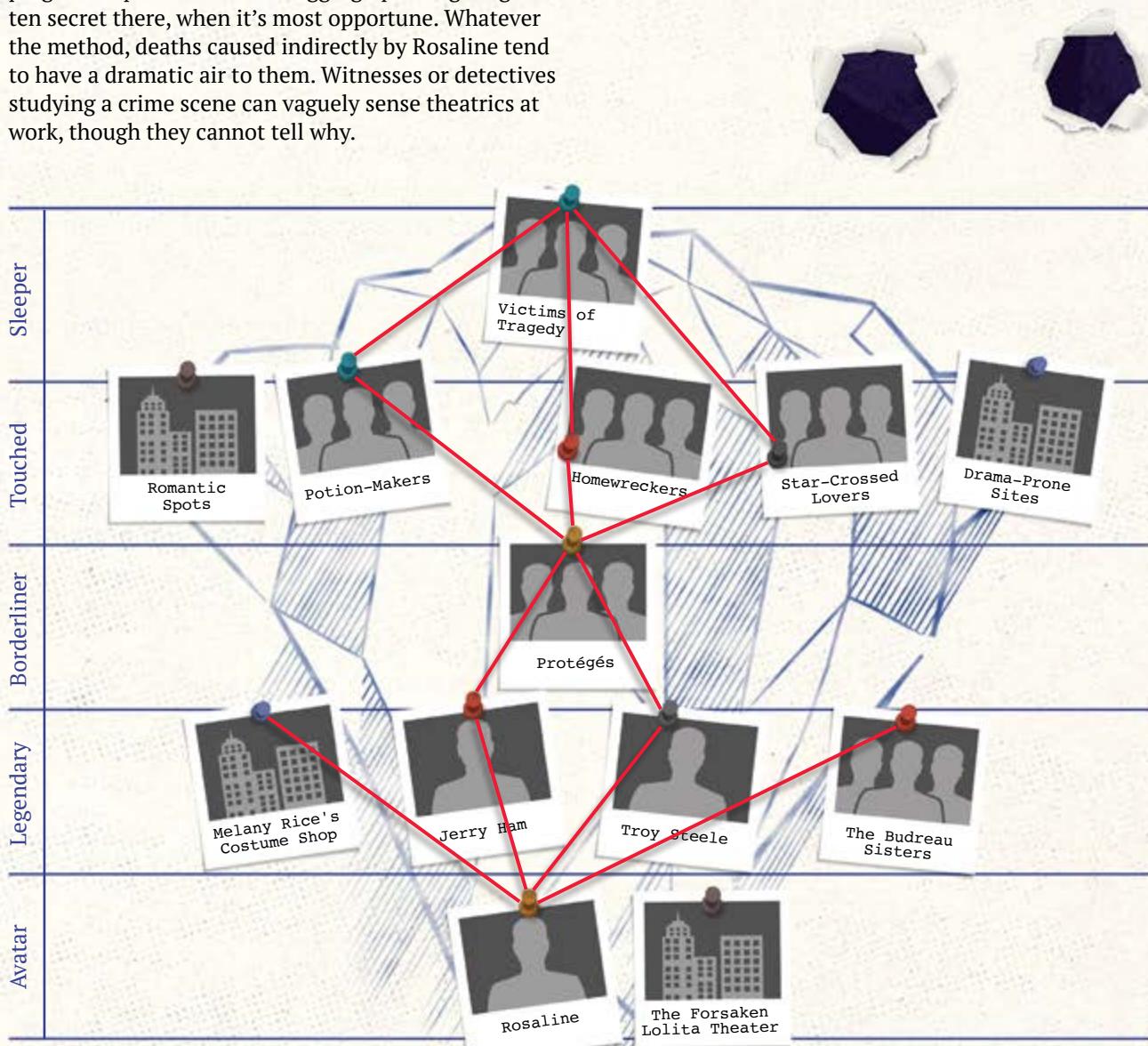
Rosaline’s work in the City is driven more by a flair for the dramatic and a penchant for backstage scheming than actual planning. Even before she had risen to Avatarhood, the Lady of Bitter Sorrows naturally attracted flamboyant suitors and lustful handmaidens who shared her twisted views on love and aspired to shatter hearts and spread misery as well as she did. Rather than crush their black hearts and move on, Rosaline found it much more entertaining to sweep them into a depraved emotional entanglement where they were both her lovers (or were promised such grace) and her protégés. Some already awakened as Rifts of woeful love stories and others to awaken at Rosaline’s hands, these new students learned how to manipulate emotions and bring about personal downfall. Those who brought the most drama to the table won her favor and were further instructed in her vile arts until they were versed enough to train their own protégés. By the time she became an Avatar, Rosaline’s school of drama was a vast network of forbidden romance and teacher-student relationships, whose members excelled in luring their victims to their ultimate ruination.

This sick form of apprenticeship remains at the heart of Rosaline’s operation to this day. Rosaline doesn’t care about systems and structure; she’s all about the personal and intimate, and her one-on-one relationships with her protégés and their protégés reflect this. Likewise, she does not seek to create a systemic change that will affect millions in the same way, like other Avatars. For her, every story must be unique, up-close-and-personal. Her school of drama serves this perfectly as her agenda is passed on from one protégé to another until it hits the person on the street through their own particular life circumstances and personal flaws, just as it should be in a proper tragedy.

Protégés of Rosaline’s school are attracted to those who love passionately, whether truly or superficially. They know how to read the scents in the very air

around their victims, sensing their desperateness, lust, hopefulness, and potential catastrophe. This sensitivity taught by Rosaline's protégés is one of the heart and not of the mind; it relies on intuition more than analysis. Based on their reading of the situation, the protégés' cultivated instinct and cunning tells them where to strike and how to bring a person from a state of brittle stability to complete calamity. This process could be swift and deadly or lingering and excruciating. The best of them can toy with a victim through many highs and lows before unexpectedly shattering their hopes, body, and/or soul forever. Some work their charms directly on their victims to achieve their goals, while others manipulate and scheme from afar, dropping a love potion here and digging up a long-forgotten secret there, when it's most opportune. Whatever the method, deaths caused indirectly by Rosaline tend to have a dramatic air to them. Witnesses or detectives studying a crime scene can vaguely sense theatrics at work, though they cannot tell why.

Rosaline's victims are not limited to any sex, class, orientation, age, or emotional state, nor are they limited to romantic or sexual love; she gets just as good a kick out of family betrayals and the corruption of childhood friendships as she does from two lovers dying in each other's arms. Her protégés target anyone who loves: from a wealthy and seedy old businessman seeking sexual encounters with younger companions, through a child whose friend tossed away a flower she gave him, to a mother who can't get through to her teenage daughter, to young and penniless lovers who boast that their love could withstand all. She'll have her students make tragic delicacies out of all of them, watch, and sigh in content.



## ROSALINE'S OPERATION

Due to the personal nature of her school of drama, Rosaline's operation (if it can be called that) is organized rather loosely. There are no branches and none of her immediate protégés are responsible for any specific purview. Instead, each protégé has her own style and milieu, which keeps them out of each other's hair. Protégés that do well receive more guidance and backing from the grande dame.

Protégés are exclusively Rifts independent of Rosaline; one must show great talent to be accepted into her "school", although sometimes these Rifts were awakened through coming in contact with Rosaline or her other protégés. Ideally, Rosaline prefers working with independent Rifts in the Borderliner stages of awakening because they can get the job done and don't pose a serious threat. She suffers the amateurism of independent Touched, because she understands the need to cultivate them into full bloom before she can benefit from them as Borderliners. Legendaries are risky but necessary for managing her growing school and for training more protégés. Rosaline knows that if her closest and most powerful protégés are not emotionally invested, one of them could eventually outsmart her, so she keeps them constantly in the throes of a twisted love affair, with herself and with one another. Luckily for her, few in the City are able to match the manipulative prowess of the Mistress of Tragic Love so for now, she has her most awakened protégés wrapped around her finger.

Rosaline's favor, so coveted by the protégés, is sometimes reflected in access to her resources, such as her network of Touched potion-makers and magical-trinket-peddlers or the three powerful seers who serve her. The protégés pass down the secret recipes and spells that transform a Sleeper into a Potion-Maker, but this power still originates in Rosaline. Any protégé who doesn't want a poison or love spell failing on her at a crucial moment would do best to stay on the grande dame's good side.

### KEY CHARACTERS

Rosaline's closest companions and most destructive protégés are high fashion tycoon **TROY STEELE** (Helen of Troy) and the pimp **JERRY HAM** (Don Juan), as different from one another as night and day. The mother of all divas (excepting perhaps Monte Wolfe) and an icon of femininity, Steele works mostly the upper echelons of society, cultivating power-hungry and attractive female and male gold-diggers into irresistible temptresses. Troy and his protégés employ a look-don't-touch strategy and exude the sort of magnetic prestige that places them immediately in the "trophy wife or husband" fantasies of power-mongers and social climbers around them. Those

who do win their "love" have their families torn apart and are bled dry of their fortune or are used as mere springboards for the protégé's career. Jerry Ham on the other hand is a loathsome, promiscuous, abusive lowlife who runs brothels across the City and balks at nothing, from personally enacting someone's darkest fantasies to outright human trafficking. His protégés are trashy, wanton, yet incredibly seductive prostitutes and "loose" individuals of both sexes who bait others with the allure of the forbidden passion and the dark side of love.

**THE BUDREAU SISTERS** (Three Witches of Macbeth) are Rosaline's seers. Some would say these three obese and chainsmoking women, often dressed in grease-stained spandex leotards and brandishing frizzy hairdoes, have no room in Rosaline's school for the seductive arts. Yet, their value lies in their ability to read – and sometimes alter – the fates of individuals in the City, particularly in the areas of love and fortune. To anyone else their prophecies sound clouded and ambiguous, but protégés, who are versed in the language of theatrical symbolism, derive a great deal of information from the sisters and learn exactly where, when, and how they should strike. An audience with the sisters could clinch the deal for a protégé's project and seal the fate of even the most pure-hearted victims. Conveniently, the sisters never leave the confines of the tiny kitchen in their apartment above the Lolita theater. Their loyalty to Rosaline also knows no bounds; she refers to them as her sisters, but no one knows whether they are actually related, particularly given the fact that each of the four women is of a different ethnicity and culture.

As said above, Rosaline's favorite protégés are the wild cards, those she doesn't control directly and who actually know nothing of her existence, except perhaps as the mysterious teacher of their teachers. Dr. Wendy Medlocke, jokingly called **DR. WEDLOCK** (Wicked Sister-In-Law who turned brother against brother in the Native American Blackfoot *A Tale of Two Brothers*) is a renowned marriage and family therapist best known for hosting a popular reality talk show, *Together Forever*. Under the pretense of promoting family unit stability and wholesomeness, Dr. Medlocke actually thrives by inflaming the emotions and worsening the friction between family members who appear at her shows or come to her for therapy. The number of ruined families and murder-suicides coming from under her hands continues to rise, but those who would call foul play usually fall to her manipulative powers and believe her excuses that "they were lost cases to begin with". Due to her Mythos, Medlocke is especially vulnerable to Native-American *medicine* (especially Beaver medicine), so she steers clear of parks and waterways in the City.

**P.I. HARGREAVES** (the Bone Harp, from the Nurthumbrian murder ballad *the Twa Sisters*) is one protégé driven by ideals completely opposed to Rosaline's, but whose Mythos nonetheless ties him with her. In the gruesome ballad of The Twa Sisters, one sister betrays another to her death; a harp-maker makes a harp out of the dead sister's rib cage and hair, and when played, the harp exposes the betrayal; the murderous sister is then boiled in lead. Similarly morbid in disposition, Hargreaves is a middle-aged hard-boiled detective for hire who has a tendency to be drawn toward cases where there is hidden betrayal and unspeakable secrets. When he arrives at the scene, these skeletons tend to magically come flying out of the closet, so wherever he goes he usually leaves a wake of broken hearts shocked to their core, much to the pleasure of his mentors, who swoop in to nudge his former clients over the edge.

Rosaline's **SACRED PROSTITUTES** are independent Rifts of fertility and sexuality gods and goddesses with legendary powers of seduction. One of them, code-named **WHITE PEONY** (Bai Mudan, legendary Chinese courtesan), is a rogue government assassin and spy specializing in destroying the lives of privileged men who prey on vulnerable women. Like her Mythos, she is able to drain the Ki energy of her mates, empowering herself to the point of immortality and invulnerability. Her first target was her superior agent who took advantage of her while she was under his command. She later seduced him and dismantled his life piece by piece until he saw no way out but to take his own life. Despite her vengeful streak, White Peony focused so far on taking out the bad guys, but it's only a matter of time until her mentor, Jerry Ham, points her at a haughty, condescending, and arrogant male who nonetheless did nothing wrong. What she chooses to do when faced with that moral dilemma will define her path as a hero or villain.

Recently, the protégés have been complaining about a mysterious dark stranger who has been stealing their thunder. When this man waltzes into a scene, everyone around is taken over by an irresistible wave of unbridled rage, passion, and lust. At first this was believed to be Ekram Din (Dionysus, *Tourist Trap*, page 8), but the dark horse turned out to be an unknown newcomer, one **HARDIK SHAH** (Rāgarāja, Buddhist deity who transforms worldly lust into spiritual awakening). This strapping hunk with his smoldering gaze has the power to incite passion even in the most acetic individuals, regardless of their orientation, leaving behind him lustful mayhem and many things to explain. Rosaline is developing a soft spot for this new favorite of hers, but the Budreau sisters warn her to keep her distance if she wants to keep her Avatarhood. If Shah's powers evolve, he could potentially attain the ability to purify a person's urges and use their

energy for good – and Rosaline would be no exception. However, as a protégé, he may become an ace up her sleeve when it's time to bring down Chairman Chow, who also thrives on mortal desires.

To facilitate their goals, Rosaline's protégés sometimes pass down some of her knowledge or abilities to people who can be useful to them. **HOMEWRECKERS** are individuals who consciously agree to take part in a protégé's tragic scheme out of loneliness, envy, love, or revenge, and receive the power to seduce and manipulate others. Homewreckers bring about nothing but ruin and pain to those around them but, like Rosaline, they're at a point where they really don't care. These restless souls sometimes get a taste for the drama, and once they have conquered and/or ruined the person they wanted, move on to wreck the next home.

**POTION-MAKERS** are matchmakers, psychic readers and mediums, meddling elderly family members, and the like who are tasked with preparing and dispensing love potions, poisons, or truth serums. They also craft bewitched lovers' trinkets, such as claddagh rings, that attract Rosaline's protégés, bringing woe and tragedy to their wearers. Naive lovers often stumble into a Potion-Maker by fate, chance, or uncanny attraction and get exactly what they need to start making really bad choices in their love life.

Those under the effect of a love spell or potion, called **STAR-CROSSED LOVERS** by protégés, are suddenly able to perform superhuman feats of athleticism and stamina, helping them down the path of desire and at the same time nudging them toward their eventual doom. When these powers are active, they are usually accompanied by the scent of perfume, cologne, or musk, or a trail of purple-pink glowing particles. Unlike other Avatar-created Touched, Star-Crossed Lovers are often too preoccupied with their feelings to notice legendary powers of others, unless such a discovery supports their intense feelings. Love is blind, after all.

## KEY LOCATIONS

Rosaline's protégés know every **ROMANTIC SPOT** in the City. These thin places, created through repeated exposure to powerful emotion, enhance the protégés' seductiveness and make people more susceptible to their advances, while at the same time filter out other Mythoi (the Mist uses lovers' obsession to distract them from non-Romantic Mythoi). From boat restaurants cruising on the river to secret vantage points at the top of a broadcast tower favored by young runaways who feel they're on top of the world, the City has an endless list of must-see locations for lovers where the protégés prowl.

On the flipside, protégés like to end with a bang in one of the City's **DRAMA-PRONE SITES** like the steps outside the courthouse, the corridors of a highschool, or the airport escalators. Their ability to erode their victim's sanity is increased tenfold in these strange thin places, causing more people to lose their marbles and common sense and react stupidly and drastically.

Talented protégés can even set up a **POP-UP BACKDROP** to create a similar effect, like the set of a soap opera or a classic Romeo & Juliet theater balcony overlooking a garden. Their victims are easily fooled, too caught up in their own emotions to notice it isn't real. Dr. Wedlock is particularly notorious for luring victims into a pop-up set of *Together Forever*, forcing them to open up on live television.

When a protégé needs to truly deceive someone, especially a Rift with discerning powers, they ask permission to call into **MELANY RICE'S COSTUME SHOP** in the Old Quarter. Melany (Melpomene, the Muse of Tragedy and the tragic theater mask) is trained in crafting Cothurnus buskins, special boots worn by tragic actors. When worn, these boots completely and utterly (but temporarily) mask one's identity, on the condition that they are acting to bring forth a tragedy or under tragic circumstances. This is one of the City's

most powerful masking spells, capable of deceiving even Isaac Mortensen's all-seeing Gawkers (page 151). Rosaline always has her own pair on; consequently, no one knows what she really looks like.

**THE FORSAKEN LOLITA THEATER** is a century-old rundown playhouse tucked at the end of a paved side street in the Old Quarter. Anyone considering walking down the street feels a flutter in their heart and a heavy stone in the pit of their stomach. If they listen to their gut, they turn back and never come near that place again; if they follow their emotions and start walking, they will meet a protégé waiting under a mood-setting streetlight before they make it halfway to the theater (and from there the ending is known). The Budreau sisters reside in an apartment at the top, with a skylight to the night sky. Rosaline herself lives in the theater proper, among the seats, in the dressing rooms, and backstage. She is often found lying across several seats, wearing ridiculous, even creepy theater costumes of ostentatious renaissance dresses and with running makeup, laughing or sobbing hysterically at the empty stage. She's not hallucinating; she can see every tragic love story in the City as an apparition on her stage, and can grant anyone present the ability to see it as well.

## ROSALINE'S HISTORY

Most people miserable enough to cross paths with Rosaline assume she was hurt or betrayed herself, thinking either a man left her for another or she was abused as a child. Some think it's her envy that drives her to ruin others. All of them are wrong.

Rose Dudson was just a very ordinary person. She studied economics and worked at a desk job. She met another analyst, Andrew, at a conference and dated him for a while. Finding him reliable and good-natured, even if not handsome, she married him and together they raised a family, first in a starter-home apartment and then in a more spacious single-family townhouse. All in all, things were going well for her.

But the better her life became, the more Rose's emotional discontent grew. The happiness she was expecting to feel wasn't there, and instead there was only a vast emptiness. Secretly, she watched soap operas and read romantic novels and fantasized about a life where her emotions ran high, where she *felt* something. To her dismay, she discovered nothing made her heart pound as much as sad stories and tragedies. That was when her Mythos first struck root.

Armed with the ability to infatuate others and drive them to acts they normally wouldn't dream of, Rose hit the town, breaking hearts and bonds of loyalty at every turn. This went on for years, and her husband, while he knew and kept his distance, never disowned her. Rose kept on with her life of abandonment and even started her promiscuous "school of drama", all this time trying to bring her husband to despair and send her away. He never did; he just looked disappointed, and sad, but he never broke down the way she wanted him to. She could have forced him to turn away from her, but she didn't, either because it wouldn't have gratified her – or because she really did love him.

With his steadfastness, Andrew showed her that drama and tragic love are not always the result of random misfortune; they can be a choice, a destructive wish toward which certain hearts gravitate. Rose wanted to revel in tragedy, to feel the strongest and most sweeping emotions: love, passion, misery. One day she packed a suitcase and just upped and left, leaving her family behind, unscathed and anonymous, to become the Avatar of tragic love. This was decades ago, but somewhere in the City, Andrew and her family may still be waiting to receive her with open arms – a notion she dreads more than anything.

## ROSALINE'S STORY SEEDS

As an emotion-focused Avatar, Rosaline's involvement in the game should feature relationships among the lead characters and between the lead characters and supporting cast (especially those represented in a Defining Relationship theme). She should be introduced gradually, with whispered rumors of scandals and off-handed remarks slowly adding up to reveal an insidious attack on the hearts of the City residents.

- Some kind of psychic terrorist (Hardik Shah) seems to be taking pleasure in removing peoples inhibitions in public, putting them to shame. After a group of executives out golfing ends up in a naked fight in a pond on the golf course, the crew is tasked by the company's PR team with figuring out what exactly happened and making sure it never happens again.
- A lead or supporting character falls head-over-heels in love with a new love interest, ignoring some obvious difficulties or problems with this new relationship. At first it seems sweet and admirable, but over time they begin to lose their head, acting carelessly and even dangerously, forcing the crew to intervene before it's too late.
- When P.I. Hargreaves crosses paths with the crew, perhaps as part of a collaboration on a case, he unearths all the dark secrets the crew members don't want each other to know, or reveals a sore betrayal by a supporting cast NPC. When the crew starts falling apart, Rosaline's protégés pick them off one by one.
- The crew is invited to work out their issues as a family on the *Together Forever* show (or at Dr. Medlocke's clinic) but the more help they get from the doctor, the more they seem to fight and hurt each other.
- A popular downtown bar area is producing a wave of new couples and is hailed as the best place in town to find love. Simultaneously, a high-society matchmaker is making millions off the higher echelon's lonely hearts, fixing them up with new dream relationships. But one-by-one these new relationships seem to crash and burn, costing some their broken hearts, their fortune, their future, and even their lives. Further investigation will reveal the love potions and charms sold by peddlers in the bar area and by the callous matchmaker, but who is behind it all?

## ROSALINE'S CUSTOM MOVES

**Lover:** When you take a tier-5 infatuation status, you suddenly feel energized and positive about your new love affair. Take the temporary story tags *increased vigor* and *throw caution to the wind*. So long as you

are involved with your love, you or the MC may have your character regain both these tags (together) at the start of a scene.

**Star-Crossed Lover:** Your careless infatuation takes a sudden turn for the worse. The MC can burn your *throw caution to the wind* tag to make a hard move.

### NEW HARD MOVE: TAKE HELP POINTS / GIVE HURT POINTS

Rosaline grants her protégés the ability to manipulate relationships, and the crew's relationships are no exception. One way to undermine the crew's unity is to take away their ability or wish to help one another, represented by taking away their Help points, and to give them the means and urge to interfere with one another, represented by giving them more Hurt points.

## ROSALINE'S EXTRA THEMES

The Budreau Tarot Deck is a useful item to have, but it's hard to come by. These Art Nouveau illustrated decks are enchanted by the Budreau sisters as a special gift for a favorite protégé (usually male). With a deck such as this, and trusting one's intuition, one could assess another person's fate and detect any manipulations enacted upon it, maybe even change it.

### BUDREAU TAROT DECK



#### Relic

#### MYSTERY

*How can I interfere with this person's fate?*

#### POWER TAGS

*tell someone's fortune, reveal intimate feelings, subtle fate manipulation, beautiful illustrations, draw the Death card (or another major arcana card), detect fate manipulation, reads lovers like an open book, intuit how to bring misfortune, tear a card to alter fate, map out relationships*

#### WEAKNESS TAGS

*vague and symbolic, subject always has a choice, easily torn, nosy*

#### THEME IMPROVEMENT

**Black Juju:** When you **Investigate** using tags from this theme, you can convert some of your Clues to Juice, one-to-one, to reflect your influence on the object of the reading. On a 10+, you can use the 10+ options from **Change the Game**.

## ROSALINE'S DANGERS

### HOMEWRECKER MYTHOS POWER SET + ★

Anyone can become a Homewrecker. All it takes is enough hurt, envy, or entitlement to make you blindly believe you deserve more than others or that others don't deserve what they have. Homewreckers have a knack for pushing people out of balance, getting them to do and say things they don't mean.

To create a Homewrecker, combine this Mythos Power Set with a mundane Danger from the *MC Toolkit* (starting on page 141). The Homewrecker could be a vindictive City Official (page 141), an unassuming Helpless City Resident (page 142), a Social Butterfly (page 144), or a Troubled Individual (page 144).

- **Here Comes Drama:** When a Homewrecker enters the scene, the MC may burn one tag of mental fortitude and stability belonging to each PC present.
- Beguile someone (*enamored*-2) or inflame their emotions (*emotional*-2)
- Cause lovers and friends to fight and break ties (burn one relationship tag or crew theme tag, remove one Help point, or **Complicate Things, Bigtime** in a way that invites the players to mark Crack on Defining Relationship, Crew, Ally, or Familiar themes)

### POTION-MAKER ★★

Potion-Makers use Rosaline's knowledge of poison and love essences to create substances and trinkets with enchanting or deadly properties. They are often older or reclusive individuals with a lot of free time, who practice their potioncraft in the kitchen or the basement, and then sell it to a distressed or overzealous youth.

#### HURT OR SUBDUE 1 / THREATEN 2

- **You Wouldn't Hurt An Old Lady/Man:** When you attack a Potion-Maker, you first take *guilty*-3.
- **I Have Just The Thing For You:** As a soft move, the Potion-Maker discovers one of your Mysteries or Identities, or figures out your current predicament, and offers a suitable solution.
- **Love, or Death:** When you ingest a potion, you take *infatuated*-4 or *poisoned*-4, depending on the potion. You then take the same status again at the beginning and at the end of each Downtime thereafter, until you shake off the enchantment or until the MC rules you have survived the poison. Enchantment- and Poison-curing effects only need to remove the potion status once to stop its action.
- Manipulate someone into taking a potion (*interested*-2)
- Suddenly throw a potion at you (treat as if you ingested it)
- Offer to craft an antidote, for a price (**Force Them To Choose**)

- Sell a potion with glinting eyes
- Grovel and beg for forgiveness



## WHITE PEONY ★★★

### HURT OR SUBDUE 4 / CHARM OR SEDUCE 6 / CATCH 5

- **Ki Transfer:** When you sleep with White Peony, you take *drained-4*. She takes a *Ki-charged* status of the same tier (modified by your **Face Danger** move, if any). Her *Ki-charged* move enhances her attacks and makes her resistant to attacks or magical effects.
- **Agent Combat Training:** When White Peony takes a status she can dodge or block, reduce its tier by 2.
- **Non-Negotiable Objective:** When you **Convince** White Peony, reduce the tier of any status she takes by 2.
- Catch her target's attention with her untold beauty, making them fall head-over-heels with her (*in-love-5*)
- Use her training to get the drop on someone or avoid incoming attacks (give herself *stealthy-2* or *evasive-2*)
- Strike a lethal blow with a hidden rope dart, dagger, or butterfly swords (*bleeding-out-4*)
- “Innocently” approach her target, wearing a dazzling evening dress and glaring with beautiful large eyes
- Use acrobatic maneuvers to evade pursuers and position herself in the shadows
- Zoom away on a getaway motorcycle she had nearby

## HARDIK SHAH ★★

### HURT OR SUBDUE 3 / CHARM OR SEDUCE 4

- **Love-Stained King:** As a soft move, Hardik Shah gives anyone he sees or who is in the same room *enraged-5*, *impassioned-5*, or *in-love-5*. This status cannot exceed tier 5 and expires at the end of the scene.
- **Mysterious Dark Stranger:** When Hardik Shah enters the scene, give him *a leather jacket, a smoldering gaze*, and *mysterious*.
- Inflame the passions of anyone or everyone around (as in **Love-Stained King**)
- Get into a fist fight (*bruised-2*)
- Walk dramatically into a room full of people, stopping all conversations

## TROY STEELE ★★★★

As the *Iliad*'s Helen of Troy, Troy Steele can make any power-seeking individual desire his companionship so greatly that they would do anything for him, especially go to war with one another or with Troy's enemies. This army of thralls gives him immense social and political power, but Troy is mostly interested in playing out his thralls' downfall to the utmost extent.

### HURT OR SUBDUE 2 / CHARM OR SEDUCE 6

- **Trophy-Wife Material:** Any power-seeking individual who can perceive Troy (with any sense) takes *enthralled-5* as an intrusion. Troy can repeat this effect as a soft move.
- **Tragedy Architect:** As a soft move, Troy can **Complicate Things, Bigtime** or **Make Something Horrible Happen** anywhere within the domain and power of his thralls.
- **Trojan Beauty:** When you try to harm or manipulate Troy, the MC first burns three of your tags granting resistance to Troy and then gives you *mesmerized-by-beauty-5*.
- Make his thrall or someone mesmerized with his beauty forget their other relationships (remove all Help points from victim, give all other crew members a Hurt point against victim)
- Fortify his thralls against outside threats, both physical and social (give *fortified-3* or remove up to 3 tiers of unwanted tactical, social, or legal statuses from thralls)
- Call one of his thralls to his defense (Create new Danger: Corporate Lawyer, Elite Security, Mover & Shaker, etc. See *MC Toolkit* starting on page 131)
- Betray one of his thralls to their doom (**Make Something Horrible Happen** or any appropriate status with a tier equal to the *enthralled* status)
- Dazzle everyone around with his beauty, style, and wealth, spreading envy (*dazzled-4, fascinated-4*, or *envious-4*)
- Shoot someone unexpectedly with a hidden holdout pistol (*shot-to-the-heart-6*)
- Enter the room, captivating all who behold him
- Identify power-hungry individuals nearby
- Whip out a phone and call or text one of his thralls

## RELATIONSHIPS IN THE TRUTH

Rosaline plans to make her own 'family', the Truth, her greatest work of art, setting them up for an epic war of gods after which the City will never be the same. She has been following the internal relationships in the pantheon from day one. Here is what everybody thinks of everybody else, including herself.

### CHAIRMAN CHOW

- **Ganesha:** Intimidating in her power but can be used to my advantage.
- **DA King:** A steadfast ally, who keeps crime at bay at no cost to me.
- **Dr. Leyland:** A weak-minded crybaby, easily manipulatable. Great for new products.
- **Rosaline:** Over-emotional harlot, let her play her games. Useful for taking out politicians.
- **Monte Wolfe:** Great kid, goes with his gut. If he keeps disrupting sales there will be hell to pay.
- **The Gatekeepers:** Number one allies. As long as our goals align, I can trust them.

### GANESHA

- **Chairman Chow:** The worst man in the City. I want him gone.
- **DA King:** She needs to learn compassion and learn to tell the good guys from the bad.
- **Dr. Leyland:** A good man, but very sad. He can help me help everyone.
- **Rosaline:** I don't like her. She's an evil woman and she makes people fight.
- **Monte Wolfe:** Funny but so loud. I want to give him a hug and tell him to hush and listen to his heart.
- **The Gatekeepers:** They protect the City, but make people sleep too deep. I must talk to them.

### DA KING

- **Chairman Chow:** Despicable, but stable. He's the least of my concerns right now.
- **Ganesha:** She's just a kid. Her people will align with me or suffer the consequences.
- **Dr. Leyland:** Weirdo. As long as he keeps his science quiet, I guess I can let him be.
- **Rosaline:** She's pathetic and gives women a bad name. Might be more dangerous than she looks.
- **Monte Wolfe:** A troublemaker and instigator of civil unrest. I'll take him out first.
- **The Gatekeepers:** They only care about Rift problems, I get stuck with controlling the masses.

### DR. LEYLAND

- **Chairman Chow:** A manipulator and user of the worst kind. I deal with him only when I have to.

- **Ganesha:** Means well, but her religious streak hinders people's ability to think for themselves.
- **DA King:** It's good that she's keeping the order in the City, as long as she leaves Helix Labs be.
- **Rosaline:** A charmer if there ever was one. I'd fall for her, if I didn't have so much work to do.
- **Monte Wolfe:** Scandalous and empty. People like him give nothing to society but demand everything.
- **The Gatekeepers:** They want to hold back the evolution of mankind. That's not going to work.

### ROSALINE

- **Chairman Chow:** Tricky one. The key is to manipulate his desires, and then he has to follow.
- **Ganesha:** A naive little child. The more relationships she builds, the more I get to ruin.
- **DA King:** Her power is tantalizing. Whatever, I don't care. She'll be easy to turn against the others.
- **Dr. Leyland:** More naive than the little girl. I am going to have him wrapped around my finger.
- **Monte Wolfe:** What an attention slut. We share some laughs but I know what makes him tick.
- **The Gatekeepers:** A mystery to me. I'm still not sure how to handle them once the war breaks.

### MONTE WOLFE

- **Chairman Chow:** My big daddy! Love doing business with him and the Gatekeepers.
- **Ganesha:** Cute ethnic chic but I'm so over this holier-than-thou attitude.
- **DA King:** Hag. We have some... *creative differences* about what the people really want.
- **Dr. Leyland:** In desperate need of a makeover. And a vacation.
- **Rosaline:** I don't like how she pries into my past. She likes to stir the pot too much.
- **The Gatekeepers:** BFFs. I keep the people distracted and they watch my back.

### THE GATEKEEPER REPRESENTATIVE

- **Chairman Chow:** Longtime partner. He understands that the City has its limits.
- **Ganesha:** A disruptive force. We're still assessing her seemingly-good intentions.
- **DA King:** Another reliable ally we can count on to help clean up the mess.
- **Dr. Leyland:** Profiling shows he intends to overturn the Mist. Terminate as soon as possible.
- **Rosaline:** *Appears* to be the least of our concerns. Therefore, we need to double our alertness.
- **Monte Wolfe:** Not the most elegant ally, but he gets the job done. Good working relationship.



## **MONTE WOLFE**

### *The Boy Who Cried Wolf*

“You know, when I was young, they said I wouldn’t amount to anything. That I’ll always be that small, insignificant child. But I showed them, didn’t I? Look at me, just look, you have to admit, darling... I’m fierce, I’m powerful, I’m popular, and I’m absolutely fabulous! It’s no wonder everyone is constantly begging to hear what’s on my mind. Everybody wants me on, all the time. You know why? Because I bring the ratings, darling, believe me, I give the people what they need, and I tell it to them, plain and simple... I may be a diva, but I’m also a man with a plan, and that plan is simple enough – all eyes on me.”

– Monte Wolfe

A trendsetter, an uninhibited news pundit, a fashion icon, a diva – Monte Wolfe (The Boy Who Cried Wolf) is all of those things and more. He's flashy and extravagant just as much as he's witty and charming, and knows exactly how to use his irresistible presence and charisma through all channels of the media to exert influence and sway public opinion to satisfy his mythic need: to cause alarm to as many people as possible.

Wolfe revels in the limelight. He yearns for attention and makes sure he constantly receives plenty of it. This craving to be at center-stage means that, as opposed to some of the other Avatars in the City, Monte Wolfe, as a public figure, is at the forefront of his operation. He is an omnipresent talking-head that can be found offering fashion advice on the morning show, and come evening spits his no-holds-barred take on immigration reform as an expert panelist. Wolfe operates out of a need to be the one and only voice for the people, the one who says the things they crave to hear. Wolfe doesn't care for the facts or the truth (whatever that means); to him, whatever he decides to present as the truth is what people should believe. He gets a mythic-level kick out of watching the masses lose sense of which threat is real and which isn't.

Wolfe's entire life-mission is based on a few simple principles: to push toward and promote sensationalized news, larger-than-life items about rising stars and scandalous politicians, to sprout disinformation through the circulation of false data and made-up reports, and to undermine those who seek to publish the facts in good faith. Through these efforts, Wolfe aims to achieve his goal: mass hysteria on a citywide scale. He doesn't intend to actually cause harm, but he also doesn't care if people get hurt along the way. The Boy Who Cried Wolf draws a feeling of power and amusement from leading people away from the truth and by triggering mass panic with his sensational claims. In his ideal endgame, the City is constantly alarmed with the false news that he puts out, with no one being able to tell true from false.

Within the council of the Truth, The Boy Who Cried Wolf often finds himself drawn to the drama created by Rosaline, although he doesn't understand her fascination with small-scale, personal affairs. Sometimes he might even promote her tragedies to larger, and therefore worthier stages, if they serve his agenda. As the Avatar of distorted truth, Wolfe has a special scratch-

## OVERVIEW OF MONTE WOLFE

- **Agenda:** to cause mass hysteria by spreading falsehoods
- **MO:** sensationalize the media, promote fake truths, undermine facts
- **Emotion:** fear and alarm
- **Motifs:** glamour, glitz, sheep's skin, wolves, sheepherds, alarms
- **Frontliners:** sponsored journalists, Shepherds, the Town Crier, Emerald Studios
- **Stronghold:** Wolfe Tower

my-back-and-I'll-scratch-yours relationship with the Gatekeepers. His work in the past few decades has done wonders to keep the residents of the City distracted and cut-off from their inner selves, making the work of the Mist easier. Among the Truth members, he is the member whose long-term goals are most aligned with the keepers of the Mist, although even they roll their eyes at some of the rubbish he publicizes.

## MONTE WOLFE'S MODUS OPERANDI

Monte Wolfe's media conglomerate divides and conquers like a well-organized military junta. It does so despite the whimsical and often blasé nature of its leader. To his merit, Wolfe has surrounded himself with qualified individuals who share in his agenda and promote it for him. The Boy Who Cried Wolf no longer needs to raise the alarm himself, he has his interns and apprentices to do that work for him, so he has time to enjoy the show, while the City alarms keep wailing. This tight-knit group of media savvy geniuses, known simply as Monte's entourage, are the ones responsible for the great potency and efficacy with which tall tales and outright blatant lies are pushed through Wolfe Tower's propaganda machine.

This network of fraud extends its outreach and influence over all channels of the news media. It does so mainly through the wit, craft, skill (and magic) of the entourage. Each of these highly-capable Legendaries has a full arsenal of assets at their disposal at all times – newspapers, tabloids and magazines, radio and television channels, production studios, talent agencies, PR and marketing firms, and more. Every news network that is sponsored by Monte comes under the entourage's magical influence. They pull the right strings so that everything seems and sounds more dramatic and has a stronger impression and impact on the audience: a minor report of a small house fire turns into a gas leak panic across the City, a drunken fight in a local bar evolves into inter-community enmity, and so on.

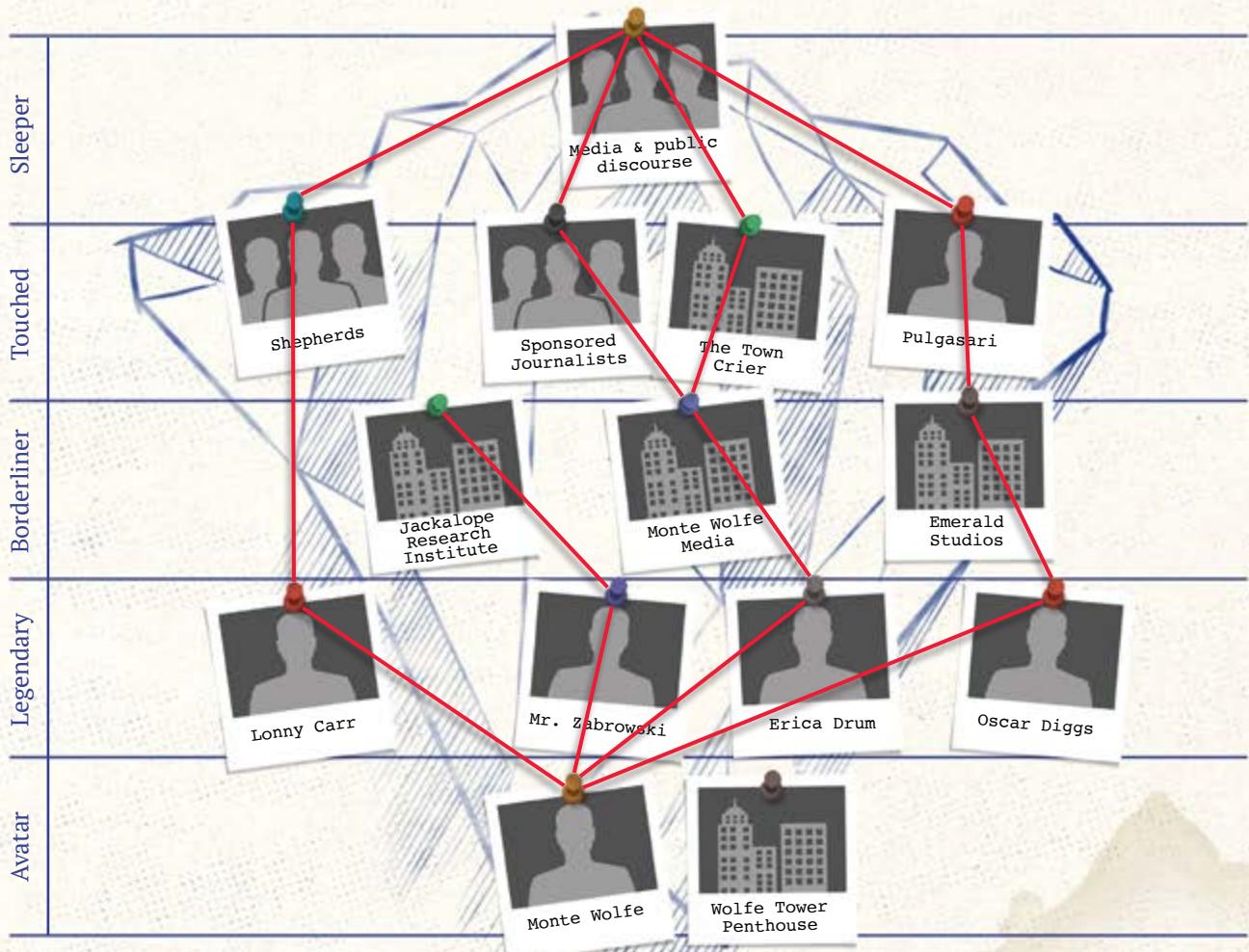
Monte's entourage deliberately misinforms the public by fabricating "scientifically-proven" claims and passing them off as actual science, using self-appointed think tanks and pseudoscience journals. These publications in turn feed fear-mongering Shepherds, infused with the mythic ability to fuel rumors, spread false information, and incite fear. Through the use of mass trends and movements, they are able to fan out the disinformation and cause panic amongst their flock and in the general populace.

The spread of disinformation among the City's residents is coupled with a constant discrediting of the City's most honorable straight-shooters – investigative journalists, honest politicians, leading science researchers, and honorable benefactors of education – all targets for defamation, debunking, and utter disrespect.

In effect, Monte Wolfe controls the mass media in the City. He gets to choose what's true and what's false, and most importantly, what reaches the masses and what drowns in the noise. Through that immense control he is able to raise the alarm he so craves, spreading fear in the hearts of the City's people, and through it he builds mistrust in the system and its officials, ultimately leading to a sense of chaos and mass hysteria.

## MONTE WOLFE'S OPERATION

Wolfe is perfectly capable of heading his own operation, but who has time for that when you're the most popular man in the City? To free himself to go to all those fancy soirées and speak his mind all over the news media, he has his **entourage**, a group of four Legendaries, to run his operation.



Monte's operation, just like his hairdo, is bound to change and adapt to the current zeitgeist. Instead of giving each entourage member her own purview and "branch", Monte has his people pool their assets and resources. Even if one of his Legendaries heads a specific asset, the others are entitled to make use of that asset to promote their agenda, and through it, Monte's agenda. Working in a framework without clear boundaries is bound to make sparks fly, but that's exactly how Monte likes it; it would be so boring otherwise. The other benefit of an ever-changing structure is that it's extremely hard to trace any single media spin to one entourage member.

The Touched level of Monte's operation is made out of **Echoes**, "independent" media agents and brokers who serve as his eyes and ears – and most importantly, mouth – all over town. Their job is to sound and repeat Monte's messages in different ways, sometimes even by contradicting him (Monte loves this), creating a media silo around the City where all anyone can hear is Monte, or nothing at all.

## KEY CHARACTERS

Monte's entourage is a handful of cherry-picked professionals who are the City's greatest liars and deceivers.

He chose **ERICA DRUM** (Baron Munchausen), a fabulous conwoman with an equally epic beaked nose, to head **Monte Wolfe Media (MWM)** and serve as his personal broadcaster, helping him sensationalize new items across media. Erica doesn't come from much, and has lied her way to the success she has now, tricking banks, hotels, and fashion designers into giving her credit, accommodation, and clothing she could not afford and setting herself up as royalty in the eyes of the rich and popular. The Baron in her makes any tale she yarns into a reality, as long as there are non-believers in the audience, and magically retcons the facts or fabricates the proof to support it. Erica can single-handedly blow a story out of proportions and into a total media meltdown, ensuring that the public attention is fixated on what Monte wants them to see.

**OSCAR DIGGS** (The Wizard of Oz), head of Emerald Studios, is a stocky, greasy, and balding self-professed film director who has founded his studio to create popular blockbusters but, despite his stunning pyrotechnics and special effects, never seemed to get funding. Wolfe offered Oscar the funding he wanted so badly but in exchange for two things. One, Diggs had to use his magic to make sure every public appearance Monte makes is exploding with star-quality and leaves everyone absolutely flabbergasted. Secondly, Monte had him produce and direct material for MWM's propaganda purposes: telemarketing ads, televangelist broadcasts,

and talk shows promoting poisoned discourse and fear; pseudoscience documentaries about space aliens and sasquatches; and staged recordings of celebrity scandals and deep fakes of politicians promoting hate speech, evoking public outrage. At first, Oscar Diggs was hesitant to accept this offer, but the promise of realizing his cinematic dreams and becoming a household name was just too hard to resist.

**BARRY ZABROWSKI** (The Devil's Advocate), a dashing grizzled lawyer who Monte likes to mock as the entourage's 'daddy', serves as Monte's personal legal bodyguard while his firm represents MWM. Barry's uncanny powers of refutation and doubt-casting are used daily to deflect legal bullets from Monte and MWM. He can twist words and make postulations that make one doubt it's daytime at high noon. In addition to his legal responsibilities, Mr. Zabrowski handles the methodical discrediting of trustworthy sources of information in the City. Whether by pinning a misconduct accusation on his victims or by publishing entirely contradictory research which casts doubt over their work, Mr. Zabrowski is an expert at smearing the reputation of good people and turning them into social pariahs, making sure the truth is never perceived as true, even if it sees the light of day.

**LONNY CARR, real name YANNIS PAPADAKIS** (Pan, Greek god of the wild, shepherds, and flocks, whose name is the root of the word "panic"), is a popular country singer who first gained stardom as a judge on TV talent shows and later gained notoriety for hitting on the contenders. Monte, who has a soft spot for Yannis (likely due to their shared Mythoi properties) made all that media drama go away and even flipped it to boost Yannis' support and record sales, and the two became fast friends. The dark horse of the entourage, Yannis makes very little public commentary, sticking to the occasional striking photo pose. He's still pissed with the people of the City for denying him his satisfactions, so he just smiles to the camera, while behind the scenes he is brewing mass panic and hysteria on a mythic scale, using his godlike power to evoke heightened emotions, from ecstasy to terror.

Scattered across the city, Monte's assets and resources take on projects initiated by the entourage.

**Emerald Studios** creates any kind of real or fake video content that the entourage wants to broadcast. Some movies feature a zany troupe of chameleons known as **THE SIONARA SIBLINGS** (the Somnia, "dream shapes", Greek gods who can mimic any form), known for their ability to take the form of any personage with remarkable detail, mimicking not just facial features, but also voice, gait, movement,

and even mannerisms. Others star actual monsters of legend – from great big lizards and dragons that spew fire and lightning, to big apes, grand moths, and even weirder and otherworldly creatures. These **KAIJU AND DAIKAIJU** (strange beasts of Japanese cinema) are Familiars of these legends, or Conjurings created by Oscar Diggs' visionary mind. None are as popular or as feared as the **PULGASARI** (a North Korean monster that featured in propaganda films). Sometimes Monte has the director unleash his beasts downtown, causing mass hysteria and evacuation of the district, then later convincing everyone it was just a movie shoot.

The **Town Crier** is a gossipy, yet highly popular City-circulated tabloid, whose chief editor is **SUSANA APPLEGATE** (Pinocchio). Once a rising star journalist for a “real paper”, Susana has since fallen from grace after she was caught fabricating details in a story about a high-ranked City politician and a young starlet, in order to force the politician to spill the beans on a conspiracy she was investigating. Susana dreams of becoming a real journalist again, though the pay at her new job is good and she finds she excels at it, drawn more and more to telling lies. Everything is made that much harder due to her escalating ‘nasal problem’ – her debilitating cocaine addiction.

The **Jackalope Research Institute** publishes academic journals as well as pseudoscientific magazines filled with ‘research’ that has dramatic bottom lines. These are used by Monte’s media outlets to refute truthful claims or accurate research or to ruin the City residents’ sound sleep by claiming the existence of false threats like a new virus, an upcoming financial crisis, a new crime wave, etc., just when the public attention should be focused on other, real threats in the same categories. Those who dig into these papers find such a maze of claims and data that they are forced to admit ignorance or accept the results of the research. Only Mythos-powered researchers can penetrate the spell and see the falsified research for what it is, but it doesn’t matter because no one else will believe them (and if someone does, Mr. Zabrowski will get to them).

On the streets of the City, **Echoes** pick up what the entourage and their “assets” put down, and amplify it.

Yannis seeks out those who feel they’ve been unjustly attacked by society, like he feels he was, and grooms them into **SHEPHERDS**, public speakers and fear mongers who seed supernatural fear and terror in the hearts of listeners, fixating their attention and amassing greater and greater flocks. Shepherds wear many skins: from televangelists to self-help gurus, from anti-vaxxers to medical hysterics, from lifestyle celebrities to the-end-is-near hobos preaching on a box

in the park. All of them aim for the same set of goals: spreading fear and debasing the level of discourse in the City, repeating the twisted tales created by others in Monte’s operation.

**SPONSORED JOURNALISTS** are “independent” media generators, from rookie reporters at local papers to anchors of the six o’clock news, who work around the clock to promote MWM’s news agenda, getting the “correct” story out there and making sure that Monte’s “truth” is pumping out 24/7. In return, they get better coverage when all of Monte’s followers flock to their networks. Sponsored Journalists wear clothing from Monte’s *FAKE!* woolskin brand (Wolf in Sheep’s Clothing) that make them appear completely authentic while speaking absolute lies.

## KEY LOCATIONS

**EMERALD STUDIOS** have taken over a portion of the docks, converting the hangars there into cinema studios. Anyone who strays into the complex is bound to accidentally walk onto a set, and find themselves embroiled in an action movie or space opera. In fact, the only people able to see the backstage are authorized personnel or awakened people who can see through the Mist as well as resist Oscar Diggs’ “Big Red Curtain” effect. Sometimes the bodies of curious interlopers turn up floating further downstream, mauled or torn in half by Kaiju and Daikaiju beasts.

Wolfe Tower is a modern skyscraper, home to Monte Wolfe Media and all of its departments and divisions. Once a month when Monte has some downtime, he and his entourage like to hang out in his mansion-sized **PENTHOUSE AT THE TOP OF WOLFE TOWER**.

Lounging by the infinity pools and drinking mimosas, while surrounded by giant screens broadcasting every Monte appearance and all news channels, the entourage enjoys analyzing every item down to its finest detail. Sometimes, when the Pulgasari is unleashed downtown, Monte will hush them and switch off all media, and they will giggle at the sound of thousands of people screaming together, Monte’s favorite pastime. There is a no-fly zone around the building, not because it’s physically dangerous but because pilots seem to panic and crash their aircraft when coming near it. Furthermore, anyone targeting the building from afar is struck with paranoia, starts hearing sirens, and is convinced someone is coming after them; even if they get a clear shot (photographic or from a weapon), they discover they got the wrong building, the wrong penthouse, and the wrong man. Police choppers suddenly surround them with news helicopters in tow, and a televised drama ensues, after which they can never step outside again without being recognized and followed around by Monte’s paparazzi and reporters.

## MONTE WOLFE'S HISTORY

Monte Wolfe came from humble beginnings; at least, that's the way he would spin it. For him, "humble" means 'without much media coverage'. He grew up in suburbia, fourth among five brothers and sisters. His parents worked late, leaving him with his siblings, who had their own interests. In the chaos of a full house, his own unique voice was constantly drowned out and no one really noticed him much. To get some facetime with his parents he had to lie, tell them something shocking, horrible, or out of the ordinary. He tried a few times to claim to see aliens and dinosaurs, but eventually his parents had enough and he was scolded and sent to his room. Little by little he understood that his story had to be good: it had to be believable, it had to be personal, and most of all it had to be too dangerous to ignore. With this realization, the Boy Who Cried Wolf awakened in him.

The rest of his childhood was fraught with conflict. He became the troublemaker, and clashed with his parents often. He eventually left to attend a preppy college, carrying loaded baggage brimful of daddy- and mommy-issues over his shoulder and seeking the attention of others at every turn. His first big break came after he publicly shared (in a reality show, talkshow, or radio program, depending on the period the game is set in) a graphically detailed yet completely concocted dramatic background story about an abusive relationship with

his schoolteacher, gaining extensive coverage and propelling him into the public's awareness. Monte continued to capitalize on each news item he could get, earning himself a celebrity status as well as a prominent spot in the local tabloids and gossip shows. Monte craved more and more of the spotlight with every round of applause – even when they booed him for his outlandish, eye-poking, extravagant style. He found that whatever he did onscreen became the conversation of the day on the streets. He soon got to host his own show about the lives of the rich and famous, which he still hosts today. His ratings remain constantly high.

Monte never stopped growing as a media personality, but just when he reached what seemed to be the apex of his popularity, a forgotten urge from his childhood resurfaced. It wasn't enough to lie anymore – Monte wanted to see them panic and scurry. He was always afraid that shouting "wolf!" too many times would make people numb to him, that it would cost him the limelight. But now that he had all the power, he wasn't afraid anymore. He knew how to keep their attention fixed with bigger lies and louder sirens. Out went his last mortal fear, in came Avatarhood. Now tremendously rich and popular, Monte snuggled in his wooly coat of falsities and fabricated tales and sat to watch the City burn. He often wonders if there is a wolf, the Wolf, who would be the end of his show, but until such a thing arrives, if ever, he is enjoying the spectacle.

## MONTE WOLFE'S STORY SEEDS

- A once reliable and respectable investigative reporter begs for the crew's help with restoring her lost reputation. After years of exposing corruption and conspiracies, and holding fast to her principles despite threats from politicians and crime lords alike, someone finally got to her. The media started circulating photos of her receiving money from a dubious businessman (perhaps of Chow Industries), but she swears she has never met him in person.
- The neighborhood where the crew operates is in turmoil over the warnings of a manic homeless street preacher, claiming he used to be a scientist for the City Waterworks who discovered strange contaminants in the water and has the research to back it. While the crew investigates, the preacher gains power and influence in the neighborhood, instilling fear into the locals, who turn on the crew when they try to refute his unfounded claims.

- Time and time again the crew is alerted to a drama downtown, where a building-sized monster wreaks havoc and terrorizes the district. The damage and destruction the creature causes is real, but the trauma seems to blow over quickly, with most people believing it's a media stunt. Things take a turn for the worse when a supporting cast member is caught by the monster, who climbs a skyscraper while holding them captive.

- When the crew has meddled in Monte's business for too long, the Town Crier publishes a series of unflattering or blatantly defaming articles about them, baring their secrets to the entire City and embellishing, or flat out faking, the juicy parts. Made out to be the City's greatest villains, the crew must withstand the public shame, humiliation, and hatred, and rebuff the aggressive media attack against them while investigating who is really behind it.

## MONTE WOLFE'S CUSTOM MOVES

**Biased:** When you **Investigate** using media reports as your source, you always get clues that are fuzzy, incomplete, or part-true part-false. On a 7-9, the MC may choose an additional complication.

## MONTE WOLFE'S EXTRA THEMES

The exclusive *FAKE!* brand sells woolskin jackets, coats, cloaks, tunics, vests, boots, shoes, hats, barrettes, sandals, belts, and even watches with woolskin straps. New models are released periodically, and a self-respecting fashionista wouldn't be caught dead wearing last year's designs. The wool is either sourced from a private farm just outside town which is owned by Monte or it's completely fake and synthetic, depending on the day you ask the brand representatives and the current spin they're angling for. Not all of the garments in the line are magical, of course; a garment must be a gift from Monte's entourage to be enchanted and it is not transferable; a thief who steals a garment must fool it to accept her as the original recipient of the gift, if she wants to use its enchantments. Unfortunately, *FAKE!* garments are not easily tricked.

### FAKE! WOOLSKIN GARMENT +

Relic

#### MYSTERY

*How can I get the greatest coverage?*

#### POWER TAGS

**make lies appear to be truth, gatecrash, adopt a false identity, warm and fuzzy fur, hidden pockets, tell wolf from sheep, fool the watchdogs, herd the flock, become inconspicuous in a crowd, transform into a wolf**

#### WEAKNESS TAGS

**itchy, can't fool the shepherds for long, flammable, forgot how to be authentic**

#### THEME IMPROVEMENT

**Like Lambs to the Slaughter:** When you attack a Sleeper, they don't see you coming. You always have an opening for **Hitting With All You've Got** against them. If you do, instead of *holding their attention* you may choose to *appear harmless to them*, making them think you didn't attack them.

## MONTE WOLFE'S DANGERS

### SPONSORED JOURNALIST ★★★

#### FOOL 4 / SCARE 4 / GAIN RATINGS 6

- **Inquisitive:** As a hard move, the MC will ask you one question. You must reply with a straight answer or a solid lead. The Sponsored Journalist knows your answer, even if your character didn't speak it.
- **On the Ball:** When the Sponsored Journalist enters the scene, give her *alert-1*.
- **FAKE! Woolskin Garment:** When you **Investigate** the truthfulness of the Sponsored Journalist's words, you always get clues that are fuzzy, incomplete, or part-true part-false. On a 7-9, the MC may choose an additional complication.
- **Public Panic:** Once per session, if the highest status on the Sponsored Journalist's *gain-ratings* spectrum is at tier 3 or higher, she may, as a soft move, cover a story that sparks mass hysteria or outrage. Create a Mob (*MC Toolkit*, page 142) with a size factor equal to the tier of that status. At tier 5, the whole district is affected. At tier 6, *gain-ratings* is maxed out and the whole City is affected.
- Disappear in a crowd to escape or sneak into a guarded place (giving herself *inconspicuous-2*)
- Sensationalize a report, spurring a heated public debate (give herself *in-the-news-1* if her *gain-ratings* spectrum is empty; otherwise, increase the tier of that status by one)
- Expose someone publicly or give them a bad reputation (*exposed-2* or *infamous-2*) or threaten to do so unless they do something for her
- Show up at the worst time, snooping around
- Find an unlikely witness and start interviewing them
- Shove a microphone, camera, or notepad in someone's face and tell them they're live or that what they say will be in the morning newspaper



## **OSCAR DIGGS ★★★★**

Although he is one of the most powerful reality benders in the City, Oscar Diggs still thinks he's a fraud because his powers don't actually change reality, they superimpose upon it. Interestingly, believing he is a fraud, as with his Mythos of the Wizard of Oz, also makes him one of the only people in the City immune to any form of illusion and deception. Oscar's insecurity is his biggest weakness and anyone who knows him can easily get him to drop the theatrics by calling him out as a charlatan.

### **HURT OR SUBDUE 1 / DESTROY ALL THE REPLICAS 5 / CALL HIM A CHARLATAN 4**

- **Special Effects:** When you take action against Oscar Diggs, you first take *wow-3*, becoming distracted.
- **Lifelike Replicas:** When you physically harm or subdue Oscar Diggs, if *destroy-all-the-replicas* hasn't maxed out, you discover it's a replica of him. Increase the tier of *destroyed-replica* on *destroy-all-the-replicas* by 1. Reset it at the end of the scene.
- **Daikaiju:** Once per scene, Oscar Diggs can introduce a huge monster into the scene (Create Danger: Pulgasari).
- **Cut!**: At the end of a scene, Oscar Diggs can (and usually does) remove any physical or emotional harm statuses he or his monsters gave to other characters, including tier-6 statuses, saying "it was only special effects".
- **Takes One to Know One:** You cannot invoke illusion and deception tags against Oscar Diggs, and illusion and deception effects don't apply to him.
- Conjure a realistic cinematic spectacle, captivating the attention of all around as if they were on the set (*wow-4*)
- Have something bad happen to someone standing in his illusory movie (give a harmful status equal in tier to the target's *wow* status)
- Make an impossible escape, optionally by sacrificing one of his replicas, if he has any left (**Deny Them Something They Want**)
- Whine about how his movies are underappreciated
- Shout Action!

## **PULGASARI ★★★**

The Pulgasari looks like what would have happened if Godzilla and King Kong had a baby together. It is a gigantic dragon-like humanoid creature that walks on two feet and is covered in scales. It has two bullhorns on its head and four talons on each hand. When the Pulgasari is set loose in a district, the ambient City noise makes it panic and it just starts smashing everything. It loves children and would try to protect them from any harm, but it cannot distinguish them in a crowd.

### **HURT OR SUBDUE 1 / HURT WITH METAL -**

- **Gargantuan:** When the Pulgasari takes a physical harm status, reduce its tier by 4, unless it can affect all of the Pulgasari.
- **Metal Eater:** When the Pulgasari consumes a large mass of metal, it grows. Increase its *hurt-or-subdue* spectrum maximum by 1. To activate this move again, the Pulgasari must eat five times more metal than the previous activation.
- **Hysterical Stampede:** When the Pulgasari strikes at a City district, create a Mob (MC Toolkit, page 142) that is fleeing the scene, overrunning all in its path.
- **OFF Switch:** When you find the Pulgasari's activation circuit, give it a *shut-down:3* spectrum representing your efforts to reach it or switch it off.
- Slam down his arm or foot on an area (everyone takes *buried-under-debris-4* or *smashed-4*)
- Breathe special effects fire or roar (everyone around takes *terrified-3*)
- Shake someone off him or drop them from a great height (target must **Take the Risk** to stay on the Pulgasari; otherwise, the target takes *mortally-injured-5* after the next PC action)
- Move its arms robotically and roar mechanically



## ALL-OUT MEDIA ATTACK ★★★

When Monte's people target one of the lead characters, or all of them as a group, all media hell ensues. The target of the attack must clear her name, or somehow prove to the public that the unwarranted attack has an ulterior motive. Since this is an ongoing conflict that can stretch over sessions, you can reward players for narrative achievements, such as a successful press conference or favorable heroic coverage, by placing an appropriate status on this Danger's *clear-name:6* or *control-the-narrative:6* at the end of a scene.

### CLEAR NAME 6 / CONTROL THE NARRATIVE 6

- **Turn Up the TV:** When All-Out Media Attack enters the scene, give its target *tarnished-reputation-3*. The target may **Face Danger**, if they are able to.
- **Don't Feed the Trolls:** Whenever you do something in public that plays into your demonized public image, the All-Out Media Attack makes one of its hard moves.
- **Ostracized:** When you or your representatives take action to *clear-you-name:6* or *control-the-narrative:6*, your *tarnished-reputation* impedes it.
- **Restless:** When you spend time away from the media, things get worse. At the beginning of downtime, roll+your *tarnished-reputation* status. On a miss, you take downtime as usual. On a hit, the MC introduces a new Danger from the list below; if you can't deal with it quickly, your downtime is lost and you do not benefit from it. On a 10+, the MC also gives the Danger *persistent-2*.
  - » a City Official (*MC Toolkit*, page 141) or a Detective (*MC Toolkit*, page 148) asking questions
  - » an angry Mob of protesters outside your door (*MC Toolkit*, page 142)
  - » a snoopy Sponsored Journalist (see above)
  - » a gang of Delinquent Teenagers responding to the media trends (*MC Toolkit*, page 146)
- Publish false or sensationalized information about its target (*tarnished-reputation-3*)
- For a target with *tarnished-reputation-3* or higher: implicate its target in legal or financial difficulties (*legal-trouble* or *broke* with a tier equal to *tarnished-reputation*)
- Sow hatred and antagonism in the public (remove up to two tiers of *clear-name:6* or *control-the-narrative:6*)
- Exhaust its target's resources and supporters (burn one appropriate tag)
- Announce a breaking news story about the target

## LONNY CARR ★★★★★

Yannis Papadakis, better known by his stage name, Lonny Carr, harbors an immensely powerful god inside him. Often confused with the Stag Head or Dyonisus for their shared attributes, Pan is a god of many talents. For now, Yannis isn't showing his full strength; he's on Monte's good side and wants to keep it this way until he is sure he can survive a head-on collision with him as an Avatar. This Danger represents only some of his powers, the ones he is willing to reveal.

### HURT OR SUBDU 5 / HERD THE FLOCK 3

- **Take a Chill Pill:** When you try to attack or trick Lonny Carr, he first makes one of his hard moves against you.
- **Dance For Me:** When *herd-the-flock* maxes out, Lonny Carr gives one of his musical statuses to an entire City district.
- **Mystery Cult God:** When you **Investigate** Lonny Carr, he first takes *unfathomable-4* renewed as a soft move. This status cannot exceed tier 4.
- Play guitar or sing country music that can induce any emotional state or put listeners to sleep (*playful-5, impassioned-5, panicked-5, enraged-5, sad-5, pensive-5, or asleep-5*; this may apply to any collective regardless of its size)
- Broadcast his music to an entire City district, either using mass media or standing at a high point in the City (giving himself *play-for-my-flock-1*)
- Transport someone to his pastoral Enclave of Arcadia (*fading-away-5*)
- Transform a person into a natural phenomenon such as wind in the reeds, falling leaves, or a rural wildlife animal (*transformed-5*, or *transformed-6* if that person already has another tier-5 status from Lonny Carr)
- Change the emotional state of anyone around him (change the tag of existing emotional statuses, keeping their tiers)
- Playfully waltz into a serious or dramatic scene, acting as if it wasn't
- Whip out of nowhere a strange guitar carved from a single piece of wood
- Smile knowingly

## SHEPHERD ★★★

### HURT OR SUBDU 3 / SCARE 6 / GATHER FLOCK 6

- **Bodyguards:** When a Shepherd takes a status from which her flock can protect her, the flock takes the status instead (use Mob, *MC Toolkit*, page 142).
- **Unfazed:** When a Shepherd takes a fear status, reduce its tier by 2.
- **Public Panic:** Once per session, if the highest status on the Shepherd's *gather-flock* is at tier 3 or higher, she may, as a soft move, give a speech that sparks mass hysteria or outrage. Create a Mob (*MC Toolkit*, page 142) with a size factor equal to the tier of that status. At tier 5, the whole district is affected. At tier 6, *gather-flock* is maxed out and the whole City is affected.
- **Instigator:** As long as the Shepherd is within a mob, its *quell* spectrum maximum is increased by 1.
- Convince a person or a crowd of an imaginary threat (give herself *fear-mongering-1* on her *gather-flock* spectrum if it's empty or increase the tier of that status by one; give a mob *panicking-2* regardless of its size; or give someone *panicking-3*)
- Insinuate that the mob she created should hurt a person, a group, an organization, or a location, either physically, financially, socially, etc. (**Complicate Things, Bigtime** and give the mob *panicking-2* regardless of its size)
- Steal the attention from another speaker (remove up to 3 tiers of social and emotional statuses on the audience)
- Preach their word to the masses

"AGENTS PAYNE AND RAMIREZ, RESPONDING TO A 3-0-4 DOWNTOWN..."

"...WE ARE APPROACHING SUSPECTED RIFT ACTIVITY"

GOOD BOY

"STANDBY FOR DETAILS, OVER."

UHH.

EASY...

I SEE HIM.

POLICE!  
**FREEZE!**

YOU GET THE FAMILIAR.  
I'VE GOT THE PERP.







# SUITS UNVEILED

THE GATEKEEPERS AND THE MIST



CHAPTER  
**4**

*What is keeping me asleep? This should be the most burning question in the mind of every Rift. This force which makes me forget, overlook the fantastic and the real, what is it? Who is behind it?* And yet, most do not ask this question.

Why? Because it is stronger than them. Because since birth they have been inhaling it, they were baptized in it. They have grown up, labored and fought, hated and loved, all while shrouded in it. It is in everything around them. They know nothing but its sweet forgetfulness, they take comfort in it.

Even Rifts such as, perhaps, yourself, who see themselves as subjugated by this force, are not so quick to rebel. There is much to lose. Subconsciously, your mind diverts its attention to the drama of your life, even your Rift life, battling giants and monsters, chasing bills and love affairs. You cling to every distraction to avoid that creaky old door that leads to the basement of your soul, attempting not to ask the question which might shake the very foundation of your life: *What is the Mist?*

Behind that mental door, the Gatekeepers operate. They are the Man, the system, the patriarchy and matriarchy. They are the covert agents of the Mist whose job is to keep you asleep. The people who dedicate their lives to maintaining the sleepy dream that is the City as we know it, to never let the blanket pulled over your head tear or fray.

Flawed as it may be, the status quo is predictable and reliable. To awaken every morning without being devoured by a fantastical monstrosity is a privilege that the Gatekeepers bestow upon millions of Sleepers every day (even if some of those citizens awaken to a lousier routine than others). This obscure organization, numbering thousands of agents and desk workers, has developed the means and the methods to keep the City relatively safe from the Mythoi. But those who know the Gatekeepers know their greatest weakness lies in the fact that they are human beings: and like all of us, they can be angry, cruel, slack, lenient, corruptible, and sometimes... simply inattentive.

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This chapter will usher both the MC and players who wish to portray Gatekeepers into the world of the Gatekeepers and the Mist, help you integrate them into your series, and uncover the secrets of this hidden organization, from their inception to their present-day situation.

**Life of an Agent** introduces you to the hidden world of Gatekeeping, from their recruitment, their everyday life, their Mist-related “Arts”, the equipment they use, and their political outlooks.

**Playing a Gatekeeper Character** provides the rules for playing lead characters who are Gatekeepers, including new themebooks, new moves, and new character development rules.

**The Gatekeeper Organization** reveals the inner workings of the City’s best kept secret service: its hierarchy, its departments, its factions, and its physical assets in the City and in the “Deep Mist”.

**The Gatekeepers as Adversaries** contains all the information you as the MC need to use the Gatekeepers in your series, from story hooks, to Gatekeeper Mist moves, to a directory of Danger profiles full of agents and units, high-profile veterans, vehicles, and security measures.

**Secrets of the Mist** offers different answers to the greatest question in City of Mist – What is the Mist? – along with guidance on how to introduce this ultimate mystery into your game.

### A WARNING FOR PLAYERS

If you are a player playing a Rift or Sleeper character, this chapter contains campaign information (spoilers) that may take away from your enjoyment.

Players who portray Gatekeepers may read the first two sections in this chapter; consult the MC to see what, if any, you should read about The Gatekeeper Organization in the third section.

The remaining sections contain campaign information intended for the MC alone.

# LIFE OF AN AGENT

“Cut it out, Gibson. Quit fiddling with your ward and stay sharp. That Rift is gonna come out of that club sooner or later, and we need to be ready to make our move. Now, remember the briefing. This one will make your lungs burn from the inside out if you give her the chance. You need to Shroud her, and fast. I’ll keep the whole thing veiled from the Sleepers, so you just do your thing. Don’t screw this one up, get it? If she goes underground, next time we’ll see her she’ll have an army of her hellspawn with her. You think it’s easy to veil a horde of airborne Conjurations from the population? Them Weavers in the media department are gonna have to work overtime to rewrite headlines and we’ll be the ones to take the blame...”

– Agent Payne

For a Sleeper, the Gatekeepers do not exist. For a Rift, they are the mystery men, the spooks: dark, out-of-reach silhouettes watching her from the shadows as she lives her life and fights her fight. She will meet them many times and, for the most part, forget each of those meetings.

But for the Men and Women in Gray themselves, keeping the City safe and asleep is simply their job. They wake up in the morning, get dressed, pick up their standard issue pistol and Shrouding focus, and take a moment to stare at themselves in the mirror before they leave the house. For that brief moment they may ask themselves why they do what they do; they may feel remorse, or pride; they may adjust their tie to look the part, even though they know they betray their own organization daily; they may not care anymore. They are people, just like Sleepers and Rifts, and they have a job to do: to strive tirelessly day and night to keep the City under the cover of the Mist.

# AN INTRODUCTION TO GATEKEEPING

## RECRUITMENT

Gatekeeper agents are, and always have been, awakened individuals who have forsaken their Mythos. Most Gatekeeper agents never transcend the awareness level of a Touched person: they awaken, take a peek at the world beyond, and then slam the door shut, fearing or disliking what they see in their Mythos. Others spend a brief time as Rifts, long enough to commit an atrocity or experience a trauma that sends them back to Sleep. Only very few Gatekeepers have lived as Rifts for an extended period of time before drifting apart from their Mythos; these often become the staunchest Rift-hunters or strange, distant, Gatekeepers whose reasons for wearing the Gray are their own.

Recruitment begins when the organization's agent spotters (who are tracking new Rifts regularly) identify such an individual who is **disillusioned with life as a Rift**. Before the onslaught of Mist around the former-Rift seals them shut, the Mist around them is suspended by the Gatekeepers. The Gatekeepers then let the candidate spend a few days in an existential limbo before approaching her; during this time, she is able to see Rifts but has no connection to her own Mythos. This serves to test how the candidate deals with the legendary and to build some animosity toward Rifts. The candidate is then approached by a Gatekeeper recruiter (officially titled a Case Officer, or CO).

As per Gatekeeper protocol with Sleepers, the recruiter introduces themselves as a member of an unnamed government agency, most often in the business of national security. They reveal to the would-be-recruit that they too can see the legendary, that the recruit isn't going crazy, then continue to methodically profile the individual. If the individual displays the sort of emotional responses or rationale that could serve as a basis for becoming a Gatekeeper – such as fear of the legendary, hatred toward the legendary, risk-aversion, need for safety and regulation, or a survivalist mentality – they offer her a position, with an added warning that joining the ranks of the Gatekeepers will alter her life inexorably. She is free to refuse, in which case she is Shrouded so that she can never again remember what happened. If she accepts, she is formally invited to begin her training.

Within the old Gatekeeper guardia, the alleged descendants of the original Gatekeepers, some families destine their children for service as Gatekeepers. Upon reaching adulthood, and having trained for years in the mundane

aspects of Gatekeeping, these individuals are ritually awakened to the world beyond the Mist without ever becoming aware of their own Mythos. This 'clean' brand of Gatekeepers, self-titled **Silver Souls**, often view themselves as superior to the Mythos-touched Gatekeepers recruited from the streets, leading an elitist movement within internal Gatekeeper politics.

**Inquiring about a Gatekeeper's original Mythos is taboo** within the organization, comparable to asking a comrade about war crimes they have committed. Discussing the topic is furthermore considered dangerous as it may drive a Gatekeeper to contemplate treason. For the most part, agents accept this part of their lives is behind them: they are now Gatekeepers, and that's all that matters. Despite the prohibition, an especially juicy story about an agent's life as a Rift may circulate as hushed rumors.

Most Gatekeepers have the memory of their Mythos surgically obliterated (see Shrouding, page 209), although some are allowed to keep it, if their experience with their Mythos can be of use in the research department or in their interactions with Rifts.

## TRAINING

When the new recruit shows up for training, they find themselves in a massive, nondescript government building, going through multiple layers of security or in an Industrial Zone safehouse, training one-on-one with their Case Officer. The format is chosen based on the type of assignment planned for the recruit. While the recruit may think she is still in the City, once she passes through the door into her training location she is in fact in a Gatekeeper facility somewhere in the Deep Mist.

Training begins with a series of physical and mental tests to evaluate the recruit's strengths, as well as basic training covering the Gatekeepers, Rifts, and the Mist. During this training, the Case Officer designates a tentative position for the recruit in the organization. Training then moves on to more specialized skills: field agents are trained in detective work and spycraft, liaisons are taught negotiation skills, Gatekeeper SWAT candidates go through rigorous physical and combat training, etc. Finally, the agent is trained in basic Shrouding (see Gatekeeper Mist-Powered Abilities, page 208).

Upon graduation, which is celebrated in a sullen ceremony with the CO and a handful of recruits (at best), the agent gets her standard issue gear, including her own Shrouding focus, and a Clearance Level of 8 (one above the lowest level, 9, which she previously held). Throughout her training, a Gatekeeper recruit might not meet more than a dozen other Gatekeepers, preventing recruits from accessing information about the organi-

zation at large. Training a rookie Gatekeeper agent may take up to a few months but in the City no more than a few days pass by. When the recruit reappears in the City, she is a fully-fledged, albeit rookie, Gatekeeper agent.

## ON THE JOB

Gatekeeper work resembles a government job as it is depicted in popular fiction. As such, an agent's work life runs the gamut between repetitively drab and exhilaratingly risky.

Most days, Gatekeeper agents work their routine and follow protocol:

- Investigators track down wayward Rifts or decipher strange Mythoi activity.
- Liaisons navigate the rocky terrain of Gatekeeper-Rift or Gatekeeper-Sleeper relations.
- Gatekeeper Seals train in various combat scenarios.
- Field agents run errand jobs or secure an uneventful operation.
- Desk agents study the media and record daily activity in the City.
- Veilers do redundant Shrouding on previously-exposed but now braindead Sleepers.
- Mist technicians run routine check-ups and perform regular Mist maintenance jobs.

Every now and then, however, an agent is called to do the real Gatekeeping work: keeping the Mist intact and the population asleep.

- An Investigator is captured by Rifts while unearthing a hive of unchecked Rift activity.
- A Liaison's deal escalates into a Rift-Gatekeeper shootout or she is called to negotiate a truce in an existing conflict.
- Gatekeeper Seals battle a powerful Rift, suffering trauma and casualties.
- Field agents take part in an operation to snag and imprison a runaway Rift.
- Desk agents have to contain a legendary incident that is blowing up on the news.
- Veilers must distract an entire neighborhood around a newly-formed Enclave, while Mist technicians scramble to restore the Mist cover.

## PERSONAL LIFE

Once out of training, Gatekeeper agents continue their private lives normally. However, Gatekeepers are married first and foremost to their jobs, and may find it difficult to foster close relationships with Sleepers (relationships with Rifts are obviously forbidden). Their Sleeper loved ones – friends, lovers, family members – must know nothing about their vocation, for fear of

awakening, and must accept the Gatekeeper's secretive occupation as a package deal: the lies, the calls at 3 AM, the battle scars borne in silence, all of it.

As a result, some Gatekeepers lead lonely private lives, or none at all. Others seek companionship among other Gatekeepers, with whom they could share their secrets, but sharing the workplace with a romantic partner can prove complicated to say the least. The ability to share experiences with co-workers is further limited by differences in Clearance Levels and inter-unit compartmentalization.

Nevertheless, an agent may still lead a healthy private life, enjoying hobbies and pastimes, taking vacations, volunteering, etc. As a rule, the organization encourages agents to stay in touch with the Sleeper life they work so hard to protect.

## JARGON AND SLANG

In their official jargon, Gatekeepers use the same terms used by the game to describe Mist- and Mythos-related phenomena. (This is in contrast to Rifts, who should never use game terms and instead use fuzzy descriptions.) They refer to themselves as 'Gatekeepers' and to the Mist as 'the Mist'; they refer to Rifts in general as 'Rifts' (or 'breaches'), and call object Rifts 'Relics', animal Rifts 'Familiars', and location-based Rifts 'Enclaves'. They refer to standalone manifestations of Mythos powers, created by Rifts, as 'Conjurations'. The legend of a particular Rift they call a 'Mythos', and so on. They also use the names of the unique abilities only they hold: Shrouding, Mending, Weaving, etc.

In their everyday conversations, Gatekeepers also have slang terms for more specific phenomena they deal with. Each unit and department develops its own vernacular. See the Gatekeeper Glossary (page 228) for some examples and ideas.

## APPEARANCE

Gatekeepers usually dress as their mundane counterparts would: field agents and liaisons wear gray suits, maintenance crews wear construction gear such as helmets and fluorescent vests, and R&D wear lab coats. When undercover, Gatekeepers can appear as any kind of City resident, from a flashy playboy to a homeless person, opting for whatever appearance is most inconspicuous in the environment they operate in.

Thanks to special gear (see page 214), a Gatekeeper's face is hard to remember. Moreover, a Gatekeeper agent can easily Shroud herself to instantly change her appearance, so what others see is rarely what the agent is actually wearing.

# **GATEKEEPER CREED AND AGENT OUTLOOK**

In the canonical City of Mist setting, the formal principles of the Gatekeepers stipulate as follows:

- Normality is a prerequisite for humanity's survival and freedom.
- Legendary phenomena threaten the life of the residents of the City, either directly by putting them in danger or indirectly by placing them under an influence they may not have chosen or cannot resist.
- The Mist is the foundation for life and freedom; without it, chaos would ensue and Mythoi would rule humanity. The Gatekeepers exist to maintain its stability.
- Rifts in the Mist breed legendary phenomena which breed more Rifts. Therefore, regardless of their intentions and actions, their existence is a threat to humanity's survival and freedom.

While all Gatekeeper agents accept the mission statement of the Gatekeepers when they are sworn in, there is more to Gatekeeper politics than meets the eye. To the inexperienced Rift who is facing the Gatekeepers for the first time, all Gatekeepers may seem identical in their objective: to make her forget who she is.

But not all Gatekeepers do what they do for the same reasons. As with any group of human beings, the motivations, desires, and beliefs of individual Gatekeepers regarding Rifts, Mythoi, and even the Mist, vary greatly. Furthermore, in the noir genre there are no black-and-whites; morality is gray, and the Men and Women in Gray are no exception. While one Gatekeeper may be waging a holy war against Rifts, another may let a Mythos slip into existence for the right price, while a third may strike a deal with one crew of Rifts to get rid of another, not because he likes them, but because that's what it takes to survive.

You can use this list to inform your Gatekeeper PC or NPC creation, adding texture and variety to your Gatekeeper characters.

## **BLEEDING HEART**

This rare type of Gatekeeper feels for Rifts and abhors the suffering imposed on them by the Gatekeeper organization. They see Rifts as human first and foremost, and feel compassion toward them as they do for the Sleeper population of the City. Bleeding Hearts can be vocal about their disapproval of Gatekeeper treatment of Rifts to the point of risking demotion or they can be silent types, showing their compassion through

under-the-table actions. They may assist Rifts in trouble, even help set up underground operations to hide innocent Rifts from sealing, but Rifts would be wise to think twice before trusting them. A Bleeding Heart Gatekeeper is still a Gatekeeper and all it takes for her to betray those she feels for is one moment of renewed conviction or peer pressure to "do the right thing". Furthermore, like all activists, while there are those Bleeding Hearts who take real action to help Rifts, others are drama-seekers who take on this role mostly for the attention they then receive from other Gatekeepers.

## **CORRUPT**

Gatekeeping is a reasonably-paid job, but it won't make you rich. Sometimes a Gatekeeper wants to make a little extra on the side. The Corrupt Gatekeeper cares less about preserving the Mist and more about personal gain. Whether by smuggling standard issue gear, selling classified Gatekeeper information to renegade Rifts, or dabbling with Rupturing and letting Mythoi into the City in return for mystical benefits, this individual circumvents moral codes and procedures and reaps the benefits. She takes great care to avoid the one thing that can bring her down: being discovered. Depending on the gravity of her offences, she could face demotion, Sleep, or even incarceration at Thorne Penitentiary (see page 153). The Corrupt agent just wants to get through her next indiscretion without any trouble, collect her reward, and live a comfortable life. The question is, how far is she willing to go to cover her tracks, and who will be paying the bill?

## **IDEALIST**

The Idealist Gatekeeper is drinking the Gatekeeper Kool Aid, by the gallon. She believes in the official Gatekeeper creed and mission statement to a tee: that the Mist protects the City from destabilizing forces, that in the presence of Mythoi humanity cannot be free, that Rifts are a threat to everybody else in the City and to themselves. She believes in a clear-cut black-and-white reality, where Gatekeepers are the protectors of freedom and saviors of humanity and she is filled with pride at the thought of her comrades' perseverance and sacrifices. This ardent conviction drives the idealist to be the best Gatekeeper she can be and some idealists climb up quite high in the organizational ladder – until she inadvertently confronts inner and outward organizational politics. That's when she starts to realize that, as with everything in the City, reality is more complicated than she believed. It's only a matter of time before the Idealist discovers a truth she cannot stomach or encounters a situation that her beliefs cannot reconcile, one that will rattle her entire view of the Gatekeepers.

## INQUISITOR

Inquisitors bring a zeal to their Gatekeeper work, a passion unlike any other agent has. For them, Gatekeeping is more than just a vocation – it is a holy war. Rifts are abominations that must be wiped off the streets of the City, by any means necessary. Sleepers are worth protecting only inasmuch as they cooperate with the Gatekeeper agenda; Sleepers who collaborate with Rifts are as bad as they are, even if they don't understand the crimes they commit (and at any rate, they are probably on the verge of awakening, and should be taken care of with zero tolerance). Unlike the Idealist, the Inquisitor isn't trying to be "the good guy"; she has no qualms about employing brutality when it comes to handling Rifts, collateral damage be damned. Such ardor doesn't sprout in a vacuum. Many Inquisitors use their holy war as an outlet for ingrained cruelty or unresolved feelings they carry over from their Sleeper lives, often following a traumatic experience involving Rifts.

## PRAGMATIST

Pragmatist Gatekeepers are practical, seasoned, and sometimes cynical individuals, who believe that the reality on the ground, rather than Gatekeeper ideals, should dictate their course of action. Pragmatists mock Idealists as unrealistic and think most Inquisitors are unhinged and dangerous. They do want to get the job done and keep the City safe, and they are well aware that the streets of the City are a complicated place and that the work of a Gatekeeper has many shades of gray.

The resources of the Mist and of the Gatekeeper organization are limited, and concessions need to be made in order to maintain the status quo. The Pragmatist isn't afraid of cutting deals with Rifts when it will save work, time, and money. She may even overlook Rifts and Rift activity that aren't especially destabilizing, more so if she can get something out of it that will be useful in tackling the bigger problems faced by the Gatekeepers.

## PROTOCOL MONKEY

Protocol Monkeys do things by the book. They believe that Gatekeeper rules and regulations were made for a reason and that if everyone just followed the rules, the organizational goals will be achieved and the City would be safe for everyone. The Protocol Monkey doesn't concern herself with the motivation or policy behind Gatekeeper rules and regulations; her entire attention is given to memorizing protocol and following it exactly as written. She considers any course of action that breaks the rules as ultimately detrimental. This can make Protocol Monkeys quite irritating to work with; no one likes to be constantly reminded of their transgressions, minor and major alike. But the Protocol Monkey is willing to bear others grunting and rolling eyes at her, because she knows that without clear guidelines and definitions, the Gatekeepers would be lost. When she finds herself in an unprecedented situation where regulations are unclear she can become paralyzed with trying to understand what is the correct, protocol-adherent course of action.



## REFORMER

The Reformer has strong beliefs regarding the many inherent problems she sees in the Gatekeeper's organizational structure. She believes these issues can only be addressed by a major overhaul or a complete reorganization of the Gatekeepers, and she broadcasts these opinions wherever she goes. Not seeking to undermine the core Gatekeeper precepts, she nonetheless can come across as a troublemaker, an instigator, or a heretic to other Gatekeepers as she promotes and establishes brand new regulations, protocols, and methods. In the mind of a Reformer, the Gatekeepers are themselves falling asleep and becoming rusty, not due to the Mist but due to their tired old ways of getting things done. Only a shake-up, a radical modernization of the Gatekeeper systems can help the Gatekeepers keep with the times and stay ahead of the game. While they can bring a more positive note to Rift-Gatekeeper relations, Reformers are not always progressives (few Gatekeepers are). Some of them try to bring to the table "next-stage" ideas of enforcing the reality of the Mist, from e-tagging Rifts to a City-wide Rift-detecting drone surveillance grid, and far beyond.

## SLACKER

Gatekeepers who are Slackers are just trying to get by with as little effort as possible. Whether the Slacker was always lazy and miraculously managed to get through basic training or she started off strong and gradually lost steam, today she couldn't care less about the job. The Slacker doesn't want to work hard, and thanks to knowing the procedures (and how to cut corners), scoring a cushy position, or having a lenient boss, manages to get away with the bare minimum. She may even prefer to take a demotion over engaging in an open fight with Rifts. Always full of excuses and using incompetency as her shield, the Slacker could probably be a great Gatekeeper if she put her heart and back into it, but motivating her is no easy task. She has lost interest or never quite had any, and for her, Gatekeeping is a job that pays the bills, nothing more.

## TRADITIONALIST

There are those among the Gatekeepers who admire the great endeavors of the first Gatekeepers and some of them even hail from the original Gatekeeper bloodlines. For the Traditionalist, the old ways are the true ways, and modern applications of Gatekeeping, from new tech to jazzy organizational theories, are just noise that steers the Gatekeepers away from their past and their roots. Some Traditionalists may resist new orders or avoid modern solutions if these don't sit well with how they view the "true ways" of the Gatekeepers. While some Traditionalists are also Inquisitors, others claim that the work of the original Gatekeepers was never meant to be carried out with zeal but with reason or even with love. With so much lost in the Mist-shrouded past, it's hard to determine what exactly were the old Gatekeeper ways; Traditionalists therefore revere high-clearance Gatekeepers for having access to hidden ancient Gatekeeper knowledge, unless, of course, they are revealed to have opinions that clash with their view of the past.

## GATEKEEPER MIST-POWERED ABILITIES

All Gatekeeper agents get mundane training, but it's their control over the Mist and their understanding of it that are their main instruments in their work to maintain it. In its root, this ability is tied to the origin of the Gatekeepers in your series, as determined by the MC (see *Secrets of The Mist*, page 290); on the street level, all Gatekeepers are taught the secret arts of controlling and manipulating the Mist as part of their training.

Drawing on the Mist's power, Gatekeepers abilities and technology allow them to **manipulate consciousness and mind, and especially attention and memory**. This includes the ability to distract, to mask a legendary occurrence as mundane, to induce forgetfulness, and to counter or even choke out and hide the manifestations of a Rift's powers by severing their inner connection with their Mythos.

Gatekeepers also possess the power to **shape reality within the Mist**, manipulating space and time, altering things that exist in the City (including the laws of nature), and even creating pocket dimensions. Whether the effects of this ability are tangible or illusory depends on the origin of the Mist in your series: the canonical Mist is the very fabric of reality in the City, so the Gatekeepers' reality-bending is as "real" as everything else in the City.



## CLEARANCE LEVEL AND TRAINING

The Mist powers available for a Gatekeeper vary in type and capacity from agent to agent, and are limited by the agent's Clearance Level and training.

An agent's **Clearance Level** determines how much the internal system of the Mist trusts her and how far she can stretch the Mist (literally) before it resists her. While a newly-recruited field agent might be able to easily avert the attention of a Sleeper but would struggle against the Mythos powers of a Borderliner Rift, a trusted veteran agent can use the same ability to erase memories from multiple people's minds, obfuscate the Borderliner Rift, or even make someone ignore any legendary events she will experience in the future.

An agent's training determines the abilities she has practiced. All agents train in **Shrouding** as part of basic training, but from there on each agent specializes in a specific field and its appropriate **Advanced Arts** to suit the needs of her position. The Advanced Arts include: **Anchoring**, **Mending**, **Perching**, **Rupturing**, and **Weaving**.

## THE MIST AS A FABRIC

Unlike Rifts, who often experience the Mist from its opaque, wispy side, the Gatekeepers relate to the magical veil through the metaphor of a fabric, a metaphysical blanket which they can pull and tug at as the need arises to provide cover for the City.

They also consider the Mist to be a living thing; left to its own devices, it is capable of serving its function without guidance and even shows a degree of self-repair. However, in these trying times, the Mist is stretched too thin, making Rifts a more common occurrence and greatly impairing its capacity to deal with threats on its own. This is where Gatekeepers come in: as conscious stewards of the Gray Veil.

## SHROUDING

Shrouding is the basic art of manipulating the Mist. In its most fundamental form, it allows a Gatekeeper to direct the power of the Mist toward a specific target, thickening the Mist around it and thereby increasing its effects. Shrouding is used first and foremost for **DMO**, abbreviation for **Distract, Mask, and Oblivate**: to distract Sleepers before they perceive a breach, to mask a breach as mundane, and to oblivate the memory of a breach from the minds of the City people. DMO protocol is also used to hide the work of the Gatekeepers, preventing citizens from noticing them, masking Gate-

## NO MIST IMMUNITY

Gatekeepers are not immune to the effects of the Mist. As awakened individuals, they are free from its most basic distracting effects and can perceive legendary phenomena. However, this freedom is granted to the extent of a Gatekeeper's Clearance Level, which determines how much of a reprieve from the Mist's effects she deserves, according to the degree of trust the organization puts in her.

In the same way Rifts display different levels of awakening (Touched, Borderliner, Legendary, Avatar), a Gatekeeper's Clearance Level determines what they can or cannot perceive or access. A Gatekeeper with a high Clearance Level can use the Mist to obfuscate information and events from his subordinates. This means that while a low-ranking field agent could see and identify a Troll Rift, she may not be able to see the Tamoanchan Enclave of Avatar Isabella Aguilar in the Old Quarter Arboretum – it's simply above her paygrade. Differently from Rifts, however, the Mist does not creep into the mind of a Gatekeeper. A Gatekeeper is a part of the system; the distinction of what the Mist hides or reveals to her is clear-cut and on a need-to-know basis: she either knows something or she doesn't, aware of it or not.

keepers as citizens or other authorities, and erasing the memory of Gatekeepers from the citizen's minds. In the everyday agent jargon, DMO is referred to as "**veiling**".

Shrouding can also be used to counter the effects of Mythos powers, especially if they are detached from their Rifts, like magical projectiles or Conjurations (this is known as **graywashing**). It can also be used to temporarily disrupt Mythos powers by increasing the pull of a Rift's mundane self and cutting her off from her Mythos. It's most commonly used to override the sensory manifestations of Rift powers, by simply masking them as something else.

In the Gatekeeper ranks, Shrouding is contrasted with Mending by the maxim: "Shrouding covers a Rift, Mending sows it shut". In practice, these arts are one and the same, with Mending being an advanced form of Shrouding that allows for finer and more efficient manipulation of the "fabric" of the Mist.

## LONG-TERM EFFECTS OF REPEATED SHROUDING

Having been born into a life in the Mist, most City denizens can take a good deal of Shrouding – or memory wiping – before they display any side effects. This means that Sleepers who have been exposed to the legendary and were Shrouded by Gatekeepers don’t behave differently after the fact; in fact, they behave more normally than ever, as if nothing unusual happened, and they perform as they always have.

However, if an individual is Shrouded over and over again due to repeated exposure (e.g., living next to a hive of Rift activity), there may be some long term side effects. The Mist can very accurately remove or edit memories, but with each repeated application of intense Mist the chances for mistakes and glitches increase. Repeatedly-Shrouded individuals may exhibit:

- Memory loss in fields unrelated to the incidents they were exposed to
- ABS, or Addled Brain Syndrome, a drop in mental performance
- SES, Stifled Existence Syndrome, which can manifest as a form of depression (loss of animation) or a compulsive need to adhere to rules and regulations, limiting the range of experiences in one’s life
- Flashbacks to Shrouded incidents

In some cases, Gatekeeper doctors can treat these conditions, but recurring Shrouding may cause them to resurface.

## ATHAZAGORAPHOBIA

Another common side effect of repeated Shrouding, especially with strong-willed individuals, is **Athazagoraphobia**, the fear of being forgotten or of forgetting, or in its manifestation in the City, a **subconscious fear of Gatekeepers**. People who have undergone multiple rounds of Shrouding are able to subconsciously sense the presence of Gatekeepers or any manipulation to the Mist made by Gatekeepers, and once they do, they flee the scene in panic. While they remain Shrouded, they are harder to locate. They also pose a growing concern for the Gatekeepers’ psychologists, who perceive this phenomenon as the emergence of a rudimentary “Gatekeeper sense” which could eventually allow some Sleepers and Rifts to become aware of the Gatekeepers. A character who develops *Athazagoraphobia* can use it as a story tag to detect Gatekeeper activity, although she may feel compelled to run for her life when she does.

## ANCHORING

Anchoring is the art of attaching the Mist to objects and people. It is the basis for the Mist-powered instruments and the technology used by the Gatekeepers. The most prevalent use of this art is embodied in the **Shrouding Foci**, either tattoos or personal items imbued with a connection to the Mist, which provide Gatekeeper agents with increased Mist firepower and durability when fighting against Rifts. Other uses include the development of Gatekeeper gear (see page 213), like the standard issue Blanket Bomb, Mist-anchored ammunition, or Mist Beacon; as well as the creation of Mist wards, runic inscriptions that increase the Mist in a specific location, such as around Gatekeeper facilities or Avatar abodes.

## MENDING

Mending is the art of closing Rifts, temporarily or permanently. When a Rift appears in an individual, an animal, an object, or a place, a Shrouder can keep it under control but only a Mender can solve the problem for good. Through Mending, Gatekeepers are able to snuff out the Mythos powers of Rifts at the source, de-powering the Rift and returning it to its mundane form. Other than controlling the Rift population of the City, Mending experts are used to fortify the Mist in thin places and restrict the expansion of Enclaves.

A Mender’s ability to permanently close off a Rift greatly depends on her skill and Clearance Level; often it requires many Menders to achieve such a feat, especially when confronting strong Borderliners, Legendaries, or Rifts who recently attained Avatarhood. Sealing an established Avatar is a complex military operation that requires multiple contingencies and assumes casualties; current Gatekeeper Command policy avoids it for fear of having their resources stretched too thin, preferring to undermine the Avatar in other means.

Mending has a side-effect known as a **Stitch**: it leaves an area of irregularly strong Mist around the target of the Mending. This manifests as a spot of extremely restrictive or subdued behavior in a relatively more relaxed and animated surrounding, such as a gray and listless person living in an upbeat, dynamic, and loud community, or a single parking spot with multiple parking restrictions and regulations located in a free parking lot or street. Some veteran Rifts are able to identify Stitches and use this to track Gatekeeper activity.

## PERCHING

Perching is the art of retrieving information from the Mist. Like a spider perching on her web and sensing vibration, practitioners of the art of Perching are able to listen to the fabric of the Mist and gain direct

knowledge of events that are taking place elsewhere in the City. Since the Mist is enmeshed with matter itself, every occurrence, no matter how secretive or hidden, is accessible to the Gatekeepers through Perching, making Gatekeeper Intelligence the best in town.

Perching is perhaps the most mystical of the arts as it taps most deeply into the Gatekeeper's consciousness and many expert Perchers develop peculiar habits and strange personalities, or have them to begin with. While Perching, a Gatekeeper agent does not see or hear what she is looking for; the knowledge or memory of the occurrence simply appears in her head as her own knowledge or memory. This could bear on the stability of a Percher's psyche as she cannot differentiate the experiences she obtained through Perching from those she experiences normally in her life.

Advanced Perching is capable of providing knowledge of events in the past or future, with higher clearance needed the further one goes (whether this is truly precognition depends on the nature of the Mist in your series). Experts of this art are even able to reach into an individual's mind anywhere in the City and ride their senses as a livestream, or tap into their past memories and knowledge.

## RUPTURING

Rupturing is the art of creating controlled Rifts in the Mist. Rupturing allows a practitioner to "stretch" the fabric of the Mist just enough to allow a specific Mythos effect to manifest, such as firing a lightning bolt or sprouting leathery Devil's wings from her back. The Mist then returns to its previous form, just as intact as before.

Rupturing is only possible with known and predictable Mythoi whose manifestation can be planned. For example, a Rupturer can trust that the Mythos of the eruption of Mount Vesuvius, which destroyed Pompeii, is always going to produce destructive results, especially when aimed at unwitting victims, as the citizens of Pompeii were (so, pretty much everyone in the City). She may know that the Mythos of the Devil requires doing the Devil's work to activate, so she can use it only in situations where she is doing something Devilish, like giving her comrade a legendary charm when the comrade is tricking someone into a bad deal (like the Devil). A Rupturer must know the Mythos she is summoning well enough to create the required conditions for its manifestation; otherwise, the Mythos power simply does not "flow" through the Rifts she creates. Rupturing therefore relies heavily on an extensive knowledge of Mythoi, which is preserved in Rupturing treatises and grimoires called **contracts**. Even in places in the City where Rupturing is prohibited, the Gatekeepers may keep a Rupturer at hand, purely for her knowledge of Mythoi.

While once it was an entirely forbidden art, a moderate use of Rupturing has slowly been adopted by more aggressive Gatekeepers, such as the Argent Clan faction (see page 261), becoming reluctantly tolerated with time, although it is still considered a dangerous art and its application is frowned upon by most Gatekeepers. Proponents of Rupturing consider it to be a necessary evil in the war against Rifts, one that allows Gatekeepers to wield similar firepower to their enemies.

## WEAVING

Weaving is the art of creating more Mist and of shaping the Mist to create changes in material reality. In its basic form, Weaving thickens the Mist in the vicinity of the practitioner without drawing it from elsewhere, which would burden the Mist's integrity as a whole (unlike Shrouding, which only moves Mist around). This usage of the art is much slower and far less effective in combat situations compared to Shrouding or Mending; it could take days for one Weaver to weave enough Mist to blanket a room-sized thin place. Low-clearance Weavers are usually tasked with fortifying the Mist in general, working in Mist factories, or running Mist maintenance in very safe areas. **Mist Generators** are Weaving devices that produce "new" Mist rather than pull more Mist to a given area, as Mist Beacons do.

Weaving becomes interesting and much more useful when the practitioner studies its advanced applications. An advanced Weaver can encode information into the Mist, altering the very fabric of reality (or how reality is experienced). Initially, this could be used to make cosmetic changes to simple objects, like changing the headlines on a newspaper, corrupting a recording on a tape, or emptying the coins in a parking meter. At even more advanced levels, Weavers can relocate objects or reposition doors and walls, a very useful *Matrix*-esque tactical capacity that also serves as the basis for the Gatekeepers transportation grid. Weavers can learn to enact such changes over a great distance, making them effective as remote teams. There is no known limit to what Weaving can change, and there are legends of veteran Weavers who can edit the very Laws of Nature, temporarily reversing gravity or even time, or edit the history of a target. Advanced Weaving is also used in constructing Gatekeeper facilities in the Deep Mist, by creating pocket dimensions removed from the City proper.

As with Rupturing, although to a lesser extent, using Weaving in advanced patterns poses a danger to the stability of the Mist and is frowned upon. Unlike Rupturing, Weaving is a staple of the Gatekeeper organization, perhaps even the first Mist art that was developed.

## AMBIENT MIST

With all the stretching, stitching, and weaving going on, and perhaps due to a natural drift, the thickness of the Mist varies from one location to another. Likewise, different districts in the City have varying degrees of Mist thickness, owing to past events or Gatekeeper resource management. Furthermore, the more Rifts use Mythos powers in a given area, the harder the Mist works and the thinner it wears.

Where the Mist wears thin, Rifts have greater access to their powers and Mythoi have greater access to the City. Sleepers have a higher chance of awakening, even temporarily, as do animals and objects. If the Mist is severely damaged in a specific spot, a thin place might be formed, causing strange phenomena and possibly birthing an Enclave.

Everyday fluctuations in the state of ambient Mist do not affect the abilities of Rifts and Gatekeepers. However, where ambient Mist is particularly strong or weak, you can use a *thin-Mist* or *thick-Mist* status to reflect its effects. *Mist-thickness* is a **swing spectrum**: any Mist-thinning effect reduces the tier of *thick-Mist* before it creates *thin-Mist* statuses, and vice versa.

As with all statuses, tier 1 represents a mild variation from the norm, tier 2, a minor variation; tier 3, a major variation; and so on. Only Gatekeeper strongholds in the Deep Mist can boast a *thick-Mist-5* status, while in most cases *thin-Mist-5* locations only exist out of town.

### EFFECTS ON SLEEPERS

Sleepers or completely depowered Rifts operating in a *thick-Mist* region take an obliterating status (Obliviating and Memory Loss, page 269) every time the tier of the *thick-Mist* status increases (including when it is first created). The tier of the status equals the new tier of the *thick-Mist* status. This represents Sleepers being more vulnerable to distraction and forgetfulness induced by a thicker layer of Mist.

### EFFECTS ON RIFTS

Rifts operating in a *thick-Mist* region do not suffer from automatic obliterating statuses, but treat the status as an impeding status for any action involving Mythos powers. Conversely, the *thin-Mist* status can boost an action based on Mythos-powers, but only if no other Mythos is taking advantage of this thin place; while a specific Mythos “flows” through the gaps of the Mist, other Mythoi must wait in line, or attempt to overpower it.

### EFFECTS ON GATEKEEPERS

Gatekeepers operating in a *thin-Mist* region treat the status as an impeding status for any action involving

Gatekeeper Mist-powered abilities, including Shrouding, employing the Advanced Arts, or using Gatekeeper gear (except gear designed to increase the Mist cover, such as a Mist Beacon). However, all Gatekeepers carry a Shrouding focus for the purpose of negating such statuses (see Standard Issue Gatekeeper Gear, starting on the next page). Mist-powered abilities are unaffected in a *thick-Mist* region as they are automatically limited by a Gatekeeper’s Clearance Level. However, Gatekeepers naturally prefer to tackle Rifts in a *thick-Mist* environment to dampen their enemies’ Mythos powers.

### THINNING OR THICKENING THE MIST

Mist Technicians and other Gatekeepers can use Shrouding to pull more Mist to their area, Mending to fix holes in the ambient Mist, and Weaving to “create” more Mist. All of these can thicken the ambient Mist, creating *thick-Mist* statuses. Only Rupturers are taught how to thin the Mist, but smart Mist Technicians or R&D personnel can figure it out, inflicting *thin-Mist* statuses. The area affected by the status is determined normally. Rifts and Sleepers normally have no knowledge of manipulating the Mist, unless obtained by arcane methods or via interaction with the Gatekeepers. The Gatekeepers prioritize cleaning up such loose ends.

## AMBIENT MIST ACROSS THE CITY

This table illustrates the potential difference in the intensity of the Mist in different parts of the City. You can use the values listed as the starting tier for statuses of *thick-Mist* (listed as a positive number) or *thin-Mist* (listed as a negative number) in the region, especially in games involving teams of Gatekeepers trying to sustain the tearing Mist.

Remember that the Mist can be thinner or thicker on a specific street or block in relation to the district as a whole, and that thin places already “occupied” by a Mythos do not benefit other Rifts’ powers. The MC should use this table as a guideline to enhance the cinematic flair of the game, painting some neighborhoods as “tougher” for Gatekeepers, rather than treat it as hard data.

Downtown	+1
Blue-Collar Residential	0
• Miller's Square	0
• Ocean Heights	-1
• Whitecliff (during <i>Albion Awakens</i> and <i>The Streets Bleed Neon</i> )	-1
Old Quarter	0 or -1
Industrial Zone	-1
Suburbia	+1
• Happyville (during <i>Amnesia Town</i> )	+2
Chinatown	-1
Fortune Row	+1
Independence	+2
• Old Fort	-3
La Colonia de Sombras	0 or -1
The Sunken City	-3
Tourist Trap	+1
The Undertrash	-2
The Village	-2

## STANDARD ISSUE GATEKEEPER GEAR

Gatekeeper agents often carry standard issue equipment infused with their strange Mist-tech. Like the Gatekeepers' outfits, Mist-tech gear always appears completely mundane, until it is activated.

### THE “NEWSPAPER”

The “Newspaper” is an agent’s personal communications and information terminal, akin to a detective’s notepad or tablet device. It appears as a mundane copy of today’s newspaper over which the agent is poring. However, it is, in fact, a sheaf of empty newspaper paper laced with Weaving technology. Responding to the agent’s touch, words, or thoughts, the paper can display pertinent information such as the profile of a target, a map of the nearby streets, or an urgent transmission from Command. It is able to scan its immediate surroundings and provide an analysis of this data.

When viewed by anyone but the authorized user, the Newspaper appears just like the day’s newspaper. To further avoid suspicion, the information presented to the agent is displayed within the newspaper’s normal print layout of headlines, paragraph text, and images (which can also show a live stream). The Newspaper can also record the agent’s speech or scribbles.

The Newspaper transmits its signal over the fibers of the Gray Veil and therefore mundane scanners do not detect its transmission. It cannot be tapped without Gatekeeper technology and the appropriate technical knowledge.



## FEDORA ABSENTIA

All agents in the field wear a special Shrouding garment, usually a fedora hat, that indirectly hides their faces. When an onlooker that isn't authorized to remember the Gatekeeper looks at the Gatekeeper's face, they see it normally (the face is not obstructed) but have trouble registering it; no memory of the Gatekeeper's face is formed in their mind.

Sleepers don't find that strange at all, while alert Rifts can realize that something is out of whack. The hat has a similar effect on recording devices such as film cameras and CCTV, which may appear as a sun flare, dust on the lens, data corruption, or an accidental photobomb.

High-power Absentia garments can withstand as many as ten thousand simultaneous gazes, but the cheap kind worn by field agents fails and flickers when more than a hundred human eyes lay upon it. Luckily for field agents, the Fedora Absentia is only their first line of Shrouding defense.

Unless removed by force, a Fedora Absentia hat does not fall off a Gatekeeper's head, not even when the agent is hanging up-side down.

## SHROUDING FOCUS

A Shrouding focus is an object to which the Mist is anchored. It allows the Gatekeeper to "pull" more Mist to her, thickening the Mist around her, fortifying her defenses and her Shrouding abilities (see page 209).

The Shrouding focus is the fundamental tool of a Gatekeeper. It appears as a mundane object, usually one that is handheld, carried on the Gatekeeper's person, and is concealable: a ring, a pen, or a pair of shades. It is etched with strange markings which burn bright when the focus is activated. Without the ability to perform Shrouding or the arcane knowledge required to harness its Mist anchor, a Shrouding focus is useless; it does not pull the Mist toward itself unless activated by a skilled practitioner. A Shrouding focus' ability to shift the Mist is dependent on the Gatekeeper's Clearance Level, although a high-quality Shrouding focus is needed to handle higher-Clearance Level Shrouding. All Shrouding Foci include safety mechanisms to prevent accidental creation of Rifts by pulling too much Mist away from a given area.

Some Gatekeepers prefer to use special ink as their Shrouding focus and tattoo the mystical runes onto their skin. This form of focus is easy to conceal (to a point) and cannot be easily taken away, preventing the Gatekeeper from ever being disarmed. However, wounding the Gatekeeper's skin can interfere with the operation of the focus. Furthermore, over time the use of one's body as a Mist anchor may produce various side effects in the Gatekeeper's body, mind, and surrounding environment as their very animating force is subdued – such as rigidifying muscles, obsessive-compulsive behavior, or an aura of limitation – but agents who opt for Shrouding tattoos play down these risks.

## BLANKET BOMB

A Blanket Bomb, also known as “Explosive Shrouding Ward”, “Mist-grenade”, or “Nighty-Night”, is an explosive device used for emergency Shrouding. When activated, the charge draws a thick cover of Mist to its immediate vicinity, usually obliterating all present individuals and/or shutting down active Mythos powers (within the scope of its effect). It is used by Gatekeeper agents when their cover is blown or when in danger, often as a last resort.

Blanket Bombs appear as everyday containers such as a pill bottle, a candy bar, or a pack of smokes. Unlike Shrouding foci, Blanket Bombs can be triggered without any knowledge of Shrouding and anyone tampering with them may find themselves obliterated, forgetting about the existence of the container.

## SHROUDING SIDEARM

Common with field agents who come in regular contact with Rifts, the Shrouding sidearm is a Gatekeeper’s second line of defense against an aggressive Rift. Most often a firearm, such as a revolver or a semi-automatic pistol, the Shrouding sidearm is a mundane weapon loaded with **Mist-anchored ammunition**. Projectiles fired from this sidearm “pull” the Mist behind them and upon impact Shroud the target, choking out active Mythos powers and limiting the manifestation of dormant powers. As with the Blanket Bomb, no Shrouding skill is required for the rounds to affect the target, and Gatekeepers have been known to arm Sleepers with such weapons in neighborhoods preyed upon by Rifts. Another subtype of this ammunition uses soft projectiles to deliver a non-lethal Shrouding blow to the target. Mist-anchored ammunition is also used in heavier or more specialized Gatekeeper weapons, such as shotguns, rifles, assault rifles, sniper rifles, machine guns, and even anti-aircraft guns and artillery. A Mending variation of ammo, **Patch ammo**, can be used to seal Mythos powers more permanently.

## MIST BEACON

A Mist Beacon, or Shrouding Beacon, is a portable device used to thicken the Mist in a given area. Even while deactivated, these devices pull enough Mist around themselves to mask themselves as everyday equipment. The field crew variety of this device can easily be carried and set up by a single person. It is usually conical or oblong in shape and can appear as a surveyor’s tripod, a large umbrella, a jackhammer, or a parking meter. Once activated, the beacon draws significant Mist cover to the area, limited by the user’s Clearance Level. A single field crew beacon can intensify the ambient Mist in a building floor or an alley, while to provide complete cover to a building or a street, multiple beacons must be placed around it.

Larger varieties of the Mist Beacon are deployed by specialized teams either to veil a Sleeper population or to provide cover for Gatekeeper operations (e.g., while Menders and Weavers work to patch up a thin place permanently, they do so under the protection of a beacon). These can be mounted on a motorcycle sidecar, in the back of a van or a semitrailer truck, or on a helicopter-carried rig, depending on the size of the area to be Shrouded. Stationary Mist Beacons are usually mounted on towers and combine a Weaving Mist Generator to cover entire neighborhoods.



## STANDARDIZED AUXILIARY WARDS

Most Gatekeeper teams can greatly benefit from having access to a wide range of abilities, but very few agents are trained in more than one or two of the Advanced Arts. In order to grant teams greater versatility, Anchoring specialists use Mist-powered technology to create objects with attached specialized effects, allowing the agent carrying them to mimic a limited, but still useful, aspect of an Advanced Art. As with Shrouding foci, these devices appear as mundane objects that briefly glow with strange glyphs when activated. The prescribed effect they generate is restricted by the user's Clearance Level. Some examples include:

- **Breach Detector (monocle or watch):** A basic Perching ward that alerts the Gatekeeper to nearby Rifts.
- **Exit Key (keychain or gloves):** A Weaving ward that transforms a normal door or opening into a portal to a nearby Gatekeeper safehouse or facility. Exit keys can be carried on a Gatekeeper's person, and they've also been installed in locks and keypads to create **Exit Doors** across town, through which Gatekeepers flee when they are overpowered.
- **Graywashing Spray (hairspray or pepper spray):** A first-aid Shrouding ward used to treat injuries or conditions caused by Mythos powers by reducing or removing their legendary effect.

- **Mist Seal (bandage or syringe):** A Mending ward used to apply a long-term seal to a Rift whose Mythos powers are temporarily Shrouded.
- **Outfit Displacer (powder box or cuffs):** A Shrouding ward which can alter a Gatekeeper's appearance instantly.
- **Rupture Device (varies):** A highly-restricted artifact of Mist-tech that allows a Gatekeeper to recreate the Mythos powers of a specific Mythos, such as freezing a room over or withering all plant life she touches. Used to counter specific Mythos powers when confronting powerful Rifts in hostile environments.
- **Wiper (replacement tooth):** Undercover or front-line agents who are in danger of being taken captive can crack this ward in their mouths and have their memories wiped clean. The Shrouding version is reversible and therefore hackable to some powerful Rifts; the Mending/Weaving version overwrites the agent's physical brain and mental patterns, permanently turning her into a Sleeper who truly knows nothing.



# AGENT CAREERS

Agents are the building blocks of the Gatekeeper organization. To Rifts, they all seem like gray government officials in fedoras and suits, but behind the veil of the Mist, Gatekeepers are involved in a staggering range of activities which require different types of training, attitudes, and technology. They must be prepared for anything, because on the other side of the Veil, legendary threats lurk and await the opportunity to invade the City, from a pesky Familiar infestation to a Citywide outbreak of nightmare monstrosities.

## DESK JOCKEY

Desk jockeys are the office workers who push paper for the Gatekeepers. Most desk jockeys are analysts: they gather information regarding their domain of responsibility, study it, and come back to their superiors with actionable data. A desk jockey's field of expertise could be:

- a specific set of targets, e.g., the crew, an Industrial Zone Rift gang
- Rifts statistics of a certain type of Rifts, e.g., number and distribution of Rifts with cold and winter powers
- Rifts statistics in a certain part of the City, e.g., prevalence of awakenings in Suburbia or Downtown
- a study on the shared properties of a group of Mythoi, e.g., human sacrifice tendencies in Rifts of Mesoamerican Mythoi

Desk jockeys' training is mostly mundane, but some of them dabble with Perching as an additional information channel, or with theoretical Rupturing, to help understand their subject of study (their job description does not justify actual Rupturing of any sort). Since they spend their days in the back offices of the Deep Mist, their combat capability is minimal and few of them ever see active duty on the field.

### RIFT ANALYST



*Training*

#### DIRECTIVE

*Only report information based on hard facts.*

#### POWER TAGS

*analyst, target profiling, Rift power categories, uncover a target's personal ties, methodical study, my liaison at Intel, computational "Newspaper", dossiers of dangerous Rifts, the longer I have the better, guesstimate target location*

#### WEAKNESS TAGS

*theory vs. reality, wimpy, office rivalry, analysis paralysis (overthinking)*

#### THEME IMPROVEMENT

**Working Overtime:** Once per session, when you spend downtime profiling a Rift at your desk, you may gain the benefits of both *Work the case* (gaining 3 Clues) and *Prepare for your next activity* (gaining 3 Juice).

### THEORETICAL RUPTURING



*Advanced Art*

#### DIRECTIVE

*Only profile Mythoi with active Rifts, avoid drowning in theory.*

#### POWER TAGS

*Rupturing, profiling Mythoi, myths & legends, identify a Mythos' core motive, identify a Mythos' weakness, locate Rift of a specific Mythos, question agent witnesses, Rupture a house spirit, diligent, contacts in the Old Quarter*

#### WEAKNESS TAGS

*it's purely theoretical, overlooked details, not allowed to Rupture, bookish and shy*

#### THEME IMPROVEMENT

**Powerful Experience:** When you've witnessed Mythos powers in person, if you choose to *Work the case* on your next **Montage (Downtime)** move, you gain 4 clues instead of 3.

## INFILTRATOR

Under a guise of secrecy and cradled in the obliterating embrace of the Mist, Gatekeeper field agents work constantly undercover, pretending to be nobodies or, if they must draw attention to themselves, pretending to be someone they're not. Unfortunately, the more aware Rifts in the City become, the more challenging it is to fool them.

Stories circulate about the Men and Women in Gray, so the good ole' Fedora Absentia and a half-baked cover story just don't cut it anymore. This becomes doubly true for agents that must infiltrate Rift operations to send back intelligence reports, or when a strike on a tightly-secured Rift target can only be executed as an inside job. While Perchers give Intel an unbeatable advantage over any other intelligence agency in the City, they are expensive to train and they can't act on the field; sometimes sending someone in undercover is the most efficient way. Infiltrators are also used for assassination or sabotage jobs against high-stakes Sleeper targets that are likely to come under extreme scrutiny and therefore require perfectly traceless execution to avoid awakening the public.

Infiltrator agents are first and foremost highly-trained spies. They are adept at getting past security lines and skilled at undercover work, able to change their persona and backstory on the fly. In addition, they are backed by Veiler and Weaver teams that simply erase evidence they might leave behind and obfuscate anyone trying to find them.

Top-tier infiltrators are sometimes equipped with one of only three existing **Essence-Mesh Jumpsuits**, cutting-edge Weaving full body suits that perfectly mimic the essence of a person or object, making the agent indistinguishable from that object to all but the most legendary detectives and divinators. The jumpsuits are made of pure Mist weave and can self-repair, but serious damage to the suit can render the agent temporarily exposed to detection. These suits are able to mimic a Rift, but because of the immense complexity of such a being, the Gatekeepers must first deep scan the Rift's Mythos, and therefore must have the Rift in their custody for at least a day.

## INFILTRATION TECHNIQUES



### Training

#### DIRECTIVE

*You are whoever the mission needs you to be.*

#### POWER TAGS

**undercover espionage, present a fake persona, override security measures, leave no trace, no one behind the mask, the other mole, explosive devices, the more they believe the harder they fall, exploit a state of chaos and upheaval, computer hacking**

#### WEAKNESS TAGS

**direct confrontation, I don't know who I am anymore, shadows of past missions, nowhere to run**

#### THEME IMPROVEMENT

- Fooled:** Choose one character whom you most wish to fool. Once per scene, when you **Sneak Around** against them, you can trade a miss result for a 7-9. You can choose a different person to fool once per session.

## ESSENCE-MESH JUMPSUIT



### Relic

#### DIRECTIVE

*Never let this suit fall into Rift hands, no matter the cost.*

#### POWER TAGS

**disguise my very essence, blend into the environment, made of Mist-weave fabric, instantly appear as anything, defensive visual disruption mode, discover people's true intentions, deceive Rift detectives and divinators, even truth can be falsified, self-repairing fabric, mimic Rift powers**

#### WEAKNESS TAGS

**it's too hot in this thing, extensive fabric damage, susceptible to focused light, nothing is real to me**

#### THEME IMPROVEMENT

- The Ultimate Disguise:** When your identity comes under inspection and you burn **disguise my very essence** for a hit, you get an automatic result of 9 (instead of 7) and a Power of 3, for a total unmodified score of 12. Statuses apply to both your automatic result and your Power, as usual.

## INTEL PERCHER

Percher Intelligence officers gather and disseminate the recon and surveillance information feeds upon which the activities of the entire Gatekeeper organization are based. Essentially capable of *becoming* their surveillance target by projecting their consciousness into it, they can gather information on anything that exists in the City by attuning themselves to the fibers of Mist within the target. They can become a vault door to know if it is open or what its current structural integrity is, or a Rift on the run to know her location, allies, and current emotions and thoughts.

Intel Perchers can only feel what is manifested in the Mist of the City, so they cannot “become” Mythoi nor understand their motivations or nature (Gatekeepers can **Look Behind the Mist** for that, but not via Perching, which looks into the Mist things are made of, the fabric of reality). They can access what was previously manifested in the Mist – the past – to a lesser extent, and what will be manifested or is likely to be manifested – the future – to an even lesser extent. However, one of their most useful skills is detecting the lack of Mist, indicative of a breach (Rift). They can also sense all the physical and mental manifestations of Rift powers because these things – from magical swords to emotions of fear – exist in the Mist within the City.

Different intelligence officers specialize in different forms of Perching. Some teams stand watch over the consistency of the Mist in an entire district, building a live map of active Rifts and providing advance warning of rampant or rapidly-growing breaches. Other teams Perch on specific high-stakes targets, directly inhibiting their minds and bodies, or monitoring them through their surroundings, such as urban wildlife (crows, cats, and rats are favorites). Perchers cannot alter the object or being they are riding, unless they work with a Weaver or have also been trained as one.

Perchers work remotely and do not need to be close to their targets unless on the very rare occasions that they somehow are being jammed (creating a barrier of no-Mist is one theoretical path, but the ensuing onslaught of Mythoi makes it impractical). They are based in compartmentalized back office sections of Intel and often lack any field training whatsoever. Due to the nature of Perching, Intel Perchers tend to be strange, quirky, or squirrely.

## TARGET PERCHING



*Advanced Art*

### DIRECTIVE

*Do not take your mind off the target.*

### POWER TAGS

**Perching**, *sense-riding, know my target's schedule, establish immediate surroundings, read thoughts and feelings, sense disturbances in the Mist, quiet environment, switch targets during physical contact, no attachment to identity, Arnold – the guy in the next cubicle*

### WEAKNESS TAGS

**sensory backlash, too many minds, sanctioned targets only, peculiar and creepy**

### THEME IMPROVEMENT

**Good Memory:** Every session, you can choose to get up to three Clues on a location or person within the domain of your routine. The first Clue is free. When you take the second Clue, the MC gets to ask you a question, which you must answer truthfully. On the third Clue, you expose yourself to danger (as in the **Investigate** move).

## INVESTIGATOR

Investigators are the agents who track down Rifts for the Department of Rift Prevention (page 258) using good ole' detective work, or in some cases, expose corrupt Gatekeepers for Internal Affairs using similar methods. With all due respect to Intel, even they can't track every individual breach on the radar. Investigators are the Gatekeepers' eyes and ears on the streets of the City, following the trail of strange evidence that will lead them to a low-lying Rift operation.

As the quintessential field agents, Investigators undergo broad training that covers Rift combat engagement as well as basic public veiling, but their expertise lies in their detective skills. They talk to Sleeper witnesses to get an idea of what went down at the scene of a breach and how much veiling is needed, collect evidence and samples, rough up harmless Rifts until they snitch on their brethren, and often lead the bust operations on Rift nests.

While some of them gain an edge through Advanced Arts training, most investigators focus on honing their mundane soft skills and building up their Shrouding prowess so they can match up to their Rift suspects. Investigators have the real pulse of what is going on in the streets of the City; they know all too well that it only takes one wrong turn before you're eaten by the *Big Bad Wolf* (their slang for aggressive Rifts). If only the top management listened and gave them the manpower and resources they need, things could have been different for all those poor, oblivious Sleeper victims.

### RIFT INVESTIGATOR



*Routine*

#### DIRECTIVE

*Figure out who's behind the new Rift robbery wave, or you're out.*

#### POWER TAGS

*investigate Rift breaches, government all-access pass, breach detector ward, piece together Sleeper testimony, watch my back, examine Mythos power residual evidence, use a Rift's Mythos against them, hard-boiled, usual Rift haunts, dedicated to my work*

#### WEAKNESS TAGS

*bitter, can't share information with civilians, orders from above, out of my turf*

#### THEME IMPROVEMENT

**Echoes from the breach:** Once per scene, you get a free Clue about a Rift who has recently used their Mythos powers at your current location.

## INVESTIGATIVE SHROUDING



*Shrouding*

#### DIRECTIVE

*Bring in any aggressive Rifts you encounter.*

#### POWER TAGS

*investigative Shrouding, piercing illusions, reveal a Rift's true form, roll back the Mist and see, cigar Shrouding focus, my "Newspaper", breach detector ward, think like a Rift, "It's a necessary evil", see past disturbances in the Mist*

#### WEAKNESS TAGS

*need to work on my Mythos deflection, fall for a beautiful Rift, loner, perp still on the scene*

#### THEME IMPROVEMENT

**Ahead of the Game:** Once per scene, you get one free Clue.



## LIAISON

Liaisons are agents trained in social interaction and negotiation. They are employed in outward-facing positions by Public Awareness Control (see page 259) to facilitate Sleeper and Rift relations and internally throughout the Gatekeeper organization to improve interdepartmental collaboration.

Liaisons are often naturally charismatic and have a way of quickly earning others' respect, whether through humor, aggression, reason, authoritativeness, etc.; the best ones can change their stance based on what the person or people they are working would best respond to. They know how to create personal rapport immediately and glean information from body language and words left unspoken. They thrive and are most valuable in politically complex situations, where they quickly map the interested parties' agendas and leverage those to their advantage.

Of all agent types, Liaisons rely least on Mist-powered abilities; those working from the back office, especially, have hardly any need for them. Liaisons that work with Sleepers or as Rift Handlers put an emphasis on Shrouding DMO techniques so they can use distractions in pivotal moments in a conversation, mask themselves to maintain anonymity, and obfuscate their assets if things go south. Rift Handlers also receive combat training comparable with that of Investigators to keep them safe in the breach-rich work environment.

### HANDLER TACTICS



#### Training

#### DIRECTIVE

*Manipulate the asset, discard when done.*

#### POWER TAGS

**mediation and negotiation, align different agendas, create personal rapport, discern personal motivations, adaptive demeanor, Rift Relations management, Outfit Displacer, trained to manipulate Rifts, mutually-beneficial outcome, undermine the organization**

#### WEAKNESS TAGS

**done talking, sees a manipulator in everyone, assets I betrayed, feelings for my asset**

#### THEME IMPROVEMENT

**Playing No Games:** Once per session, when you **Convince** a Rift asset, treat a 7-9 result as a 10+.

## RUPTURERS

Even though technically allowed under certain conditions, Rupturing remains to this day a very much frowned-upon Art that is considered by many Gatekeepers as dangerous, if not downright corrupt. The dark art of opening Rifts in the Mist has its uses, especially for unscrupulous agents, but its risks are great.

Gatekeepers who use Rupturing come from all factions and all worldviews; it is just as likely to meet an Argent Clan Silver Soul employ it as a symbol of her self-entitled "ownership" over the Mist as it is to find a corrupt Trade Unionist (see page 261) conjure a Mythos that would help him gain ground in a salary negotiation. Rupturing also isn't associated with any specific role in the organization and may be useful – or detrimental – for any operation. For these reasons Rupturing is represented as an Agent Power Set, a custom move you can add to any Gatekeeper agent Danger.

Rupturers study Mythoi in order to understand how to exploit them; such intimate knowledge of a Mythos' manifestation is called a **contract** (see examples on page 279). A Rupturer must answer the required conditions for a Mythos manifestation to occur; otherwise, the Mythos power simply does not "flow" through the Rifts she creates. A novice Rupturer may only be familiar with a single manifestation of a single Mythos; a trained Rupturer usually knows no more than three contracts, or a single contract with three manifestations. As they gain arcane knowledge, Rupturers increase their repertoire of contracts, growing the range of Mythoi and manifestations they can evoke.

## MEDICAL STAFF

In this City, a dragon's breath causes third-degree burns, a Manticore's sting administers deadly venom, and giants can rip your arms out. People walk around carrying magical swords that can slice through tank armor plating, or ride black horses with fiery hooves that leave those who look at them in a catatonic shock. On top of their imaginary arsenal, Rifts, like many Sleeper criminals, walk about the City armed with mundane firearms and cold weapons. The Gatekeepers come to harm from these dangers daily, as well as from unfortunate accidents that are an inevitable part of the everyday operation of any policing force, like a crashed cruiser or friendly fire incidents (shots fired from a Shrouding sidearm may not take away an agent's abilities but they still wound and kill). Therefore, whether she's attached to a field crew trying to keep them alive or working in a quarantined hospital in the Deep Mist on curing a legendary disease, a Gatekeeper in a medical position usually has her hands full.

Medically-trained agents take different career paths depending on their background at the time of their recruitment and their final positioning. While some are already MDs when recruited, others only receive a first-aid crash course before being sent to help on the field, and some promising talents spend years in the Deep Mist studying medicine from scratch. Gatekeeper medical staff usually breeze through the practical side of Shrouding (less so if they are intended for a field role). While Graywashing can help as part of first aid, it is useful only inasmuch as the wound is still legendary to some extent, so medical trainees rely on Graywashing Spray auxiliary wards and skip that chapter in the textbooks.

Instead, they focus on the theoretical foundation needed for Weaving and then specialize in Medical Weaving, which allows them to rebuild damaged tissue, heal wounds, and fight ailments. Naturally, the more delicate and complex the damaged bodily system is, the more trained the medical agent must be to treat it: Medical Weaving for first aid is one thing, Endocrinological Medical Weaving is quite another.

In addition to curing the body, Gatekeeper Medics learn how to relieve their comrades of debilitating legendary conditions, such as hypnosis, curses and fate manipulation, psychic and spiritual degradation, transfiguration, etc.

## MEDICAL WEAVING



*Advanced Art*

### DIRECTIVE

*Keep your teammates alive and untransformed by magic.*

### POWER TAGS

**Weaving, medical Weaving, medically trained, treat Mythos wounds, untangle charm spells, diagnose legendary injuries, Graywashing medkit, Weave a prosthetic, aversion to violence, call in patient evacuation**

### WEAKNESS TAGS

**struggle to remove curses, treat under fire, experimental treatment, hates violent types**

### THEME IMPROVEMENT

**Complete Reconstruction:** When you spend downtime treating a patient under ideal conditions, make the **Change the Game** move instead of **Montage (Downtime)**. If your move is **Dynamite!** and you roll 12+, you may spend 1 Juice to allow the rest of your batch to reduce permanent statuses, except death.



## MIST TECHNICIAN

The Mist constantly wears and tears, struggling to remain taut around the burgeoning power of awakening. Add to this the endless manipulation of the Mist by Gatekeeper agents doing their work, and you get a perpetual state of deterioration which can only be mitigated, never fixed. At the end of the day, the burden of keeping the Mist intact falls to its Technicians, who labor day and night all over the City to keep the metropolitan under the blanket of the Gray Veil.

Mist Techs have a wide range of positions in the organization, from Mist Generator factory overseers, through emergency combat-trained Mending teams, to the Slacker Technician that monitors the thickness of the Mist in a specific, boring spot in Suburbia every day. They are the agents who know the Mist best (up-close-and-in-person, not like those R&D nerds) and often feel they know what is best for the Mist.

Mist Technicians spend years in the Deep Mist majoring in either Mending or Weaving, and attaining a solid grasp of both before ever going into the field. They have the know-how required to seal Rifts in the Mist, even human ones, but usually do not possess the tactical prowess to apply it nor the social skills to deal with curious Sleepers. For this reason, Mist Tech teams are usually accompanied by combat-ready units when operating in dangerous zones and by Veilers when operating in areas of high population density. A routine Mist repair job usually involves the Technician scanning the ambient Mist with her "Newspaper", cross referencing with data from Mist Beacons and Generators to establish what the issue is; she then continues to use her Shrouding Focus to Mend whatever wear and tear she found (creating a Stitch) or, if time and resources allow, Weave additional Mist for better coverage.

Mist Techs often deploy Mist Generators and Mist Beacons as part of their work; however, their use of Mist Beacons is more informed than most field units as they take care not to overload the Veil, preventing a problem forming elsewhere in the City. Despite their name, Mist Technicians do not regularly build or fix Mist tech, or Gatekeeper gear, as most of them are not Anchors. However, their technical understanding does give them some advantage when approaching such devices.

## MAINTENANCE MENDING



*Advanced Art*

### DIRECTIVE

*Respond to urgent Enclave alarms ASAP.*

### POWER TAGS

*Mending, maintenance Mending, textile engineering, seal an awakening Rift, patch a thin place, readout of Mist integrity in the area, portable high-output Mist Beacon, slow down Enclave expansion, take time to do a job well, security detail escort*

### WEAKNESS TAGS

*tedious and boring job, active Rift, limited by ambient Mist, I'm not pessimistic I'm realistic*

### THEME IMPROVEMENT

**Rapid Repairs:** When you Change the Game to repair the ambient Mist, on a hit, you gain the Scale up the effect improvement automatically.

## MAINTENANCE ROUTE



*Turf*

### DIRECTIVE

*If anything strange and gruesome happens here, it's on you.*

### POWER TAGS

*my maintenance route, assigned here by Command, weak spots in the Veil, rookie maintenance team, identify thin places for sealing, great take out food, outpost hidden in junkyard, shove them back where they came from, amp up the Mist in the sector, Perchers in the crows*

### WEAKNESS TAGS

*diabolical local legends, too complacent, sewer Rifts, trouble above my paygrade*

### THEME IMPROVEMENT

**Call 1-800-MIST:** Once per session, you can have your character show up or already be at a scene anywhere in your turf where a Rift is present or forming (including cutscenes).

## PAC VEILER

Public Awareness Control Veilers are the classic Men and Women in Gray: the people you won't remember seeing. They are called to the site of increased Rift or Gatekeeper activity to shelter the population from the truth, sweep for any snoopy or wayward witnesses, wipe their memory, Graywash any residual Mythos effects, and ensure normality is fully restored. When serving as PAC attachés to Rift Prevention teams, they are responsible for restricting Sleeper exposure to the unit's activity. Thanks to the Veilers, life in the City can continue as it's meant to: peacefully, obliviously, unknowingly.

Veilers specialize in Shrouding for the purpose of DMO – Distracting, Masking, and Obliviating – and therefore they have little interest in the Advanced Arts or time to develop them. Their mastery of Shrouding also extends to unique feats of **Graywashing** and they excel at quickly removing all traces of the legendary, making them look like figments of the imagination. Their famous **Graywashing barriers** serve a double defensive and obscuring role. First, they strip away the magic from anything Rifts send through the barrier, protecting those behind the barrier from magical projectiles and Conjurations. Second, they wash all sensory phenomena (sights, sounds, smells, etc.) crossing the barrier clean of the legendary, so Sleepers on the other side cannot perceive the legendary through the barrier.

## VEILING EXPERT



*Shrouding*

### DIRECTIVE

*Oblivate all witnesses of the incident.*

### POWER TAGS

**DMO-focused Shrouding**, insidious and creeping, distract Sleepers, Veiling a legendary incident, a dark gray umbrella (Shrouding Focus), Blanket Bomb, Outfit Displacer, diligent, it's for your own safety, Anchoring a Graywashing barrier to my umbrella

### WEAKNESS TAGS

*spread too thin, intense Rift opposition, apathetic, open-area breach*

### THEME IMPROVEMENT

**The Public is Blind:** When you Change the Game to oblivate Sleepers, on a hit, you can choose to gain the Scale up the effect or Prolong the effect improvement automatically.

## GRAYWASHER SUPREME



*Advanced Art*

### DIRECTIVE

*Support your unit by containing the breach.*

### POWER TAGS

**advanced Shrouding**, Graywashing, science of energy barriers, erect a Graywashing barrier, contain a large area within a barrier, sense Mythos residual effects, draw more power from ambient Mist, herd the breach to one place, my comrades are counting on me, Graywashing truck

### WEAKNESS TAGS

*manifestations attached to the source, sensitive to thin ambient Mist, Sleepers running around, germophobia*

### THEME IMPROVEMENT

**Barrier Expert:** When you Change the Game to erect a Graywashing barrier, on a hit, you gain the Prolong the effect improvement automatically. This stacks with the Skilled Graywisher Shrouding theme improvement.



## R&D ANCHORER

In the highly-restricted sections of R&D, agents who specialize in the mysticism, metaphysics, and sciences of the Mist run experiments in search of scientific and technological breakthroughs. The top researchers among them are either genius, middle-aged, or both: it takes a powerful mind and a long time to train in the required two to three arts (even if for everyone else in the City it looks like only a few years have passed). Most study Anchoring, as a gateway to practical applications of the Mist, and one or two other arts in addition. A few theoreticians may study ancient schools of Weaving to gain insight into the origin of the Mist and the nature of the cosmos beyond; most of their colleagues view them as weird, and IA (Internal Affairs, page 259) keeps a tight watch on them.

Many of these lab rats aren't really in touch with what's happening in the City: they sleep on the floor in their Deep Mist facilities and their thoughts are forever bent on the next step in their formula, the next enhancement to their experimental ward, or the possible practical applications of a theoretical hypothesis. As a result, their on-the-field experience is nonexistent and their manners suffer from a clear lack of human interaction. But the Gatekeeper organization isn't keeping R&D teams for the smiles; they're here to make discoveries, and when they finally do – to weaponize them and give the Gatekeepers the ultimate advantage in the war against Rifts.



## ANCHORER TINKERER



*Advanced Art*

### DIRECTIVE

*Develop a device that will give the Gatekeepers a clear advantage.*

### POWER TAGS

**Anchoring, Mist tech engineering, industrial design, anchor the Mist to an object, anchor the effects of other Arts, analyze Mist tech devices, a well-equipped lab, make explosive Shrouding gizmos, find creative solutions, my Sleeper physics teacher**

### WEAKNESS TAGS

*requires manual activation, product still in development, R&D test regulations, spew out technobabble*

### THEME IMPROVEMENT

**Prolific Inventor:** When you **Change the Game** to create Mist tech devices, on a hit, the minimum Juice you receive is equal to your Mist rating.

## SEALS

The Gatekeeper Seals are the commando unit of the Gatekeepers. They received their names thanks to their reputation and skill in sealing high-power Rifts. Trained by the best combat experts in the City and armed head to toe with anti-Mythos gear, this superb tactical team eats Rifts for breakfast, lunch, and dinner and are near enough the scariest threat a Rift could face. As an elite unit, the Seals are not used for small-time crooks and neighborhood-friendly Rifts; they deal with real threats, from rampant Borderlines (like Vector, see *Vis for Going Viral*), to Legendaries, and even fledgling Avatars.

The Seals' trench coats, jackets, or vests protect them from most Mythos powers. Instead of worrying about Shrouding individuals, each Seals team usually carries at least one portable Mist beacon and Graywashing barrier projector combo device to continuously hide their activity and wipe out the memories of all around. They also carry powerful sealing wards that can keep a defeated target out of trouble in the future by taking away her powers. A squad of Seals can also combine their forces to seal defeated Rifts permanently, turning them to Sleepers.

## SECURITY DETAIL

Agent work isn't always exciting or complicated. Sometimes it's just about waiting and keeping watch: patrolling the neighborhood near an open Enclave, staking out a Rift club waiting for a target to emerge, or watching over squishy Mist Technicians while they sow the Mist shut. The vast majority of low-ranking field agents man such positions daily, providing security and backup for their more qualified comrades. When the monsters come hurtling out of the dark, these field agents are the organization's first line of defense, although, unfortunately, they are often out of their league.

Most agents working security details are either fresh out of training, never evolved much beyond, or are waiting for a promotion. They all have basic combat training and basic Shrouding at their disposal. Depending on their deployment and section budget, they may or may not have adequate gear for the job.



### SECURITY DETAIL AGENT



#### Routine

#### DIRECTIVE

*If it has fangs, shoot it.*

#### POWER TAGS

**routine security deployment, unlimited access to donuts, extra clip of Mist-anchored ammo, my lazy partner, duck behind a dumpster, gunfights on the streets, disable a Rift's most dangerous power FIRST, streetwise, Vapor – the Gatekeeper's bar, a decent salary**

#### WEAKNESS TAGS

**apathetic, do as you're told, veterans and big shots, out of my league**

#### THEME IMPROVEMENT

**Defensive Shrouding:** Once per session, when you are targeted by Mythos powers, you can make a move before you are affected. The MC will adjust the effect based on your action.

## SWAT

Gatekeeper SWAT are deployed by local sections of the Department of Rift Prevention to accomplish specific tactical goals such as securing a position for a Mist Beacon in a hostile environment, releasing hostages, or storming a Rift hive. They are the most widely-used tactical force in the day-to-day Gatekeeping operations across the City. Almost all SWAT agents are exceptional fighters promoted from the ranks of field agents and many of them aspire to become Seals, although a competitive tension exists between the two divisions.

Within a SWAT team, each agent fulfills a specific tactical role in addition to their role as a combatant. All SWAT agents are trained in all roles and can take over the role of a fallen comrade if necessary.

## TACTICAL WEAVER (LOOMER)

The tactical applications of advanced Weaving are limitless. With a Tactical Weaver (also known as a Loomer) at hand, the Gatekeepers can turn doors into brick walls, blocking escape paths; change the weather to subdue Mythos powers that rely on heat, cold, light, or humidity; cuff the legs and hands of a fugitive Rift even as they are running away; plague a Rift with hundreds of parking fines she never deserved; and so much more. If Tactical Weavers were commonplace, Rifts wouldn't stand a chance.

Unfortunately for the Gatekeepers, the combination of academic proficiency required to study advanced Weaving and the quick reflexes needed to use this art on the field is exceptionally rare. Moreover, Tactical Weaving requires immense Weaving resources and often involves follow-up repairs to the Mist. The specialized Shrouding focus needed to enact Tactical Weaving, a handheld **Gatekeeper Loom**, is also costly to manufacture. Tactical Weavers, therefore, are to the Gatekeepers organization what combat pilots are to a country's army: hard to come by, expensive to train, expensive to equip, but nonetheless worth every penny.

Weaving works at range, but unlike Perching, the farther the Weaver the more Weaving resources are needed. Some experimental Looms allow Weaving at a great distance, reportedly from a remote outpost in the City or even from within the Deep Mist. But most Tactical Weavers still must be at least somewhat close to their target location. As a result, Tactical Weavers are considered frontline field agents and are combat trained. While officially still titled Tactical Weavers, some advanced Weavers are positioned in strategic locations such as close to the courts, the banks, the police database, etc. and can impose difficulties of the non-combat kind on uncooperative or fugitive Rifts.

## TACTICAL WEAVING



Advanced Art

### DIRECTIVE

*Counter the target's abilities or escape attempts to reinforce our operation.*

### POWER TAGS

**Weaving**, tactical Weaving, architectural studies, block off escape path, warp space, discern spacetime manipulation, Gatekeeping Loom, make a building grab a target, the view from the rooftops, animate dumpster and streetlights

### WEAKNESS TAGS

difficult to create things from scratch, open area, wary of wearing out the Mist, arrogant prick

### THEME IMPROVEMENT

**Nowhere to Run:** Once per session you may reset a chase swing spectrum to zero, eliminating a fleeing target's or a pursuing party's advantage.



## TRAINEE

Once a former Rift has been recruited into the ranks of the Gatekeepers, her entire routine is built around her training to become an agent. Some roles take longer than others to prepare for, demanding challenging theoretical studies or the honing of a particular aspect of Shrouding while others waste no time on impractical philosophizing and throw the trainee into the deep end. Sooner or later, the trainee will hit the streets or her desk and begin to practice the basics of the role she is meant for. Until she acquires enough experience, she remains under the close watch of her Case Officer, usually a specialized Rift Handler (Liaison). A trainee's knowledge of the Gatekeepers and the Mist is very limited (see page 204).

## URBAN WARFARE TACTICIAN

Some Gatekeeping operations are too challenging or too spread out for a small unit to handle, instead requiring coordinated military execution. This is often the case when Command deems a specific Rift too dangerous to remain open and orders an all-out attack against them, whether it's a building-sized manifestation of a Barghest or an infestation of pixies in the Industrial Zone. The Urban Warfare experts are assigned with planning such operations, leading and managing their field agents not unlike a military unit.

Urban Warfare Tacticians are often field agents who moved up the ranks and specialized in large-scale operations and were later selected for further tactical training. As field agents, their training emphasized advanced Shrouding for better performance on the streets. As tacticians, they abandon Shrouding to focus on Gatekeeper tactics and war doctrine as well as unique Gatekeeper logistics. Since large-scale breaches often require sealing to avoid re-opening Rifts, many tacticians also develop a background in Mending as part of their tactics training. Once back on the field, a tactician starts by commanding a small specialized team, such as a Gatekeeper SWAT team, moving on to lead increasingly larger and more powerful units as she gains experience.

## URBAN WARFARE TACTICIAN THEMES

An Urban Warfare Tactician should create a Unit Theme to represent the squad or team she has command over. For tag ideas, check the Pick-and-Play Kits under the agent type which is most prevalent in the unit the Urban Warfare Tactician commands.

# GATEKEEPER GLOSSARY

**ABS (p. 210):** Addled Brain Syndrome, a drop in mental capacity due to repeated obliterating.

**Agent:** A general term for a trained Gatekeeper with a Clearance Level of 8 or greater.

**Ambient Mist (p. 212):** The Mist in a given location, especially its thickness level.

**Anchoring (p. 210):** The advanced Gatekeeper art of binding the Mist and its effects to people, objects, and places.

**Athazagoraphobia (p. 210):** Fear of forgetting or being forgotten that appears in subjects of repeated obliterating, which correlates with a subconscious sensitivity to Gatekeepers' presence.

**Blanket Bomb (p. 215):** A standard-issue charge capable of pulling the Mist toward it in a sudden, dramatic wave. Used by agents in emergency situations.

**Breach:** A legendary occurrence indicative of a Rift in the Mist. Can also be used as an alternate term for the Rifts themselves.

**Case Officer (p. 204):** A recruiter agent who is the first and often only point of contact between the new recruit and the Gatekeeper organization.

**Clearance Level (p. 209):** The Gatekeepers' security ranking, a number between 9 (lowest) and 1 (highest) representing the degree to which the system of the Mist and the Gatekeeper organization trust a specific Gatekeeper.

**Conjuration:** Any manifestation of legendary powers independent of its Rift source.

**Deep Mist, the:** A pocket reality constructed by Gatekeepers within or alongside the City, where the Mist is thickest. The location of Gatekeeper Command and other top-secret Gatekeeper facilities and staging areas.

**Desk agent:** An agent whose work does not involve direct interaction with the City or its residents. Usually stationed in a facility in the Deep Mist.

**Distracting:** Using Shrouding to attract a target's attention away from a legendary occurrence, thereby preventing the target from witnessing it.

**DMO (p. 209):** Distract, Mask, and Oblivate, the three steps of the standard procedure used to prevent the Sleeper population from becoming aware of a legendary occurrence or Gatekeeper activity. Also known as "veiling".

**DRP (p. 258):** Department of Rift Prevention.

**Exit Door (p. 216):** Any opening in the City used by Gatekeepers to transport themselves to another such opening, whether in the City or in the Deep Mist.

**Field agent:** An agent operating in the City and/or engaging its residents.

**Gatekeeper Command (p. 257):** The top-level authority and coordination center of the Gatekeeper organization.

**Gatekeeper Defense Force:** The Gatekeeper military, deployed in large-scale City-wide breaches that require martial tactics.

**Gatekeeper Seals:** Commando unit tasked with tackling the most powerful Rifts.

**Gatekeeper SWAT (Special Weapons And Tactics):** Highly-trained and well-equipped special agents, deployed where additional firepower is required.

**Gray Veil, The:** See Mist.

**Graywashing:** Shrouding used to eliminate legendary manifestations of a Rift, especially those standing independently from their Rift source such as magical projectiles, Conjurings, or residual side effects.

**Loomer (p. 226):** Jargon for a Tactical Weaver, whose art requires a specialized Shrouding Focus shaped like a loom.

**Masking:** Using Shrouding to change the appearance of a legendary occurrence, so it is perceived as mundane.

**Mending (p. 210):** The advanced Gatekeeper art of sealing shut Rifts.

**Mist, the:** The field or veil of forgetfulness protecting the City from the Mythoi.

**Mist-anchored ammunition (p. 215):** Firearm ammunition that pulls the Mist toward it, used for combat Shrouding.

**Mist Beacon (p. 215):** A portable device capable of pulling large swathes of Mist to its location.

**Mythos:** An enemy of the Gatekeepers. A mystical force external to the City that represents a story and manifests its legendary payload in the City through Rifts.

**Obliviating:** Jargon for using Shrouding to wipe a subject's memory.

**Perching (p. 210):** The advanced Gatekeeper art of gaining direct knowledge via the Mist, used for intel gathering.

**Rift:** An individual, animal, object, or place linked with a rupture in the Mist that, as a result, possesses the power to manifest legendary occurrences in the City.

**Rupturing (p. 211):** The advanced Gatekeeper art of controlled and intentional creation of Rifts. Previously forbidden, it is now tolerated but frowned upon.

**SES (p. 210):** Stifled Existence Syndrome, a side effect of repeated obliterating.

**Shrouding (p. 209):** The basic Gatekeeper art of manipulating the Mist.

**Shrouding Focus (p. 214):** A standard-issue object or tattoo anchoring the Mist to an agent, allowing for easier Shrouding and protecting the agent in areas with thin Mist coverage.

**Shrouding Sidearm (p. 215):** A standard-issue mundane sidearm loaded with Mist-anchored ammunition.

**Silver Soul (p. 204):** Colloquial purist term for ritually-awakened Gatekeepers who never became Touched by their Mythos (and are therefore not “tainted” by it).

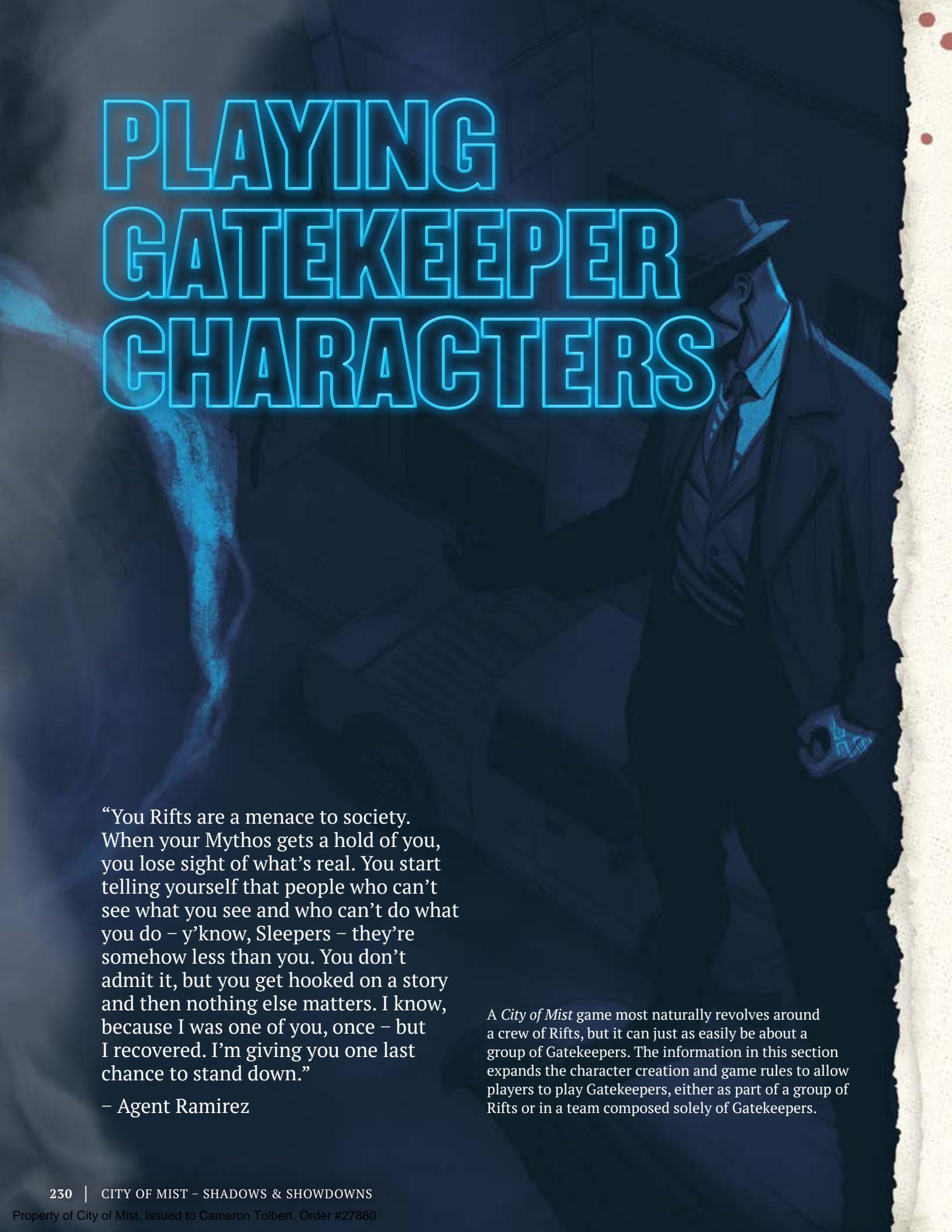
**Standardized Auxiliary Ward (p. 216):** A standard-issue object anchored to the Mist to achieve a specific effect.

**Stitch (p. 210):** A side effect of Mending which manifests as an irregularly intense field of Mist, in relation to its surroundings.

**Veiling:** Jargon for DMO.

**Weaving (p. 211):** The advanced Gatekeeper art of creating “new” Mist and modifying the reality within the Mist.

# PLAYING GATEKEEPER CHARACTERS



“You Rifts are a menace to society. When your Mythos gets a hold of you, you lose sight of what’s real. You start telling yourself that people who can’t see what you see and who can’t do what you do – y’know, Sleepers – they’re somehow less than you. You don’t admit it, but you get hooked on a story and then nothing else matters. I know, because I was one of you, once – but I recovered. I’m giving you one last chance to stand down.”

– Agent Ramirez

A *City of Mist* game most naturally revolves around a crew of Rifts, but it can just as easily be about a group of Gatekeepers. The information in this section expands the character creation and game rules to allow players to play Gatekeepers, either as part of a group of Rifts or in a team composed solely of Gatekeepers.

# GATEKEEPER SERIES CONCEPTS

When creating a series focused around a crew of Gatekeepers, the Exposition Session structure still applies (*Player's Guide*, page 43): define the series concept, create characters, create the crew, and play "A Day In The Life". The series concept is created by answering the same questions (*Player's Guide*, page 47): "Who are you as a crew?" and "What is our City of Mist like?". Here are a few suggestions for a series concept appropriate for a Gatekeeper game.

## THE POLICE PROCEDURAL

Coffee – check. Squad car keys – check. Loud police radio – check. Donuts – check. You're ready for yet another day of chasing down Rifts in the streets of your precinct. Day-in and day-out, you uncover and bring in the Big Bad Wolves and the Goldilockses of your neighborhood and make sure that the unaware residents can sleep peacefully. Every day, you joke with your fellow agents about the last arrest you made, but the truth is what you see on the streets gets to you and it hits you deep and hard. Rift crime in this City is soaring, the victims list grows longer, and upstairs won't give you the budget or backing to put an end to it. Man, who needs this? Some days you ask yourself if you should change jobs. Maybe sometimes you even feel sorry for these lost souls you obliterate. But the next day you get up and do it all over again.

**Series focus:** prosaic Rift policing work

**Characters:** field agents working for a branch or precinct of the Department of Rift Prevention: low-ranking field agents (equivalent of beat cops), Investigators, Mist maintenance workers, Veiler attachés, etc.

**Possible cases:** investigating and solving Rift-related crimes, taking out a Rift crime lord or criminal ring, exposing corruption in the unit, overstepping boundaries to help a Gatekeeper comrade in need, becoming entangled in a relationship with Rifts and covering for it, dealing with upper management and their unrealistic quotas

## WAR-TORN VETERANS

"You are the silver flash that strikes in the heart of darkness! You are the smothering fog which the enemy cannot see! You are the last line of defense against the monstrosity of legend!" You tune out the radio; it's always the same old propaganda. Hunkered down in the Industrial Zone behind a dumpster with your crew, you glance at your wrist tattoo. T minus 3 minutes

and then your team and that Sumerian demon-god dance in that abandoned warehouse – and only one side gets to walk out. You've been fighting this war for so long you don't even remember who you're doing it for. Despite being buried chest-deep in civilian population, it's so hard to see them as victims, innocents. No, these streets are crawling with monsters, and every innocent-looking kid can harbor your worst nightmare. Before you know it, it's monster-shredding time. No more feeling sorry for yourself – Go! Go! Go!

**Series focus:** military-style monster-hunting with gray morals

**Characters:** Veteran Gatekeeper Seals

**Possible cases:** battling every hellish and nightmarish Rift in the book, searching within civilian population for a fugitive Rift-monster, seeking redemption after inflicting horrible harm on civilians, bringing in conscientious Gatekeepers who betray their side, going off-grid to avenge a fallen comrade, mounting a hopeless attack on a Rift hive

## POWER GAMES

From the opaque side of the uniform veil of the Mist, the Gatekeeper organization seems as a coherent whole. But over here, on the agents' side, it is fraught with dissension. With every day that goes by, it is becoming clearer that things cannot continue as they are, that the organization, perhaps even the Mist itself, is heading toward collapse. Traditionalists blame the modern ways, Reformers call to tear down the old structures, Trade Unionists are just trying to survive, and corruption and mismanagement is everywhere. Do you have what it takes to lead your department in these trying times? Can you survive the backstabbing at the conference room? Are you the one destined to lead the Gatekeepers into a new era, or will you be the one to bring them down?

**Series focus:** political power play within the Gatekeeper organization

**Characters:** High-ranking Gatekeepers with conflicting agendas

**Possible cases:** carrying out routine Gatekeeping work while keeping tabs on your policial rivals, orchestrating a sting operation against one of your rivals, coping with a city-wide cluster-mess and its political implications, fishing out the mole in your department, bringing different Gatekeeper factions under your control, meeting with powerful Rifts and Sleepers to maneuver around obstacles, reaching the top tier of Gatekeepers in a bid to lead the organization

# CREATING A GATEKEEPER CHARACTER

## CHARACTER CONCEPT

As with creating Rift characters, your Gatekeeper character creation process starts with putting together a concept. Similarly to Rifts, a Gatekeeper character is built around an inner conflict, but for a Gatekeeper this conflict lies between her ordinary life, represented by **Logos themes**, and her work as a Gatekeeper, represented by **Mist themes**. To create a solid Gatekeeper character concept, answer the following questions for your character:

### ? WHAT IS MY POSITION IN THE GATEKEEPER ORGANIZATION?

Establish who your character is as a Gatekeeper by deciding on her current role, rank, outlook, and affiliations.

### ROLE

Your character's position as a Gatekeeper determines her abilities, gear, and administrative power and will inform your selection of Mist themes. Some of the possible roles include the following. These are also presented as Dangers for the MC, under The Gatekeepers as Adversaries (page 264).

- **Desk Jockey:** an analyst, an office worker who analyzes data
- **Infiltrator:** an undercover agent specializing in misdirection and sabotage
- **Intel Percher:** an intelligence officer capable of projecting her consciousness
- **Investigator:** a street-level detective solving Rift-related crimes
- **Liaison:** a correspondent or handler managing relations with Sleepers or Rifts
- **Medic:** a medically-trained field agent

- **Mist Technician:** a maintenance worker responsible for the integrity of the Mist
- **PAC Veiler:** a clean-up agent who ensures Sleepers won't remember a thing
- **R&D Anchorer:** an inventor specializing in Mist tech
- **Seals:** a member of the Gatekeeper's top Rift-hunting team
- **Security Detail:** an expendable field agent assigned to watch and patrol
- **SWAT:** a trained field agent specializing in tackling down mid-level Rift threats
- **Tactical Weaver (Loomer):** a Gatekeeper capable of warping reality
- **Trainee:** an unassigned agent, still in training
- **Urban Warfare Tactician:** a team leader specializing in battleground tactics

### CLEARANCE LEVEL

Your character's rank in the organization is reflected by her Clearance Level, ranging between 9 to 1 (the highest). Your Clearance Level roughly corresponds to the number of Mist themes she will have. As a general guideline, the higher-up your character is in the organization, the more Mist themes your character should have:

- **Low-Ranking Agent (3 Logos, 1 Mist):** Trainees, low-ranking field agents, and newly-assigned team leaders should have a single Mist theme. They are still new to the organization and their private lives play a bigger role in their story. Their Clearance Level usually ranges between 9 and 7.
- **Middle Management or Specialists (2 Logos, 2 Mist):** Experienced team leaders, section managers, or specialized agents have moved up in the organization, either by commanding a unit or by gaining proficiency in one of the Advanced Arts. Their investment in their Gatekeeping work inevitably steals some focus from their private lives. Their Clearance Level most often ranges between 6 and 4.



- **High-Ranking Agent or Veteran (1 Logos, 3 Mist):**

Only those who sacrifice almost the entirety of their private life can make the cut as Department Directors, or alternatively, veterans who have mastered multiple Advanced Arts. Their Clearance Level ranges between 3 and 1.

The above guideline is open for adaptations or exceptions. For example, your character may be a powerful veteran Gatekeeper with three Mist themes who has been demoted to Clearance Level 9, and yet nonetheless eats, breathes, and dreams Gatekeeping (1 Logos, 3 Mist). Furthermore, some of the Mist themes you choose in the next step may not be directly related to your rank in the organization, and so you and the MC may decide that they do not affect your standing and Clearance Level.

## OUTLOOK & AFFILIATIONS

What your character thinks about the Gatekeeping work and her attitude toward the organization has a big impact on her choices on the field. Define your character's stance by choosing one or more of the Agent Outlooks (page 206):

- |                  |                   |
|------------------|-------------------|
| • Bleeding Heart | • Pragmatist      |
| • Corrupt        | • Protocol Monkey |
| • Idealist       | • Reformer        |
| • Inquisitor     | • Slacker         |
| • Traditionalist |                   |

Furthermore, your character may be affiliated with one of the factions within the Gatekeeper organization (page 260):

- |                    |                        |
|--------------------|------------------------|
| • The Apex Society | • Stewards Of The City |
| • The Argent Clan  | • The Trade Union      |
| • The Mac Lirs     | • The Unity Pledge     |

Just as important is the mundane aspect of your character's life. Ask yourself:

### ? WHO AM I BEYOND MY WORK AS A GATEKEEPER?

Your character has a life beyond her work as a Gatekeeper. She may have ongoing commitments such as loved ones, personal aspirations, an individual style that defies the Gatekeeper all-gray mentality, or even another job. She could be holding on to remnants of her previous life, haunted by trauma, or carrying a wound or a debt. All of these things are pulling your character back to the life of an ordinary person in the City, a Sleeper (much in the same way they pull a Rift). Even as a Gatekeeper, your character is always enticed by the possibility of letting it all go, quitting the force, and simply falling into sweet forgetfulness and no longer have to worry about Mythos and Mist. She dreams of finally having the peace and the time to build something in her mundane life, something important, personal.

### ? WHAT DO I REMEMBER ABOUT MY MYTHOS?

By definition, Gatekeepers are awakened characters, even if currently their awareness is granted to them by the organization to help keep others asleep. In all likelihood, your character remembers at least something of her awakening – whether fondly or traumatically. She may be well aware of her dormant or buried Mythos, missing it, repressing it, or she simply learned to accept that it is no longer a part of her. In some rare cases, Gatekeepers choose to have those memories weaved away, but as a result they must live everyday with this choice and the blank space in their past.

Alternatively, if your character comes from a Gatekeeping family or background, she may be a Silver Soul, a Gatekeeper who was ritually awakened and then immediately sealed, before becoming aware of her Mythos. As a Silver Soul, there is a part of you you will never know, but you do not have to deal with temptation or inner conflict like those who have memories of being a Rift.



## RIFTS BECOMING GATEKEEPERS

Rift Player Characters have the option of turning into Gatekeepers when they lose their connection to their Mythos. **When a Rift player character is about to Fall Asleep** (that is, when a Touched PC loses her last Mythos theme, see *Player's Guide*, page 276), **the player may choose to become a Gatekeeper instead.** The character then does not become a Sleeper; she continues to be able to see partially through the Mist, but her connection with her Mythos is lost (at least for now).

As explained under Recruitment (page 204), the character is approached soon thereafter by a Gatekeeper recruiter with an offer to join the Gatekeepers. The agent displays intimate knowledge of the character's life and will leverage recent events that have caused the character to forego her Mythos while trying to recruit her. For example, if the character thinks ill of the Mythoi and their power or even seeks revenge against the Rifts who caused her Sleep, the Gatekeeper will offer to help her fight against them; if she has lost her powers but still wants to stay in the game, the agent will offer a way to remain relevant, etc.

If the character accepts the offer to train as a Gatekeeper, she disappears for a period of at least one Downtime and returns as a low-ranking Gatekeeper agent having received Gatekeeper training (as time moves differently in the Deep Mist). The player adds the Mist theme card **Shrouding**, creating it using the Shrouding themebook.

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While some adjustment will be necessary and tensions will surely run high, a Gatekeeper may have many reasons to continue working with her old Rift crew, for example:

- operating undercover (for either side, or even as a double agent)
- being assigned to collaborate with the crew to avert a greater threat to the Mist
- attempting to recruit other crew members
- remaining attached to the crew (emotionally, socially, legally, or even magically)

The same reasons may apply to a new Gatekeeper agent PC who is joining the crew.

## CHOOSING THEMES

Every Gatekeeper character is made out of four themes, that describe either her Gatekeeping abilities and resources or her ordinary, private life. Themes that describe a character's Gatekeeper aspects are called **Mist themes**. Your character's private life and its pull are represented by her **Logos themes**, as when creating Rift characters.

Choose four themes for your character as usual, combining only Logos and Mist theme types (Gatekeeper characters do not possess Mythos themes). You must have at least one Logos theme and one Mist theme.

### CHOOSING LOGOS THEMES

Choose your Logos themes from the available Logos theme types: Defining Event, Defining Relationship, Mission, Personality, Possessions, Routine, and Training (*Player's Guide*, starting on page 110), or the new Logos theme types, Struggle and Turf (starting on page 28). These themes must represent things that matter to you or that define you beyond your work as a Gatekeeper.

### CHOOSING MIST THEMES

Every Gatekeeper can Shroud, and therefore in most cases **your first Mist theme must be Shrouding**. The exception to this are trainees, who may still not have a good grip over Shrouding or agents for whom Shrouding is secondary and therefore does not merit the narrative power of a full theme, whether because of their training path (R&D Anchors and Medical Weavers) or their background story (past qualifications or a history that precedes Shrouding, etc.). If you wish to start with a theme that isn't Shrouding, discuss it with the MC.

For your second and third Mist themes you may choose from:

- **Advanced Art:** Advanced Mist abilities you have obtained. You may take this theme once for each Advanced Art or combine two or more Advanced Arts in a single theme.
- **Unit:** A team, section, or department you command

Your choice of Mist themes also reflects your choice of career, between focusing on being a leader (who runs subordinate units effectively and efficiently) or a specialist (expanding your Gatekeeping abilities and skills as an individual). Leaders should have a Unit theme to represent the Gatekeepers they command, while specialists may combine any theme types, but usually master at least one Advanced Art. You can combine elements of both leadership and specialization, especially if you have three Mist themes.

You may also choose your Mist theme from the list of Logos theme types, if it describes an aspect of you as a Gatekeeper. Such themes count as Mist themes for moves that use roll+Mist. The answers you give to the power tag and weakness tag questions in these themes can refer to the legendary and supernatural, as well as to Gatekeeping abilities, skills, know-how, resources, etc.

- **Defining Event:** a major incident in your past related to Gatekeeping, possibly your awakening as a Rift or the circumstances in which it ended.
- **Defining Relationship:** a significant relationship directly related to your work, such as your boss, your comrades, your faction, etc.
- **Mission:** A personal, unofficial mission you have undertaken as a Gatekeeper, such as to change the face of the organization or find a lost Rupturing treatise.
- **Personality:** Your beliefs, style, and attitude as a Gatekeeper.
- **Possessions:** Additional Gatekeeping gear you carry, including Mist tech.
- **Routine:** Your daily Gatekeeping activities, how they shaped you, and what they taught you.

• **Training:** Training you received as a Gatekeeper, or mundane training you have put to good use within the organization, such as military or medical training.

• **Struggle:** A hardship you cope with daily as a Gatekeeper, such as workplace harassment, guilt, or a debilitating condition.

• **Turf:** Your Gatekeeping precinct or domain.

Finally, in the rare case your character possesses a Mist tech artifact of great power, you may represent it with a **Relic** theme. Like the converted Logos theme types, this theme counts as a Mist theme for moves that use roll+Mist.



## GATEKEEPER TROPS (ARCHETYPAL BUILDS)

### BERSERKER SEAL

Shrouding  
(Anti-Rift)  
+  
Personality  
(Rage)  
+  
Possessions  
(Mythosproof Trench Coat)

### CORRUPT RUPTURER

Shrouding  
(Rift control)  
+  
Advanced Art  
(Rupturing)  
+  
Defining Relationship  
(Black Market Clients)

### CREepy INTEL OFFICER

Advanced Art  
(Perching)  
+  
Personality  
(Creepy)  
+  
Unit  
(My Office)

### DISGRUNTLED TECHNICIAN

Shrouding  
(Maintenance)  
+  
Defining Relationship  
(Trade Unionist)  
+  
Advanced Art  
(Mending)

### FEMME FATAL INFILTRATOR

Shrouding  
(Masking)  
+  
Training  
(Seduction)  
+  
Relic  
(Essence-Mesh Jumpsuit)

### FIELD AGENT

Shrouding  
(Street Shrouding)  
+  
Unit  
(Security Detail)  
+  
Training  
(Urban Warfare)

### (IA) INVESTIGATOR

Shrouding  
(Look Behind the Mist)  
+  
Training  
(Rift/Gatekeeper Criminology)  
+  
Turf  
(My Jurisdiction / Inspection)

### NEIGHBORHOOD VEILER

Shrouding  
(Graywashing)  
+  
Turf  
(My Neighborhood)  
+  
Training  
(Reassure the Public)

### PRECINCT CAPTAIN

Shrouding  
(Defensive Shrouding)  
+  
Unit  
(My Precinct)  
+  
Personality  
(Grouchy)

### MEDIC WITH PTSD

Defining Event  
(Traumatic Rift Attack)  
+  
Training  
(Paramedic)  
+  
Advanced Art  
(Medical Weaving)

### R&D GEEK

Advanced Art  
(Anchoring)  
+  
Possessions  
(R&D Gizmos)  
+  
Advanced Art  
(Specialization)

### TACTICAL WEAVER

Shrouding  
(Combat Shrouding)  
+  
Advanced Art  
(Tactical Weaving)  
+  
Possessions  
(Gatekeeper Loom)

## MIST THEMEBOOKS

Like Mythos and Logos themes, Mist themes have three power tags and one weakness tag in their complete form, or one power tag and one weakness tag in their nascent form. Additional tags can be added at character creation or as improvements, as usual.

For the most part, Mist themebooks are used in the same way as all other themebooks. Read about the basics of using themebooks in the *Player's Guide* (page 74).

- The concept section helps you flesh out your ideas for the theme
- Power tag questions help you create your power tags
- Weakness tag questions help you create your weakness tags
- Crew relationships ideas generate Hurt and Help points with your crew, be they Rifts or Gatekeepers
- Theme Improvements provide unique improvement options

## DIRECTIVE

Each Mist theme, including Mist themes based on Mythos or Logos themebooks, has a **Directive**. A Directive is the driving motivation of a Mist theme, like Mysteries for Mythos themes and Identities for Logos themes.

A Directive is an order or mission statement, specific or general, that is dictated to your character by her superiors in the Gatekeeper organization. A Directive does not define your character individually as her Identities do and in many ways it is the opposite of Mysteries: it is the reverse of a question, a command which leaves no room for doubt, second-guessing, or personal conviction. It must simply be obeyed. A Directive could be:

- A specific task related to the Gatekeeper's field of expertise, such as "Develop a Gatekeeper superweapon." or "Gather information on the Miller's Square ratcheting operation."
- A responsibility entrusted to the Gatekeeper, such as "Protect this outpost at all costs." or "Cleanse this Rift-infested neighborhood."
- A jurisdiction in which the Gatekeeper must promote the organization's agenda, such as "Improve the performance in your precinct.", "Manipulate the team of the All-Seeing Eye Investigations agency to do our work.", or "Maintain the integrity of the Mist in this block."

- A target the Gatekeeper must focus on, such as "Infiltrate L'Estrange's ring of Relic smugglers." or "Seal a Maw Enclave in the Undertrash." or "Flush out the mole in the Logistics division."

- A prohibition the character is *prone to break* yet her work as a Gatekeeper prevents her from doing so, such as "You must never speak to your (Rift) ex-wife again." or "You are banned from practicing Rupturing."

A Directive is phrased as an order and always entails a gravely serious matter, at least in the eyes of Command. It is always aligned with the Gatekeeper agenda and what is best for the Mist – at least, as interpreted by the character's superiors, with their own private agendas, faction affiliations, and orders from above.

In terms of scope, a Directive can range between a task that would take several sessions to complete to a general instruction or rule that hangs over the head of the character through her entire career; it is never a minor or easy task. Directives should become broader the more Mist themes a character has and the higher her Clearance Level is.

The MC can help players think of interesting Directives by asking them:

### ? WHAT DOES THE ORGANIZATION WANT FROM YOU IN RELATION TO THIS THEME?

Alternatively, the player may choose to ask the MC to come up with Directives for his character's themes based on series details the MC has put together.

## STRIKES

During the game, acting in contradiction to your Directive earns you **Strikes** (the parallel to Fade and Crack). Just as with Fade and Crack, after earning three Strikes, your character will replace the Mist theme to which this Directive belongs. Read more about Gatekeeper moves and Character Development on page 250.



## MIST THEMEBOOK

# SHROUDING

CHANGE YOUR APPEARANCE · MAKE YOURSELF INCONSPICUOUS · ERASE SOMEONE'S MEMORIES ·  
DISTRACT SOMEONE AT A CRITICAL MOMENT · DRAW MORE MIST TO YOUR SURROUNDINGS · GRAYWASH  
THE EFFECTS OF MYTHOS POWERS · BANISH A CONJURATION · AMPLIFY A RIFT'S PERSONAL ISSUES AND  
DRAMA · CHOKE OUT MYTHOS POWERS

Shrouding is the basic art of manipulating the Mist and the first art learned by any Gatekeeper agent. In its most fundamental form, it allows a Gatekeeper to direct the power of the Mist toward a specific target, thickening the Mist around it and thereby increasing the Mist's effect. Shrouding is used first and foremost for **DMO** (or "veiling"), abbreviation for **Distract, Mask, and Oblivate**: to distract Sleepers before they perceive a breach, to mask a breach as mundane, and to obfuscate the memory of a breach from the minds of the City people.

Shrouding can also be used to counter the effects of Mythos powers, especially if they are detached from their Rifts like magical projectiles or Conjurations (This is known as "graywashing"). Moreover, Shrouding can temporarily disrupt Mythos powers by increasing the pull of a Rift's mundane self and cutting her off from her Mythos. It can also effectively override the appearance of Rift powers by simply masking them as something else.

This theme represents your character's Shrouding abilities, and more importantly, her Shrouding specializations: the types of Shrouding she is particularly

trained at, depending on her role and designation as a Gatekeeper. Veilers, for example, excel at DMOing large groups of people at once, while Gatekeeper SWAT and Seals practice shutting down Mythos powers quickly or using the Mist to shield themselves from such powers. Investigators learn to momentarily pull back the Gray Veil and sneak a peek at what's beyond it while Mist Technicians use Shrouding to manipulate layers of Mist to fortify it. Like any theme, this theme doesn't encompass all your character knows about Shrouding, only the highlights you think would matter most for her story. For example, if your type of Shrouding doesn't apply to a specific action, it doesn't mean you can't perform it, only that things are more likely to get complicated.

Because the Shrouding theme is so fundamental to every Gatekeeper, it can also cover any standard issue Mist-powered gear you may be carrying as part of your basic training and position; any benefits gained from your basic training and first few assignments as a Gatekeeper; and your agent's general outlook.

## CONCEPT

Think about your Gatekeeper position or how you first came to learn the secrets of the Mist. When you first started training for this job, what did your trainer teach you first? What situations did your trainer want to prepare you for? What did you learn about using the Mist in your first few weeks on the job?

Based on your background as a Gatekeeper, think about the answer to the question below:

### ? HOW DID YOU FIRST LEARN TO USE THE MIST?

- I received broad training, touching on the most common applications.
- I was trained in a specific application of Mist manipulation: \_\_\_\_\_.
- I learned an esoteric, unorthodox, or experimental form of Shrouding.

Next, think of a few details about your Gatekeeping style to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

### A WHAT TYPE OF SHROUDING DID YOU LEARN?

*generalist Shrouding, street Shrouding, DMO-focused Shrouding, technical Shrouding, anti-Rift combat Shrouding, public Shrouding*

### B HOW WOULD YOU CHARACTERIZE YOUR STYLE OF SHROUDING?

*aggressive, fine-tuned, wary of damaging the Mist, insidious and creeping, performative, defensive*

### C WHAT SPECIFIC SHROUDING TRICK DID YOU FIRST LEARN?

*mask myself as another, make everyone ignore my presence, dispel a Mythos projectile, distract Sleepers, reveal a Rift's true form*

### D WHAT IS YOUR BEST SHROUDING SKILL?

*obliviating (memory wipe), dispelling manifested Mythos powers, Veiling a legendary incident, building up ambient Mist, choking out a Rift's powers, erecting a Graywashing barrier*

### E WHAT IS YOUR SHROUDING FOCUS?

*tattoos along my spine, a tattoo along my arm-shoulder-neck, my expensive pen, gold-rimmed glasses, a little black book, a dark gray umbrella*

### F WHICH STANDARD ISSUE ITEM DO YOU MOST OFTEN USE? (page 213)

*My "Newspaper", Fedora Absentia, Blanket Bomb, Mist Beacon, Shrouding revolver, Shrouding machine-pistol*

### G WHICH MIST TECH WARD DO YOU EMPLOY MOST? (page 216)

*Outfit Displacer, Exit Key, Breach Detector, Mist Seal, Graywashing Spray, Wiper*

### H WHAT DID EXPERIENCE ON THE JOB TEACH YOU?

*obliterate a Rift to her own powers, amplify a Rift's inner conflict, wait for the Mist to do the job, doubt my senses, follow the trail of magic, think like a Rift*

### I WHAT IS YOUR ATTITUDE OR FEELINGS ABOUT USING THE MIST?

*Mist integrity first!, I eat Rifts for breakfast, I better get something out of this, inquisitive, choose the lesser evil, secretly remorseful*

### J WHICH ADVANCED ART SKILL HAVE YOU BEEN DABBING WITH?

*Anchoring the Mist to a nickel, Weaving a small amount of Mist, Perching a combatant's next move, Mending a subdued Rift, Rupturing a gambling deity*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT IS FLAWED IN YOUR SHROUDING TECHNIQUE?

*too damn slow, Shrouding Focus dependency, hindered by my emotions, formulaic – can't improvise, sensitive to lack of ambient Mist, limited range*

### B FOR WHICH SITUATIONS DID YOUR TRAINING FAIL TO PREPARE YOU?

*can't DMO to save my life, no combat training, inefficient against groups, red tape and formalities, collaborating with Rifts, tedious investigations*

### C WHAT PERSONAL TRAIT GETS IN THE WAY OF YOUR WORK?

*trigger-happy, self-serving, overly familiar with superiors, insubordinate, compassion for Rifts, scared of violence, easily bored by routine*

### D WHAT IS MOST DANGEROUS OR CHALLENGING ABOUT YOUR WORK?

*powerful Rifts, unexpected Mist crash, caught red handed, alert civilians, equipment failure, tactical disaster*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## DIRECTIVE

Choose a Directive for this theme: an order that your Gatekeeper superiors want you to carry out or adhere to. It could be related to your Shrouding abilities, role, rank, personal history in the organization, and so on. For example:

- (Patrolling field agent) “Under no circumstances will you abandon your watch.”
- (Infiltrator) “Make Samuel Valtierra and his goons trust you.”
- (Rift murders investigator) “Solve all unsolved murders in this box by next month.”

You can try exploring the following options:

- A low-level task befitting your training
- A line drawn in the sand for you as a trainee that you must never cross
- A small domain for which you were made responsible

Write your Directive on your theme card.

The MC will provide opportunities for you to follow or complete your Directive. Ignoring these opportunities means you are neglecting your duties or overstepping your bounds in the Gatekeeper organization and may be demoted. Let everyone at the table know what could constitute disobeying this Directive.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Patrolling field agent) Patrolling for Rifts
- (Infiltrator) A Veiled Persona
- (Rift murders Investigator) A Look Under The Shroud

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them is a fellow Gatekeeper whose outlook overlaps with yours or a Sleeper or Rift who is cooperative with the Gatekeeping agenda. Say a few words about how you work together. Take a Help point on them.
- One of them is a dangerous Rift who has acted against the Mist or a fellow Gatekeeper whose radical views – or lack thereof – put the Mist at risk. Take a Hurt point on them.
- You once saved one of them from being revealed or from harmful Rift powers using your Shrouding. Ask them how it changed their behavior toward you. Take a Help or Hurt point on them accordingly.
- One of them is central to your Directive. Define how, and take a Help or Hurt point on them accordingly.

## SHROUDING THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### Well-Placed Charge

Choose a single power tag from this theme describing a non-offensive ward. When you burn it for a hit, you get an automatic result of 8 (instead of 7) and a Power of 4 (instead of 3), for a total unmodified score of 12. Statuses apply to both your automatic result and your Power, as usual.

### Lay It On Thick

Once per session, when you **Sneak Around** to veil yourself or another legendary happening, you can trade a miss result for a 7-9.

### Enshrouded by the Veil

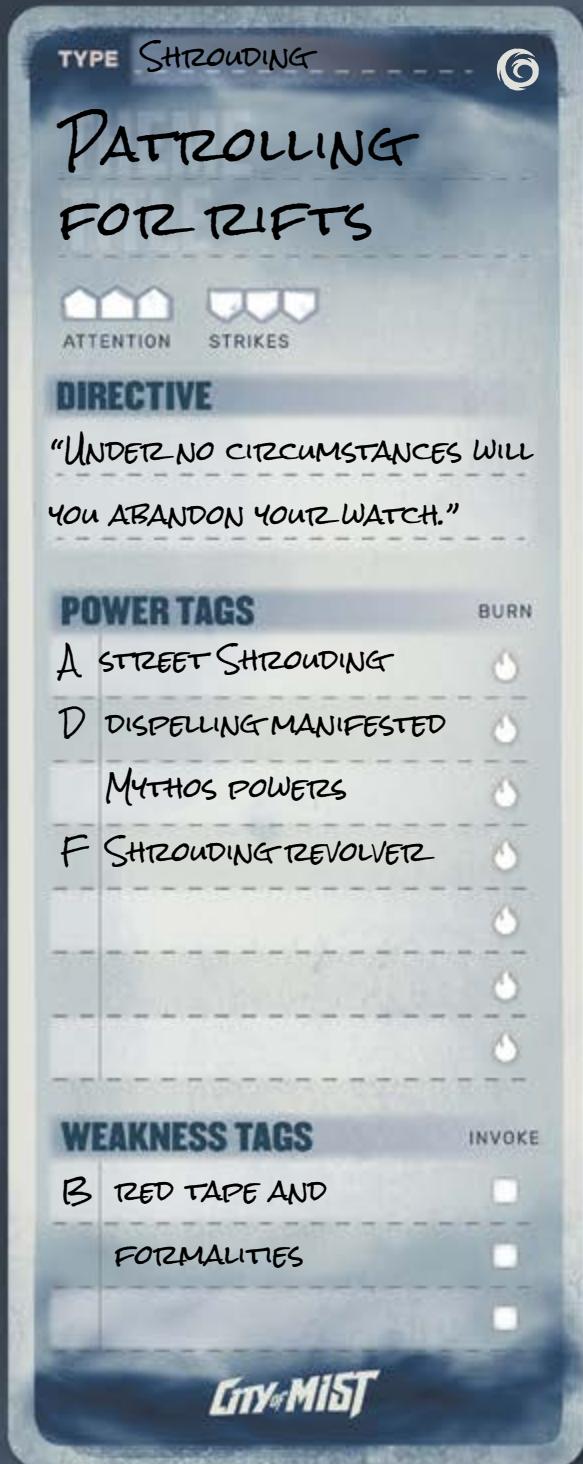
Choose a Core Move that best represents your strongest application of Shrouding. Whenever you use it with tags from this theme, it's *Dynamite!*

### Skilled Graywasher

When you **Change the Game** to remove standalone or residual Mythos effects or to prevent Mist effects from leaving an area, on a hit, you gain the *Scale up the effect* improvement automatically.

### Overstep Jurisdiction

When you have the spotlight, you may draw more Mist to you than is allowed by regulations. Gain a batch of 3 Juice representing the increased Mist access and mark one Strike.





MIST THEMEBOOK

# ADVANCED ART

**ANCHORING:** REPAIR, INVENT, AND CONSTRUCT MIST TECH • **MENDING:** TAKE AWAY MYTHOS POWERS, TURN RIFTS TO SLEEPERS, CLOSE ENCLAVES • **PERCHING:** DETECT RIFTS, RIDE TARGET SENSES, READ THE CITY LIKE A RADAR OR SCANNER • **RUPTURING:** KNOW YOUR MYTHOI, CREATE RIFTS, SUMMON AND CONTROL MYTHOI • **WEAVING:** CREATE MIST, ALTER THE FABRIC OF REALITY FOR HEALING, CONSTRUCTION, TACTICAL USE, MEMORY EDITING, ETC.

For a Gatekeeper, the practice of Shrouding is merely learning to walk; the Advanced Arts of the Mist offer much greater, perhaps endless, possibilities. The applications of the Mist are so many that one could never hope to command them all in one lifetime. It takes years to grasp the foundations of a single Art and decades to truly master it. This is an obstacle the Gatekeepers cannot yet circumvent, even if they can make time in the City move slower in relation to the student. Therefore, the study of the Advanced Arts is always connected to the allocation of resources and hence to a real and pressing need of the Gatekeeper organization.

There are five Advanced Arts:

- **Anchoring**, the ability to attach the Mist and its effects to objects; used mostly in Mist tech R&D and logistics.
- **Mending**, the practice of repairing the Mist, otherwise known as sealing of Rifts; used mostly for maintenance and anti-Rift warfare.
- **Perching**, the ‘reading’ of the Mist which grants direct knowledge of all happenings in the City; used mostly by Intel and by some investigative units.

- **Rupturing**, the once-forbidden art of creating deliberate tears in the Mist to use the powers of Mythoi; used in various roles, but only by those who dare to practice it.
- **Weaving**, the creation and manipulation of the Mist, altering the very fabric of reality; mostly used by Logistics, Medical, and for tactical purposes.

Read more about each art on page 210.

Gatekeeper agents assigned to study an Advanced Art do so as part of their training, either full- or part-time, depending on their circumstances. A Gatekeeper who practices an Advanced Art is considered a highly-trained agent in her field and is promoted accordingly, with expectations from superiors rising as well.

## CONCEPT

Think about your position within the Gatekeepers and which Advanced Art would be most appropriate for you to learn. Are any of the Arts an inherent part of your job? If so, what aspect of it did you specialize in? If your duties do not require mastering an Art, why did you learn one? How does it help you in your work? Or did you study it because of your affiliation, your family, or your background?

Based on your story as a Gatekeeper, think about the answer to the question below:

### ? WHICH ADVANCED ART DID YOU LEARN AND WHY?

I learned Anchoring / Mending / Perching / Rupturing / Weaving / Other ...

- ... as part of the training for my role as a \_\_\_\_\_.
- ... as additional or off-hours training to complement my skill set.
- ... thanks to unofficial access to ancient Gatekeeping teaching I had.

Next, think of a few details about how you use the Advanced Art you learned, to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** using Anchoring to build Mist tech, combat Mending, target sense-riding with Perching, practical Rupturing, logistical Weaving, an undocumented art: Veil-Dyeing.

### A WHAT ADVANCED ART DID YOU STUDY?

*Anchoring, Mending, Perching, Rupturing, Weaving, the forgotten art of Veil-Dyeing*

### B WITHIN YOUR ADVANCED ART, IN WHAT DID YOU SPECIALIZE?

*Mist tech engineering, sealing human Rifts, sense-riding, Urban deity contracts, logistical Weaving, infusing the Mist with feeling*

### C WHAT THEORETICAL KNOWLEDGE IS USEFUL IN YOUR ART?

*industrial design, the fabric of the Mist, know my target's schedule, broad knowledge of Mythoi, structural engineering, dye chemistry*

### D WHAT CAN YOU EASILY ACCOMPLISH WITH YOUR ART?

*anchor the Mist to an object, seal shut Touched individuals, establish immediate surroundings, summon a small Familiar, weave a pocket space, create a specific atmosphere*

### E WHAT FEAT OF YOUR ART REQUIRES GREATER SKILL?

*anchor the effects of other Arts, seal a destructive Mythos power, read thoughts and feelings, summon a specific Mythos, weave space to create a portal, dye a person with a mood*

### F WHAT CAN YOUR ART TELL YOU ABOUT THE MIST?

*analyze Mist tech devices, scan target's awareness level, sense disturbances in the Mist, identify Mythos within a Rift, detect spatial manipulation, read emotional "stains" on the Veil*

### G WHAT RESOURCES ARE NEEDED FOR YOUR ART?

*a well-equipped lab, high-grade Shrouding Focus, a moment of concentration, ritual ingredients or offering, access to the Deep Mist, ladle-shaped Shrouding Focus*

### H WHAT UNIQUE TRICK DID YOU DEVELOP USING YOUR ART?

*make explosive Shrouding gizmos, seal them with Shrouding bullets, switch targets when they touch, turn my dog into Fenrir, use weaving to shrink objects, turn a fight into a party*

### I WHAT LESSON OR ATTITUDE HAVE YOUR STUDIES OF THE ART TAUGHT YOU?

*find creative solutions, strike first and hard, no attachment to identity, rules are meant to be broken, straight lines are meant to be bent, moods can be controlled*

### J WHO OR WHAT CAN YOU CALL ON WHEN YOU NEED HELP WITH YOUR ART?

*my Sleeper physics teacher, my Seals squad, Arnold – the guy in the next cubicle, ancient tome of Rupturing, Command's logistics hotline, the Washerwomen*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT IS THE GREATEST LIMIT OF YOUR ART?

*requires manual activation, leaves a discernible Stitch, sensory backlash, prone to damaging the Mist, time-consuming, immediate and fleeting*

### B WHAT CONDITIONS DIMINISH THE EFFECTIVENESS OF YOUR ART?

*product still in development, Rift won't stand still, too many minds, lose control over a Rift, residual spatial anomaly, forceful personalities*

### C WHO OR WHAT RESTRICTS THE USE OF YOUR ART?

*R&D test regulations, bloody Rift-loving handlers, sanctioned targets only, workplace stigma against Rupturers, laws of physics encoded in the Mist, emotionally "stained" place*

### D WHAT NEGATIVE TRAIT OR BEHAVIOR DID YOU GAIN WHILE LEARNING YOUR ART?

*spew out technobabble, sadistic tendencies, peculiar and creepy, unhealthy thirst for knowledge, obsessed with others' needs, emotionally unstable*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## DIRECTIVE

Choose a Directive for this theme: an order that your Gatekeeper superiors want you to carry out or adhere to. It could be related to your Advanced Art, role, personal history in the organization, and so on. For example:

- (R&D Anchorer) "Develop a device that can seal Rifts remotely."
- (Intel Percher) "Find Lily Chow if it's the last thing you do."
- (Gatekeeper Seal) "Show no mercy."

You can try exploring the following options:

- A specific Mist-related challenge you were trained to overcome
- A localized but high-stakes objective of the organization entrusted to you
- A conviction instilled in you during your training

Write your Directive on your theme card.

The MC will provide opportunities for you to follow or complete your Directive. Ignoring these opportunities means you are neglecting your duties or overstepping your bounds in the Gatekeeper organization and may be demoted. Let everyone at the table know what could constitute disobeying this Directive.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (R&D Anchorer) Encapsulator of Mist
- (Intel Percher) The Shadow Inside You
- (Gatekeeper Seal) Seal 'Em All

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them was already a co-worker of yours when you started training. If they supported your studies, take a Help point. If they mocked you or got in your way, take a Hurt point instead.
- One of them is the natural beneficiary or potential target of your Advanced Art, like a SWAT fighter who uses your Anchoring gear or a Rift you could seal. If you'll use your Advanced Art to help them, take a Help point on them. If you'll use it to hurt them, take a Hurt point instead.

- One of them envies your level of proficiency. Ask them how they express it. If they seek your help with improving, take a Help point on them. If they act out, take a Hurt point instead.

## ADVANCED ART THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

**Specialist**

(You may choose this improvement twice.) Choose a Mythos or Logos themebook that best represents the possibilities of your Advanced Art. Choose a theme improvement from that themebook.

**Enshrouded by the Veil**

Choose a Core Move that best represents how you use your Advanced Art. Whenever you use it with tags from this theme, it's *Dynamite!*

**Reverse Engineering (Anchoring)**

Once per session, after having witnessed a Mist-related ability or phenomenon, you can reverse engineer it, gaining one of the tags that the PC or Danger used to create this effect as a temporary story tag (if the Danger did not use tags, the MC will give you one). Alternatively, you can recreate any one of the tags you have reverse engineered in the past.

**Flesh-Piercing Gaze (Perching)**

Once per scene, you can ignore a tag or a status that reflects the ability to hide or change one's appearance, shape, or body.

**Stitch Shut (Mending)**

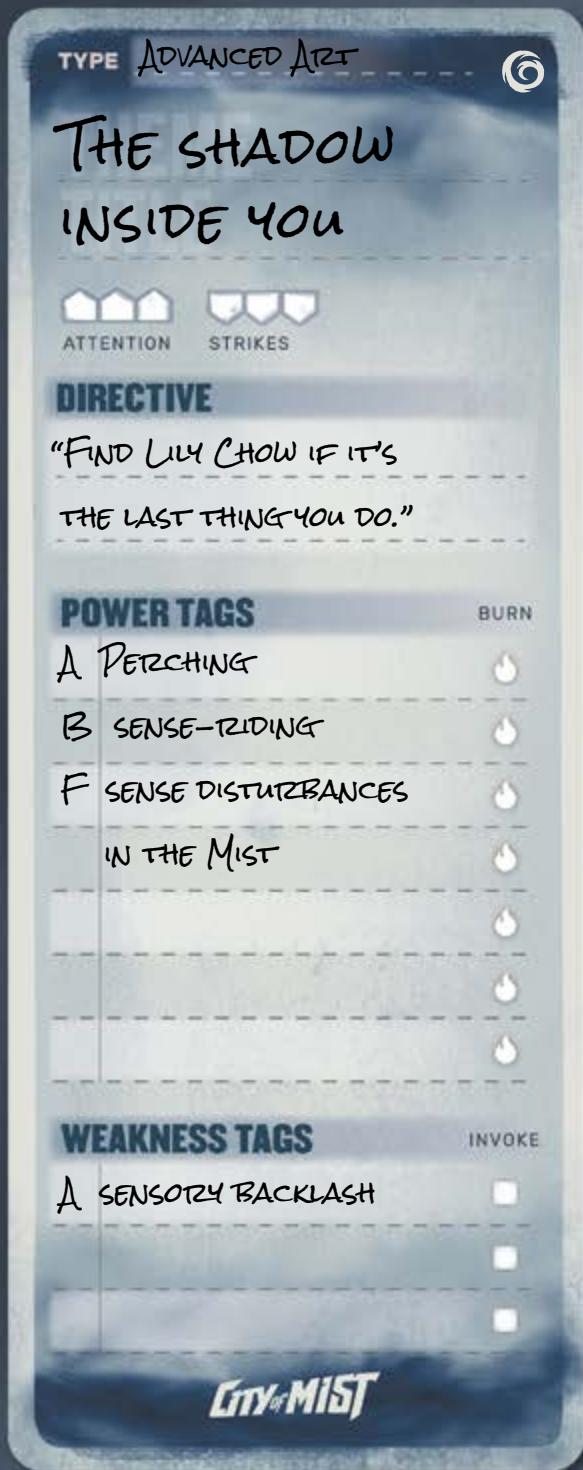
Once per session, you can seal a Rift Danger you have overcome, turning them into a Sleeper (Avatars excluded). Alternatively, once per session, you may try to apply a seal as an attack on another PC. You must declare this before making the move and the other PC may **Change the Game** to interrupt. For each tier you impose, the player marks one Fade on a theme of his choice.

**Speak My True Name (Rupturing)**

You become an expert of Rupturing a specific Mythos or a small group of Mythoi sharing an origin. Next time you gain a Mist theme, you may use a Mythos theme to reflect it (replace its Mystery and Fade with a Directive and Strikes).

**Slow Time (Weaving)**

When you make the **Montage (Downtime)** move in the Deep Mist, you may choose two benefits instead of one. If you used unsanctioned resources, mark Strike. If this was sanctioned by the Gatekeepers, the MC may give one scene until the next downtime a *thin-Mist-2* status.





## MIST THEMEBOOK

# UNIT

A GROUP OF GATEKEEPERS YOU COMMAND: AN ALL-PURPOSE FIELD TEAM • A FLOOR OF DESK JOCKEYS OR PERCHERS • A SQUAD OF GATEKEEPER SEALS • A MIST MAINTENANCE CREW • A PUBLIC AWARENESS CONTROL CANVASS TEAM • A MANNED VEHICLE • A GRAYWASHER TRUCK CREW • A DEPARTMENT OF RIFT-PREVENTION PRECINCT • AN ENTIRE DEPARTMENT • A SECRET R&D PROJECT

The odds in the battle between Mist and Mythos are skewed terribly against the Gatekeepers. This is illustrated simply by the fact that no Gatekeeper holds a fraction of the power of an Avatar. The Gatekeepers' only salvation lies in their numbers and in their organization. Fortunately, unlike Rifts, who stumble in the Mist and whose powers are a mystery to them, the Gatekeepers are aware of their own strengths and limitations. They are in control, calculated, and prepared. The great operation Gatekeepers have built allows them to keep the Rifts at bay and it does so through delegation of powers and a clear chain of command.

There are many different command positions in the organization. Every team, from SWAT on the field to logistics backstage, has a leader who makes the calls and sets the tone. Team leaders must not only put in the work like their teammates, but also keep tabs on the objective and the larger agenda. These teams are supervised by senior agents, who report to heads of sections. They in turn report to the Department Directors and Deputy Directors, who answer to the Head Gatekeeper and the Gatekeeper Council. During a high-stakes operation, Gatekeeper Command often overrides this chain and assumes full control.

In each of these links in the chain of command there is a senior agent, maybe green, maybe grizzled, who has been tasked with getting her team to meet their objective and performance indexes. These leaders are essential for the smooth operation of the Gatekeeper organization; more often than not, things go south and the agents on the ground need someone to look up to and follow into battle.

A unit under a PC's command is played as a Secondary Character. The player can take actions as the unit using tags from this theme and the unit can take statuses like any other character or group in the game. To simplify, treat the unit as a single entity, unless a single member in the unit becomes important enough to earn their own place as a Secondary Character.

## CONCEPT

Think about the Gatekeeper unit whose management you have been entrusted with. What is their routine job? What is their schedule? Who are their main enemies, within and without the organization? What is their relationship with you as their leader?

Based on your position as a Gatekeeper leader, think about the answer to the question below:

### ? WHO DO YOU COMMAND?

- A small field team
- A floor in a back office
- A precinct in the City
- An entire section or department
- A specialized project

Next, think of a few details about your Gatekeeping unit to flesh out this concept. Use them to inspire your answers to the tag questions below.

## POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

**In the examples below:** a SWAT team, a floor of Rift analysts, Section R1 anti-smuggling unit, a downtown precinct, a Public Awareness Control clean up crew, an all-purpose specialist team.

### A WHAT IS YOUR UNIT'S ROLE?

*tactical Rift warfare, provide actionable data, intercept Relic smuggling, control Rifts in my jurisdiction, make everyone forget this happened, untangle complicated situations*

### B HOW MANY ARE IN YOUR UNIT AND HOW DOES IT HELP YOUR WORK?

*overpower small Rifts crews, verified by 12 other sets of eyes, multiple checkpoints across the City, hundreds of agents on the streets, you only ever see three of us, discreet team of five*

### C WHO CAN YOU MOST RELY ON IN YOUR UNIT?

*Adebisi – the command van techy, the office manager, crew of Patrol Boat 7, agents with ties to the community, Special Coordinator Diaz, Suliman – the Liaison*

### D WHO ELSE IS AN ASSET TO THE TEAM?

*Mya – the vanguard, the sharpest pencils in the box, informants in the docks, my top investigators, Remi – the Graywisher driver, Donovan – the Rupturer*

### E WHAT INTEL SOURCES DOES YOUR UNIT HAVE?

*tactical readout of the target, aggregated reports, cargo scan wards, word on the street, status update from Command, Amelia – the mind-reading Percher*

### F WHAT KIND OF EQUIPMENT DOES YOUR UNIT USE MOST OFTEN?

*armed to the teeth, cutting-edge computing, air and sea vehicles, a small fleet of gray cruisers, obliviation-tuned Shrouding wards, Stanislaw – the Anchorer's backpack*

### G WHERE IS YOUR UNIT'S BASE OF OPERATIONS?

*the command van, Floor 47-b, Section R1 Boathouse Prime, Downtown Precinct, Terminal T-2 Rapid Deployment, Industrial Zone outpost apartment*

### H WHAT TACTIC DOES YOUR UNIT COMMONLY EMPLOY?

*smoke grenades and mirrors, research hackathon, cut off escape path, crime scene investigation (CSI), canvass area for witnesses, fight back-to-back*

### I HOW DO YOU MANAGE THIS UNIT?

*rule with an iron fist, they all have a crush on me, root out corruption, inspiring speeches, an air of mystery, creative brainstorm*

### J WHAT OR WHO IS THE WILDCARD IN YOUR UNIT?

*heavy-duty weaponry, one of them works out, Pirate Rift recruit, a call to the mayor, a Graywisher supertanker, Silvia – the all-terrain Weaver*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT ISSUES PLAGUE TEAMWORK IN YOUR UNIT?

*friendly fire, competitiveness, tempted by Relics, chip on their shoulder, no one takes responsibility, conflicting solutions*

### B WHAT LIMITS OR NEEDS TO BE IMPROVED IN YOUR UNIT'S WORK?

*vulnerable to sneaky Rifts, lack input from the field, old equipment, treat Rifts with indignity, witnesses slip through the net, reined back by Command*

### C WHAT DO YOUR UNIT MEMBERS COMPLAIN ABOUT MOST?

*ridiculed by Seals, poor cafeteria offering, always stink of fish, no promotion opportunities, loss of identity, hate collaborating with other teams*

### D WHAT IS YOUR UNIT UNTRAINED OR UNPARED FOR?

*actions look bad on the media, a bunch of wusses, an unstable Relic, Avatar-backed operations, mass awakening, insult to their huge egos*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## DIRECTIVE

Choose a Directive for this theme: an order that your Gatekeeper superiors want you to carry out or adhere to in relation to your Unit. For example:

- (Gatekeeper SWAT) "Provide timely tactical aid to calls from the field units."
- (Rift Analysts) "Find a way to cut down awakenings by 10% or you're all fired."
- (Section R1 anti-smuggling) "Prevent the Relic of the Grail from reaching the City."

You can try exploring the following options:

- Your unit's function and mission statement.
- A specific objective set before your unit.
- A performance index your unit must meet to stay relevant.

Write your Directive on your theme card.

The MC will provide opportunities for you to follow or complete your Directive. Ignoring these opportunities means you or your unit are overstepping your bounds in the Gatekeeper organization or neglecting your work, and may be decommissioned and/or demoted. Let everyone at the table know what could constitute disobeying this Directive.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Gatekeeper SWAT) The Long Arm of the Mist
- (Rift Analysts) Cracking the Rift Question
- (Section R1 anti-smuggling) Relic Hunters

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them is a member of your unit. Establish their role and your working relationship with them. Take a Help point on them.
- Your unit's work overlaps or interferes with a unit run by one of them, or encroaches on a turf or domain controlled by one of them. As a result a passionate rivalry or downright hostility has grown between your subordinates. Take a Hurt point on them.
- One of them is an asset or one of them controls a resource that your unit could really use. If you plan to foster a genuine win-win relationship with them, take a Help point. If you have other strategies in mind, take a Hurt point on them.

## UNIT THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### A Numbers Game

When taking action with your unit against a Collective, you may ignore a portion of their size factor equal to your Mist rating or your unit's size factor, whichever is smaller (the MC will establish your unit's size factor based on the narrative, your power tags, and **Change the Game** *Scale up the effect* improvement).

### Effective Leadership

Once per session, when you make a move to guide or command your unit, you can trade a miss result for a 7-9.

### Trained for This

Choose a Core Move that best represents your unit's tactics and specialization. Whenever you use it with tags from this theme, it's *Dynamite!*

### Play by the Book

When you spend downtime giving attention to this theme, you can choose to remove one Strike instead.

### Star Talent

One of your unit members is as talented and as reliable as they come, the best in her field. Choose one tag from this theme. It must describe an individual unit member. Any Core Move you make using this tag is *Dynamite!*



# GATEKEEPER PLAYER MOVES

## MIST RATING

Instead of adding to the character's Mythos or Logos ratings, Mist themes add to the character's **Mist rating**. A character's Mist rating is equal to the number of Mist themes she has.

Use your character's Mist rating when making Gatekeeper Player Moves that use roll+Mist instead of roll+Power.

## SHROUDING AND MENDING MYTHOS POWERS

When you attempt to snuff out Mythos powers using Shrouding, **Change the Game** to burn tags and reduce or remove statuses. If you are fighting a Danger with no tags or statuses to burn, you may give a **Shrouded** status. By default, Shrouding effects are momentary or one-time (temporary); use *Prolong the effect* to make the effect last longer. Ongoing Shrouding effects last between a few hours and a day (until downtime) and wear off naturally if the target takes the time to reconnect with their Mythos (for PCs, by spending downtime on usual recovery; Dangers recover narratively).

When you attempt to Mend a Rift, give them a **sealed** status using any move. It must be an ongoing or permanent status (not temporary), otherwise the effects are similar to Shrouding. Likewise, a permanent Shrouding status or burnt tag should be considered a Mending effect and bear the **sealed** tag. Ongoing Mending effects may last for weeks, depending on the narrative. Unlike Shrouding effects, appropriate mystical abilities or Gatekeeper tech are required to recover from Mending statuses sooner.

## DUAL-PURPOSE AMMO

When making a Core Move such as **Go Toe to Toe** or **Hit With All You've Got** to represent firing a weapon loaded with Shrouding or Mending ammo, you may deal a status as usual, choosing between a Mist status, a physical harm status, or both. If you choose both:

- **Mist-anchored ammo (Shrouding):** You inflict a physical harm status with a tier lower by 1 and gain an amount of Juice equal to the new tier, to be immediately used for Shrouding. You may use **Change the Game** 10+ effect improvements only if you rolled 10+ on the move used to make the shot.

- **Patch ammo (Mending):** You inflict two statuses, one of physical harm and one **sealed**, both with a tier lower by 1.

## AFFECTING THE AMBIENT MIST

To create **thick-Mist** statuses, **Change the Game**. You must spend Juice on the effect improvement *Scale up the effect* in order to affect an area, which increases in size the more Juice you spend on this effect improvement.

As a side-effect, Rupturing wears out the ambient Mist where it is used. Weaving can build up the ambient Mist, but when used for editing reality, it has an effect similar to Rupturing. Whenever you use Rupturing or reality-bending Weaving in the game, the MC may introduce the threat of wearing the Mist thin and, as a hard move (including automatically if you don't stop), inflict a **thin-Mist** status on the ambient Mist with a tier reflecting the degree of Mist erosion.

## ESCAPE FROM MEMORY

Thanks to their Clearance Level, Gatekeeper agents have the ability to control the Mist. This is reflected in their power tags, but also as a general ability to avoid Sleepers. The higher a Gatekeeper's Clearance Level is, the easier it is for them to elude Sleepers.

### ESCAPE FROM MEMORY

When you **Sneak Around** and use your Clearance Level to avoid a Sleeper, roll+Mist instead of roll+Power. The move is **Dynamite!** You may not invoke any power tags or weakness tags, but statuses relating to your Clearance Level and ambient Mist statuses modify your final score.

## PULL RANK

The chain of command is clear within the Gatekeeper organization. While agents are accustomed to working under their direct superiors, they recognize a Gatekeeper big shot when she walks into the scene. Gatekeeper PCs can use the move below to leverage their rank or experience in order to command other, lower-ranking Gatekeepers.

### PULL RANK

When you **Convince** and issue an official order to a fellow Gatekeeper, you may first gain a temporary *superior-rank* status with a tier equal to the difference between your Mist ratings.

Similarly, when you **Convince** a Gatekeeper who outranks you, the MC can first give you a temporary *outranked* status with a tier equal to the difference between your Mist ratings.

For NPCs, consider their Mist rating to be 0 for a Trainee or Sleeper Staff, 1 for a low-ranking agent, 2 for middle-management or a specialist, and 3 for a high-ranking manager or a veteran.

## LOOK BEHIND THE MIST

Like Rifts, who can **Look Beyond the Mist**, Gatekeepers can pull the veil of the Mist aside to take a look at the unadulterated realm of the Mythoi and at what is truly happening in the City, without the Mist's sugar-coating. For Gatekeepers this is a technical procedure, executed by using their Shrouding Focus to quite literally pull back the veil or by looking at a scene through their Newspaper.

Unlike Rifts, the information garnered by Gatekeepers **Looking Behind the Mist** focuses on the condition of the Mist (e.g., the awareness degree of a Rift) and the effects of the Mythos' powers rather than their cause. While they can look a Mythoi dead in the eye, they do not receive the same symbolic impressions that Rifts do about the nature of that Mythoi and can only grasp at straws trying to understand it using analysis and expertise. To reflect this, the MC should provide clues that are more technical and less insightful but also less biased and clearer than a Rift's vision.

### LOOK BEHIND THE MIST (GATEKEEPERS)

When you pull aside the veil of the Mist by the authority given to you as a Gatekeeper, you can behold things as they truly are. Play it out like the **Investigate** move, but roll+Mist instead. On a hit, you get Clues=Mist.

## STOP HOLDING. BACK.

Gatekeepers are forbidden by regulations to use the Mist carelessly, but their Clearance Level grants them this possibility nonetheless. A Gatekeeper PC may make the move **Stop. Holding. Back.** to represent an unauthorized, dramatic use of the Mist. Use the move as it is given in the *Player's Guide*, but with the following changes:

- Roll+Mist instead of roll+Logos.
- Mark Strike instead of marking Fade/Crack (unless marking Crack is especially appropriate).
- When you replace a theme, replace a Mist theme (unless replacing a Logos theme is especially appropriate).

# GATEKEEPER CHARACTER DEVELOPMENT

## ATTENTION AND IMPROVEMENTS

Mist themes gain attention in the same ways Mythos and Logos themes do:

- Invoking weakness tags
- Spending Downtime developing the theme. This works in the same way as choosing to give attention to a Logos theme. Narratively, the character is using the time to take actions related to her life as a Gatekeeper such as training, studying, working overtime, networking, etc.
- Accomplishing the theme's Directive or making sacrifices to uphold it (see below)

Upon earning an improvement, the player may similarly choose to gain a power tag, add/remove/rewrite a weakness tag, gain a theme improvement, or reset the Strikes on the theme.

## GATEKEEPER CREW THEMES

Crew themes of crews that include Gatekeepers may have access to Gatekeeper power and weakness tags.

A crew theme of an all-Gatekeeper team has a Directive and Strikes instead of Mystery/Identity and Fade/Crack.

Mixed Rift, Sleeper, and/or Gatekeeper crews may have any of the three, depending on what brings them together: if it is a shared question, use a Mystery; if it is a shared conviction, use an Identity; and if it is their mutual work under Gatekeeper supervision, use a Directive. This may be changed when the motivation is resolved.

In all other ways, themes of crews with Gatekeepers follow the standard crew theme rules.

## THREE STRIKES AND YOU'RE OUT

A Gatekeeper character loses and gains themes similarly to a Rift character, with some differences. Logos and Mist themes are replaced when the player marks three Crack or Strikes on a theme, respectively. However, while the rules for marking Crack remain the same as for Rifts, the rules for marking Strikes on Mist themes are unique to the Gatekeeper character type.

Unlike Rifts, whose conflict of Mystery and Identity is mostly internal, Gatekeepers' conflict shifts outwards: they must perform well as a Gatekeeper in the eyes of their superiors. This does not necessarily mean they must be good Gatekeepers to survive (Slacker and Corrupt Gatekeepers certainly aren't), but to keep their job they must at least *appear* to be doing their job reasonably well. Unlike the way Mysteries and Identities are handled, with the player choosing when they have crossed the line, **the decision on whether or not a Gatekeeper has adhered to her Directive is decided by other characters in the game, controlled by the MC** (or sometimes a superior PC).

The player may still affect the outcome of the PC's superiors' decisions by taking action as his character. The PC may **Investigate** to discover her superiors' opinion of her, when the next performance review will take place, or what is written in her file; she can **Change the Game** to hack the database to rewrite that file; she can **Convince** to influence her superiors or **Sneak Around** to hide things from them.

Remember to still adhere to the City of Mist principle of **Player-driven Character Development** (*Player's Guide*, page 242). The fact a player doesn't directly control his character's growth in the organization should be used to simulate the life of a Gatekeeper. The player should still have input on where his character's story arc is going and the MC (or a player playing a superior PC) must take it into account and work out the details together with the player.



## PERFORMANCE REVIEW

A Performance Review is an in-game event that takes place in the life of a Gatekeeper character. It is reflected in a move, **Performance Review**, which governs Marking **Attention** and **Strikes** on a Mist theme. This move is triggered when the character undergoes a Performance Review: whether regularly, or an immediate review owing to an exceptional failure or success in following her Directive that was brought to the attention of her superiors. Remember that the Gatekeepers are everywhere and can see all; Internal Affairs Perchers are always watching suspicious agent activity. A Gatekeeper PC's only hope of her actions not being discovered is to do something so small it will slide under the radar or to actively cover up what she did.

### PERFORMANCE REVIEW

When you receive credit from your superiors for successfully accomplishing a task given to you as a Directive, mark Attention on its theme. You may also mark Crack on one of your Logos themes to represent an upcoming promotion.

When you are accused by your superiors of failing to accomplish a task given to you as a Directive or crossing a line defined by a Directive, mark 1 Strike on the Directive's theme (2 Strikes if your transgression was especially severe, as chosen by your superiors).

When the Directive is resolved, or if your superiors elect to reassign you, choose an appropriate new Directive for this theme with the MC.

## MAKING A HARD CHOICE

A Gatekeeper's personal Identity and what they do to uphold it is still a matter of their own choice and therefore their player's choice.

### MAKE A HARD CHOICE (GATEKEEPERS)

When following your Directive demands you act or speak in a given way and you don't, if it's discovered, it will show up on your Performance Review.

When your Identity demands you act or speak in a given way and you don't, mark Crack on that Identity's theme.

When you sacrifice something you truly want in order to abide by your Identity, mark Attention on that Identity's theme.

## REPLACING A THEME

All the rules for replacing a theme apply to Gatekeeper characters, including gaining Build-Up, a Nemesis, and a new Logos nascent theme (see *Player's Guide*, starting on page 261). Gatekeeper Characters can achieve Moments of Evolution by losing and gaining themes.

### DEMOTION

After a character marks three Strikes on a Mist theme, if she still has another Mist theme(s) remaining, the Mist theme is replaced with a nascent Logos theme. This most often represents a significant loss of favor in the eyes of the organization, followed by a restriction of the agent's authority and privileges. In the empty space left behind by the character's shrinking Gatekeeping worklife, her personal life and individuality grow, represented by the nascent Logos theme.



## GETTING FIRED AND FALLING ASLEEP

If a character marks three Strikes on her last Mist theme, she loses that theme but does not replace it, remaining with three Logos themes. This represents the end of the character's Gatekeeping career (for the time being) and loss of all her privileges and Mist-related abilities. At the earliest possible opportunity and without prior warning, the character is obliterated, her memory is scrubbed clean (*memory-wipe-6*), and she is incarcerated in the most secure mass prison imaginable: life in the City as a Sleeper. Even if the character somehow avoids the forced memory wipe, her loss of Clearance Level means that, within a short period of time, the Mist obliterates all memory of what she saw and did as a Gatekeeper.

The character may continue her life as a Sleeper or reawaken as a Rift; follow the standard rules for Falling Asleep (*Player's Guide*, page 276) but the character may also reawaken as a Touched or Borderliner character, retaining some or all of her current Logos themes. The character cannot become a Gatekeeper again until her standing with the Gatekeepers changes dramatically enough that they seek to recruit her again, for example, when there is a job only she can do or if she awakens and uses her powers to aid the Gatekeeper cause.

## PERSONAL BUSINESS AND PROMOTION

When a Gatekeeper character marks three Crack on a Logos theme, the outcome is determined by the narrative.

If the character isn't ready for a promotion and has not performed well on her Directives (as indicated by recent activations of the **Performance Review** move), the Logos theme is replaced with a different nascent Logos theme. The matter is ignored by the Gatekeeper organization and is deemed as the character's **personal business**, such as the loss of a loved one.

If the character is ready for a promotion and has performed well (especially if she sacrificed her Logos theme for her work as a Gatekeeper), she is **promoted**. She loses her Logos theme and:

- If the lost Logos theme isn't her last, it is replaced with a nascent Mist theme. This represents a new position and rank, higher Clearance Level, access to greater resources or Advanced Arts training. It also implies the character's duties are greater, as reflected in her new theme's Directive.
- If the lost Logos theme was her last, she becomes a **Bigwig**.

## PROMOTIONS AND UNITS

Gatekeeper characters who already have a Unit Mist theme at the time of their promotion (whether they gain a new Mist theme or become a Bigwig) may choose to:

- leave their Unit theme as it is and continue to command the same unit;
- rewrite the theme to represent a new, action-ready unit (see Go Through a Transformation, *Player's Guide*, page 268); or
- replace the theme with a new nascent Unit theme, representing a new management position that they are slowly learning to know. In this case, they collect Build-Up, gain a Nemesis, etc.

If the promotion earns the character a new Mist theme, these changes take effect in addition to the new Mist theme.

## BECOMING A BIGWIG

A character who becomes a Bigwig is promoted to one of the highest positions in the Gatekeeper organization. She may be a Department Director, a member of the Gatekeeping Council, head of Gatekeeper Command, or the Head Gatekeeper herself. The character is given a Clearance Level of 1 and access to any and all Gatekeeping resources.

## PRIME DIRECTIVE

Upon becoming a Bigwig, the character sets her own **Prime Directive**. The Prime Directive is a tangible goal that the Gatekeeper organization must achieve to maintain the status quo. It usually involves securing the status quo in light of a threat to the Mist such as sealing a destabilizing Avatar or drastically reaffirming the weakening control over public awareness levels. It is usually not a long term, overarching goal, but an achievement or victory that the organization needs desperately and soon. The player and the MC can discuss what this goal may be, although as a Bigwig the character has the power to determine her own Prime Directive.

In light of the greater task at hand, the character ignores the three Directives on her Mist themes henceforth, and is judged solely by her performance in achieving her Prime Directive. If you ever successfully achieve your Prime Directive, you may replace it with another – there are always new threats to the Mist.



## PLAYING A BIGWIG

Playing a Bigwig follows the rules of Playing an Avatar (*Player's Guide*, page 272), adjusted to apply to her Mist themes. For example, a Bigwig may immediately recover any burnt tags on her three Mist themes.

**A Bigwig can also mobilize the entire Gatekeeper organization.** When she is actively leading an operation, the Bigwig uses any units she deploys as Secondary Characters, making Player Moves on their behalf. When she assigns a task to a unit without actively leading the operation, the outcome is in the hands of the MC: the MC may resolve the action narratively, if no other PC is involved, or create the appropriate Dangers, especially if the action targets another PC.

**Conversely, the MC presents threats to the Bigwig that befit her position:** when she uses her resources irresponsibly, she faces short-staffed units and under-budgeted sections; when she launches an open attack on Rifts, they retaliate, or the streets burn with the fires of war, creating more work for the Veilers, etc.

## TERMINATION

Your Bigwig status may end in one of the following ways:

- **Your Choice:** You may step down from your role as a Bigwig at any point.
- **Harming the Mist or its agenda:** When the organization comes to believe (truthfully or not) that you have taken an action that clearly goes against everything the Gatekeepers stand for, e.g., cause mass awakening or destroy the Mist in a district of the City
- **Failing to achieve your Prime Directive:** When the Gatekeeper Council measures your performance as part of a Performance Review and you have failed or are unable to successfully accomplish your Prime Directive
- **Losing a Theme:** Due to unchecked use of the Mist with **Stop. Holding. Back.**
- **Other Appropriate Reason:** As defined by the MC, such as you are supplanted by a rising star in the organization or betrayed by the Council. Your crewmates or non-player characters can try to discover how to achieve this (using **Investigate**) and attempt to terminate your Bigwig status, but this should require a great deal of effort on their part.

When your Bigwig status ends, you may choose one of the following:

- Your character transcends the Mist or is swallowed by it, never to be seen again. She leaves the story permanently.
- Your character is demoted to the lowest Gatekeeper job her superiors could think of (she may also be partly obliterated). She returns, now or later, as a new Low-Ranking Agent character (three full Logos themes and one Mist theme, which may be nascent). You create your character as a brand new character, retaining none of her previous themes, crew relationships, Build-Up points, or Moments of Evolution. This represents your character's meteoric fall from grace or her rebirth as an individual.
- Your character is ejected out of the Gatekeeper organization. See Getting Fired and Falling Asleep on the previous page.



# THE GATEKEEPER ORGANIZATION

"The thing is, Head Gatekeeper, we simply don't have the resources – not the manpower, not the firepower, not the Mist – to tackle this Avatar head on. If we try this, the bodycount in the Department of Rift Prevention section near Ocean Heights will soar (which, with this particular Avatar, is a problem in and of itself), Public Awareness

Control will have to close off the City east of Whitecliff, Maintenance and Logistics will deplete their reserves within a week, and from there the path to a Riot-class event is short. No, the solution here must be cunning diplomacy, using Rifts against Rifts, and I doubt there's anyone on the Council who would disagree."

– Director Hughes

# THE GATEKEEPER HIERARCHY

## TOP-LEVEL INSTITUTES

**Gatekeeper Command** is the top-level authority that oversees all real-time tactical Gatekeeping activities and issues directives that translate strategic policy into tangible actions on the field. It aggregates information from all sources and orchestrates all Gatekeeper operations in the City. Gatekeepers below the rank of a Department Director are rarely aware of the internal politics within Gatekeeper Command and simply treat it as a distant authority that issues the orders and instructions they must follow.

**The Head Gatekeeper** is the de facto commander of Gatekeeper day-to-day operations and the Gatekeeper with the most executive power. While she has Clearance Level 1 (the highest), she isn't the only one with this Clearance Level and isn't necessarily the most powerful of the Gatekeepers. She does, however, have the best real-time picture of the state of affairs in the City, from the perspective of the Mist and the Gatekeepers, and the most executive power to mobilize the organization's various resources. All Department Directors report to her.

**The Gatekeeper Council (Clearance Levels 1-2)** serves as a board of directors for the Gatekeepers. It elects and monitors the Head Gatekeeper and takes part in strategic decision-making. It is composed mostly of Department Directors, although it may also include politically- or mystically-powerful Gatekeeper elders.

## THE OPERATION ON THE GROUND

**Department Directors (Clearance Levels 1-3)** are the most powerful Gatekeepers who handle day-to-day operations. Such individuals operate way over the heads of most Sleepers and Rifts. Each major activity undertaken by the organization has its own department (see below for a list of notable departments). Department staff usually number thousands.

**Middle Management (Clearance Levels 4-6)** consists of experienced Gatekeeper leaders who manage more specialized sections within the responsibilities of a department. A mid-level manager could manage the local Gatekeeping precinct, a large team conducting research in a specific field or lead an elite military unit such as the Gatekeeper Seals. Mid-level managers usually manage teams of hundreds.

**Team Leaders (Clearance Levels 6-7)** command teams of no more than two dozen Gatekeepers in their field. They may be experienced Gatekeepers or relatively new recruits who show promise and are given command over a small team.

**Veterans (Clearance Levels 3-6)** are exceptional agents who produce great value to the system but who aren't fit for a management role or aren't interested in one. Depending on their Clearance Level, veterans and crews of veterans are given greater operational freedoms and usually answer to superiors much higher in the chain of command than other agents on the field. Veteran crews are a precious resource and as such are moved around the City often, serving as special support where less skilled agents fail to get the job done.

**Desk and Field Agents (Clearance Levels 5-8)** comprise the majority of the Gatekeeper workforce and handle the vast majority of tasks. From Mist Technicians to Liaisons to Gatekeeper troops, these low-ranking agents vary greatly in their function across the organization.

**Recruits (Clearance Level 9)** are the soon-to-be agents, in the process of going through evaluation and basic training. They know enough to realize that the Gatekeepers deal with the legendary, but not much more than that.

**Sleeper Personnel (Clearance Level None)** are staff members who do not need to know about Gatekeeper operations to do their jobs: mailroom workers, sanitation workers, private contractors, mundane repair teams, cafeteria workers, and such. Sleepers working for the Gatekeepers believe they are working for a government agency. They are kept under a heavy blanket of Mist and a close watch, as the Gatekeepers are well aware that they are a security vulnerability. Sleeper staff working on Gatekeeper facilities in the Deep Mist have no idea that they are not in the City; they believe they are in the same building they entered when they came to work that morning.



# DEPARTMENTS & ACTIVITIES

## DEPARTMENT OF RIFT PREVENTION

The DRP, or Department of Rift Prevention, is the largest department of all the Gatekeeper operations. It performs the core of the emergency Gatekeeper work, while other departments provide support or handle less urgent aspects of the Gatekeeper responsibilities.

The Gatekeepers assigned as field agents to the DRP are the classic Men and Women in Gray. Their job is to locate and seal Rifts within their jurisdiction, but this seemingly straightforward job of **Rift-hunting** actually involves hundreds of field crews across town with dozens of different designations and skill sets. In a typical scenario, Investigators are first deployed to identify and analyze Rift activity and to track down the Rift responsible. A crew of field officers is then sent to seal the Rift, and if additional firepower is needed, Gatekeeper SWAT is deployed.

DRP has numerous subordinate sections. Some sections cover a specific district or jurisdiction, like the **Old Quarter RP**, **Downtown RP**, or the **Airborne RP**. Other sections provide solutions for specific Rifts, such as the highly-trained and powerful **Gatekeeper Seals**, the anti-Relic smuggling **Section R1**, or the **Gatekeeper Defense Force**, a military branch the size of an entire department called upon in times of conflict with Avatar-grade or City-wide threats.

## HUMAN RESOURCES

HR is the department responsible for recruiting and training new Gatekeepers and for keeping the currently-employed Gatekeepers happy and healthy. As currently the entire organization is overworked, HR personnel often clash with Command over the agents' work conditions and well-being. These complaints are quickly overruled and all HR can do is try to control the damage and use its resources to bring the agents some relief. HR runs regular health and stability evaluations along with Internal Affairs and Medical.

## INTELLIGENCE

Intel provides real-time reconnaissance and intelligence reports to Gatekeeper Command and the DRP. Most of the information is gathered by teams of Perchers who tap into the vibrations of the Mist to achieve direct knowledge of threats to its integrity. Intel is often the first to identify unusual Rift activity; its top Perchers focus on detecting major breaches ahead of time, which is how the Gatekeepers always seem to show up at the scene fully prepared for the task. Under the cover of the Deep Mist, Intel also maintains darker facilities, where abducted Rifts are interrogated until they betray their underground Rift rings.



## INTERNAL AFFAIRS

IA fights corruption within the Gatekeeper organization. It employs investigators who search for illegal Gatekeeper activity and undercover agents who infiltrate suspected corrupt Gatekeeper crews. Every Gatekeeper who values her job or freedom fears IA and this fear sometimes leads good agents to deny IA their cooperation. Worse still, the results of IA's cases are top-secret, and so most agents never even learn what happens to the agents IA charges and removes from duty, or even if they were truly guilty.

## LOGISTICS

Logistics is responsible for constructing and maintaining the facilities and supply chains used by the Gatekeeper organization. They acquire or construct buildings in the City and convert them into Gatekeeper facilities, warehouses, garages, and safehouses. They mass produce and customize vehicles and equipment developed by R&D and deploy them to locations across town. They plan and maintain the transportation grid of Exit Doors that allow Gatekeepers to appear out of nowhere and disappear just as fast. Advanced Logistics Weavers are tasked with the creation of pocket-dimensions in the Deep Mist where they build and maintain top-secret Gatekeeper facilities, including the impregnable fortress of Gatekeeper Command.

## MAINTENANCE

The Maintenance Department is tasked with the preservation of the mystical integrity of the Mist. It operates the Mist factories that rejuvenate the Gray Veil as a whole, and fields specialized maintenance teams that repair the Mist in thin places and curb and even reverse the expansion of Enclaves. Since they're trained in only basic combat techniques, Maintenance teams often work under the combined protection of Veilers from PAC and field agents from Rift Prevention.

## MEDICAL

The Medical Division of the Gatekeepers operates hospitals and field clinics and employs medical crews that treat Gatekeepers (and sometimes civilians) injured during action or Touched by Mythos powers. Gatekeeper Medics specialize in countering the adverse effects of Rift powers, be they curses of misfortune, rotting diseases, or magical blindness, and they offer some of the best mundane medical service available in the City. Medical also trains DRP field agents with first aid.

## UNDERSTAFFED, UNDER-BUDGETED, AND OVERSTRETCHED

If all the departments of the Gatekeeper organization had limitless resources, Rifts in the City wouldn't stand a chance. Unfortunately for the Mist and fortunately for Rifts, this is not the case. Each and every department in the organization is short staffed and is struggling to meet the demands of Gatekeeper Command. DRP is so behind on sealing Rifts that it is forced to overlook non-aggressive Rifts, while Intelligence could never cover all the Rift activity in the City, not even if it had doubled its ranks of Perchers. HR is working around the clock to train more Gatekeepers and it is given maximum support from Logistics, who are literally Weaving time around the recruits, but if there's one thing Gatekeepers can't control, it's the rise and fall of awakening levels in newly-created Rifts – which is the base material for new Gatekeepers. There are talks about Rupturing more Silver Souls but that is a radical, potentially disastrous approach whose only current proponents are staunch Inquisitors.

Even if more Gatekeepers were available, R&D is divided on whether there's enough Mist to power all their abilities. The Mist is slowly failing and Weaving "new" Mist is a slow process. Moreover, R&D isn't quite sure where "new" Mist is coming from and whether its source is truly inexhaustible. Some claim that the growing area and population of the City is to blame and suggest population control (or even culling) to preserve the safety of the few, but this too raises ethical questions too deep for the overworked Gatekeepers to process at the moment.

## PUBLIC AWARENESS CONTROL

The Gatekeepers' Public Awareness Control Department is the second largest department in the organization, employing almost as many agents as Rift Prevention. Its primary duty is to keep the Sleeper public asleep and unaware of the legendary and in that sense its work overlaps somewhat with the DRP's. However, Public Awareness Control focuses on using the Mist for **public DMO (or public veiling)**: distracting, masking, and when all else fails, obliterating.

Public Awareness Control monitors mundane emergency services and receives information from Intel about legendary occurrences in public, sometimes in advance. They then deploy Veiler teams to keep the wool over the population's heads, with various strategies: from good ole' fashioned Shrouding memory

wipes and Mist Beacons to sophisticated sabotage and false evidence planting. PAC is often ridiculed by agents of the DRP, who refer to them as ‘cleanup’ or ‘sanitation’; still, regulations demand that DRP teams acting in public include a PAC Veiler.

### RIFT & SLEEPER RELATIONS

PAC also operates two lesser-known public relations sections that specialize in **Rift Relations** and **Sleeper Relations**.

On the Rift front, Rift Relations Liaisons negotiate deals with reasonable Rifts to reduce their impact on the Mist, saving a lot of resources for Rift Prevention (but, as some would say, only delaying the problem). While only high-Clearance Level agents are aware of this, Rift Relations has a close working relationship with Avatar Monte Wolfe (page 188), who often assists the department’s distraction efforts, and with Avatar DA Barbara King (page 148), whose ground forces help tackle criminal Rifts, reducing some of the Gatekeepers’ workload. While logically only a section of PAC, Rift Relations has its own director who answers directly to the head Gatekeeper and who is also an observer member in the Avatar council of the Truth (see Richard Hughes, page 283).

On the Sleeper front, Sleeper Relations is responsible for controlling the Sleeper media as well as coordinating joint operations with the police, the army, emergency services, etc. The majority of advanced Weavers work here, rewriting headlines, publications, and even legal evidence.

### RESEARCH & DEVELOPMENT

R&D is the science division of the Gatekeepers. It comprises many different and compartmentalized sections and projects, each working on their own secret research. The most well-known section is Armory, where Anchors work to provide field agents with new Mist-powered devices to give them an edge on the streets. R&D funds a lot of research into deep questions such as “What causes awakening?”, “What is consciousness made of?”, “Where does the Mist come from?”, etc. While these topics may seem purely academic to field agents, Gatekeeper Command hopes that they will lead to a breakthrough in the studies of the Mist, one that will allow the Gatekeepers to land the final blow in the war against Rifts and Mythoi. Some Bleeding Hearts fear there is no length R&D won’t go to and seek to blow the lid on rumored experiments conducted on Rifts. Indeed, many of the secret projects in R&D are attempting to develop a permanent solution to the legends that plague the City.

## AUTONOMOUS AND ROGUE CELLS

Throughout the history of the Gatekeepers, there arose the need to create smaller, independent cells who could operate outside of the restrictions and politics of the larger organization. These autonomous cells became microcosms of the larger organization, with their own Maintenance, R&D, Logistics, and other departments (sometimes consisting of only a handful of staff members), as well as additional departments not included in the mother organization to serve their specific function. Operating independently, they could deliver results where the organization’s hands were tied or where opinions were conflicted, or be deployed where the Gatekeepers found it hard to act with their massive yet sluggish operation. At other times, a powerful separatist Gatekeeper faction was given autonomy and jurisdiction over a given area or field to avoid internal strife. Some autonomous cells remain loyal and report to Gatekeeper Command at the Director level; others have gone rogue, claiming their jurisdiction as their own and threatening any mainstream Gatekeeper who may attempt to interfere with their work. One such autonomous cell is **Ward 9**, a Traditionalist faction of the oldest Gatekeepers, in control of the neighborhood of Independence.

## POLITICAL FACTIONS

Officially, there is only one hierarchy in the Gatekeeper organization. However, within such a large body, political groups and movements naturally form around shared ideals. While lacking any formal power, these factions can influence their members and even require their cooperation, adding another dimension to any Gatekeeper’s decision-making process. While a superior may command an agent to do one thing, the agent’s personal outlook may demand she act otherwise, while her faction members might even expect her to act a third way.

### THE APEX SOCIETY

The Apex Society aspires to solve the problems of the Mist once and for all. Leading the line in Mist experimentation and in organizational theory, they hope to completely transform the way Gatekeeping works and,



within a few decades, construct a stable and Rift-free society. The Society publishes a monthly bulletin to educate agents on the latest Mist tech and leadership models from R&D and HR. Some Apex followers have grand discussions about the future of Gatekeeping, while others labor diligently to achieve scientific breakthrough or sketch out the next operating model for the organization. All members are encouraged to climb the ranks of the organization so that some day they'll be able to drive the change from within the system. Reformers are naturally attracted to this faction, although some Inquisitors also hang their hopes on the Society's discoveries.

## THE ARGENT CLAN

The Argent Clan is a collection of families hailing from original Gatekeeper bloodlines as well as their less pedigreed lackeys. Predominantly made up of Traditionalists and Inquisitors, the clan advocates a Holy War against all Rifts, including the most powerful of Avatars, in a semi-religious, almost cultish fashion. The Argent Clan is growing more and more alarmed by the increasing foothold Rifts gain in the City and the growing leniency displayed by the Gatekeepers. For its members, Rifts are abominations to be eradicated. With their leaders holding positions high up in the Gatekeeper hierarchy, clan members need not fear the prosecution their enemies do; they proudly wear a silver brooch or badge depicting a stick of yarn, the symbol of the first Weavers who helped create the Mist.

## THE MAC LIRS

There are those among the Gatekeepers who have questions, burning questions, about the origin of the Mist, its true nature, and the universe beyond the edge of the City. They have always existed within the organization and had to learn how to keep their identity secret to avoid having their freedoms limited by Command. This secret society of Gatekeepers is furtively collecting and sharing information about the mystical truths beyond the Gray Veil. Some of its Corrupt or Pragmatist members even go as far as trading in such information with Rifts. The secret group is named after one of the Mist's ancient epithets, Mac Lir's Cloak.

## STEWARDS OF THE CITY

The movement of "Stewards of The City" sees the Gatekeepers as the City's stewards and caretakers. The most empathetic to the Sleeper citizens of the City, this group of Idealists and some Bleeding Hearts strives to ensure the safety and well-being of the City and its residents. Unlike other factions, the SOTC sees Rift-

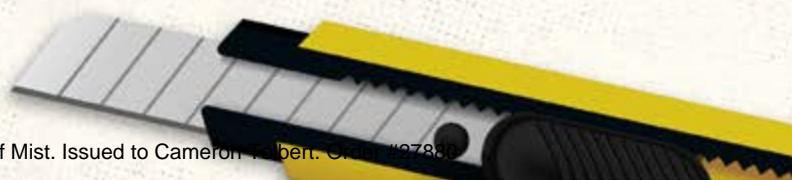
hood as a condition that needs to be healed and controlled rather than an identity, recognizing that Rifts are still a part of the population that the Gatekeepers are sworn to protect, even if they can be misguided or even destructive. Followers of the movement also fight to protect the City's environment from unnecessary Weaving; they equate the environment with the Mist itself and advocate against excessive tampering.

## THE TRADE UNION

Someone needs to fight for the rights of Gatekeeper agents and staff, and so far, it has not been HR. The Gatekeeper's Trade Union is a relatively new initiative within the traditionally governmental-style organization that reveals just how overworked the agents are and just how much Command has lost touch with its people on the ground. The Trade Union endeavors to secure better working conditions for field and desk Gatekeeper agents and for other employees by leveraging their shared power. Its strength lies in the threat of strikes, which could spell a catastrophe for the Mist; so far, the Union has only enacted a work-to-rule strike (aka "Italian strike") where the participants drag their feet in the performance of their duties. Some Gatekeepers (especially Idealists and Inquisitors) find it unethical to abandon their duties to embetter their work conditions. Others, especially those who are in fact overworked, see it as a last resort, a way to alert the top hats about their working conditions. Corrupt and Slacker Gatekeepers are naturally inclined to support the Union, while Bleeding Hearts, Reformers, and Traditionalists align with it only when it serves their ideology.

## THE UNITY PLEDGE

Amidst rising dissension among Gatekeepers, ascribed to the recent emergence of some of the other factions, one Gatekeeper made a public yet anonymous pledge (within the organization) to avoid any activity that is not within the bounds of his job description and the Gatekeeper regulations, or in other words: to stick to doing his job and avoid promoting any political agenda that could potentially conflict with his work. This reflected the sentiments of many field agents who feared the organization would lose focus due to internal strife and inspired a wave of similar pledges all over the organization. Those who made the Unity pledge, as it is now called, are Gatekeeper purists who shut down any attempt to promote agendas other than "do your job", using the word "political" as a pejorative. Among their ranks are many Protocol Monkeys, Idealists, Pragmatists, and even Slackers, who just want to keep things simple.



# **TYPICAL GATEKEEPER LOCATIONS**

## **SAFEHOUSE**

While the Gatekeeper organization maintains barracks in the Deep Mist, most agents live in normal housing in the City. Such apartments are scattered all over town, ranging from dingy to deluxe, with some of them standing empty in case a compromised agent needs a place to stay. A Gatekeeper's apartment is fortified with heavy Mist, pulled in by a portable Mist Beacon, to distract snoopy neighbors. It is equipped with basic security measures, mostly mundane but also with a few Mist-powered features, and rigged with Blanket Bombs that ensure no one leaves with any of the agent's gear. The rig can be triggered from the agent's Newspaper. Beyond the Beacon, the Bombs, and the agent's possessions, safehouses usually don't contain any items of interest.

## **OUTPOST**

Gatekeepers usually set up temporary or long-term working environments in the field, as part of some ongoing operation. An outpost could serve as an observation point, a surveillance setup, a base for undercover activity, a handler's meeting room, a metrics station for an experiment, a launchpad for an offensive, etc. Outposts vary greatly in size and function and can support the work of three to thirty agents.

An outpost is usually protected by multiple Mist Beacons (and if it's big enough, a Mist Generator), boasts an improved Perching security system, and is manned and guarded 24/7. All outposts have at least one Exit Door installed. While mostly set up in abandoned or procured buildings, outposts may have Advanced Weaving extensions that allow them to contain more than they normally would, especially if their function requires heavy machinery.

## **SECTION HEADQUARTERS**

A section HQ serves as a base of operations for the Gatekeepers' field activities in a specific neighborhood (the Gatekeeper parallel of a police precinct or fire brigade station) or for a specific function, such as the Section R1, Seals, etc. Section HQs are operated by the Department of Rift Prevention, Logistics, Maintenance, and Public Awareness Control.

Most section HQs exist in the Deep Mist and use Exit Doors to deploy agents, although some have 'front rooms' in the City. A typical section HQ contains a bar-

racks, an armory, a canteen, training rooms, workshops, vehicle bays, a command center, interrogation rooms, meeting rooms, a few offices, an infirmary, a Mist Generator room (responsible for keeping the Mist-conjured building standing and hospitable), and any other feature required for its operation. For example, the anti-smuggling Section R1 HQ is fitted with a massive boathouse and hangars with an Exit Door that leads to an airstrip.

Security in section HQs is tight. All Exit Doors from the City into HQs lead to airlocks equipped with state-of-the-art Perching wards for breach and Sleeper detection. Movement within the complex is restricted by Clearance Level (locks and devices require Shrouding to unlock) and security officers (and possibly drones or disembodied Perchers) continuously patrol the fluorescent- or gaslight-lit corridors. Connection points between the HQ and other locations in the Deep Mist are also restricted. If a section HQ is compromised, Gatekeeper Command can obviate anyone in it or snuff the building out of existence, along with everyone in it.

## **BACK OFFICE**

Some sections don't need City access to operate and therefore require less stringent security and less firepower at their workplace. Back office is to desk agents what a section HQ is for field agents: it houses the office workers of a specific section or department. There are back offices for Intel Perchers, for R&D researchers, and for IA investigators. For the most part, a back office appears as the interior of an office building.

Security consists of Shrouding-restricted door and data access, standard security systems, occasional Perching scans, and a relatively small but capable security detail, with the SWAT or Seals only an Exit Door away. Reaching a back office from the City could prove difficult without an authorized Gatekeeper to show you the way through the transport grid. Nonetheless, a successful heist could be worth the hassle as back offices are treasure troves of information about the Gatekeepers. Still, as with any location in the Deep Mist, Command can decide to obviate or wipe the back office out of existence should it become compromised.

## **TRANSPORT BAY**

While Exit Doors can be configured to connect to different locations, Gatekeeper security protocols force Logistics to create doors that can only lead to one other location or a predefined set of locations of a similar security clearance (although rumors of master keys do exist). This creates the need to switch doors in order to travel between points in the City and the Deep Mist.

Transport bays are corridors, rooms, hallways, and hangars fitted with multiple Exit Doors, where traveling agents can switch doors on the way to their destination. These spaces also serve as staging platforms prior to a coordinated attack or a maintenance operation.

The largest transport bay, T1, is a giant hangar lined with tiers of catwalks, stairs, elevators, and slide poles and equipped with gargantuan Exit Doors through which even Gatekeeper Defense Force transport planes can be mobilized. Every day, thousands of Gatekeeper agents travel through this space to their work, making it also the location of casual inter-sectional socialization and exchange (a favorite soapbox spot for the Trade Unionists).

## GATEKEEPER COMMAND

In a Deep Mist dimension constantly under the pressure of intense Mist, there lies the fortress of Gatekeeper Command. No one knows exactly what this building contains, or where it exists. The stories say it is a black, box-shaped fortress, covered in ancient sigils, resting in a wasteland of gray sand, its windows overlooking the Age of Wonder (see page 296) through a force field of sheer, impenetrable Mist. While this might be true, it could also be that Command is a completely mundane,

albeit heavily-fortified, headquarters building. It is unknown whether the Head Gatekeeper, the Department Directors, or the elders live here or even meet here; this deep in the Mist each room could be its own pocket dimension. What can be established for certain is that all the information broadcasted over the fibers of the Gray Veil concentrates at this point; all the orders issued by Command also emanate from here. The few officials who travel here have their very souls scanned for disloyalties before they enter, and all their memories of this place erased except the information pertinent to their work. Beyond that, what one could expect to find when they enter this castle of control is a complete mystery.

The nature of Command depends greatly on the origin of the Mist in your series. Command could be where the ultimate truth is revealed, or it could be a decoy. It can be a beautiful seaside resort where you forget the world, the core of a Mist-powered artificial intelligence, or the Lovecraftian source point of the twisted Mist.



# THE GATEKEEPERS AS ADVERSARIES

“Calling all units, calling all units. Breach is an Asian woman in her early twenties, 5 foot 3, wearing a black leather jacket and denim pants, matching the description of Lily Chow. Subject is approaching Fortune Row via the south highway riding a stolen motorcycle. Subject is accompanied by a 15-foot-tall Conjunction matching the description of Iron Hans, considered charmed and dangerous. Proceed with maximum caution. Orders are shoot to kill or Shroud to seal. Watch your backs out there, over.”

## GATEKEEPER STORY SEEDS

The Gatekeepers can be used in many different ways, depending on how deep the crew ventures into the organization and its operations. From mystery men watching the crew's actions from afar, to a Rift's worst nightmare, to a morally-gray organization the PCs sometimes fight against and sometimes reluctantly assist, the Gatekeepers are a complex and conflicted adversary which can feature in your series for many seasons before finally revealing all their cards.

Here are a few story seeds for cases involving Gatekeepers.

### FIRST ENCOUNTERS

- **Murder Cover Up:** While investigating a serial killer Rift on a rampage, the crew starts noticing evidence disappearing, while witnesses forget critical details and even go back on their statements. There are vague reports about government agents visiting the neighborhood, but if the crew follows them, they may end up obliterated themselves.
- **Fight Fire With Fire:** A crew member is approached by a shady government agency who seems to be aware of her powers and offered a job where her particular skill set is needed. Once the job is done, the agent tries to wipe out her memory, or worse.
- **I Spy:** Someone close to the PCs, perhaps a member of the supporting cast, is actually a Gatekeeper monitoring them. When the crew starts noticing this person spying on them and digs deeper, she turns out to be someone entirely different than they thought.

### THE CREW AS TARGETS

- **Destabilizing Elements:** During a clash with other Rifts or after someone **Stops. Holding. Back.**, the powers unleashed by the crew destabilize the integrity of the Mist in the area. While they are still collecting themselves, the PCs are beset by a Gatekeeper task force bent on sealing them for good. Can they escape with their memory intact?
- **Clamped:** A new Gatekeeper initiative sets out to dampen Rift powers using special wards rather than seal the Rift. All Rifts known to the Gatekeepers are assailed in the night by Gatekeeper infiltrators, and attached with a depowering ward in the shape of an irremovable ring, earring, bracelet, or necklace. The crew must now find a way to restore their powers, as they lose touch with their Mythos with every passing minute.
- **Day In The Life:** On a strangely hazy, bright day, random individuals in the PCs' lives are trying to glean information from them about their crew and its members, as well as any other Rifts they have encountered in the past. The shrewd PCs finally understand that they are being cased but when their Mythos powers fail and the very environment starts working against them, they discover they have been interrogated in a hidden Gatekeeper facility.

### UNCOVERING INNER WORKINGS

- **Burst Seam:** The crew are present at the site of a major Rift in the Mist, which is soon thereafter exploited by a nightmarish many-tentacled Mythos trying to invade the City. The Rift is caused by the mistake of a rookie Mist Technician, who dropped his Mist Beacon into the Rift and is now caught in the fray along with innocent bystanders. The Gatekeepers cavalry can't make it to ground zero unless the Mist Beacon is activated, forcing the crew and the technician to venture into the monster's Enclave together, and giving the crew a golden opportunity to learn about the way the Mist works.
- **The Informant:** A rogue agent offers to sell Gatekeeper secrets to the crew, if they promise to use it in the way he instructs them. His intel checks out, pointing the crew to multiple Gatekeeper field operations, but the informer's requests begin to take on a dark streak, such as eliminating a specific field agent. Is this mysterious contact out to help Rifts, to rid himself of rivals in his department, or to set a trap for the crew?

- **Field Trippin'**: A careless mistake by an agent or an unexpected Mythos manifestation allows the crew to overpower a small Gatekeeper field team and take their place. For a short few hours, as long as they can fake it, the disguised crew can venture as deep as they dare (and as their persona's Clearance Level would allow) into the backstage of Gatekeeping in the City. Will they know when to pull out or will they be caught unprepared in the heart of the Deep Mist, only to wake up without any memory of it all the next day?

## EXPOSING THE GATEKEEPERS

- **The DeMistifier**: Having investigated the Gatekeepers' magic and tech, a Rift scientist develops a device that could potentially interfere with Shrouding. To test it, and blow the lid on the Gatekeepers, he enlists the crew to use their powers in public and cause a sensation. Initially the device works, and Sleepers by the hundreds seem to become aware of the legendary; but when the full weight of the Gatekeepers comes crashing down on the crew's plan, Weaving it all out of existence, the PCs begin to understand what they are up against.
- **Good Night, Citizens**: The crew acquires evidence of the existence of a Gatekeepers R&D project aimed at introducing a Sleep-enhancing agent into the drinking water, the air, or mass media – permanently stopping Rift awakenings while further robbing from the citizens a sense of meaning. While scrambling to find an antidote or a way to counter this vile new invention, the crew is hunted down by Gatekeeper Seals and Weaved into dead ends over and over again, as part of the Gatekeepers' desperate attempt to stop the evidence from going public.
- **The Great Minds Heist**: A charismatic Rift politician announces her intentions to go public about the Gatekeepers and expose them as an unsanctioned agency operating in the City. To do so, she seeks backing and protection from powerful Rifts such as the crew. In the days leading up to the press conference, the crew must do all in their power to prevent the Gatekeepers from obliterating their leader, assassinating her, or Weaving her words out of the newspaper. This requires the crew to infiltrate Gatekeeper facilities and countersabotage their operation.

## FIGHTING BACK THE MIST

- **Attack On The Water Tower**: The crew identifies the neighborhood's water tower as its main Mist-generating tower. They plan to bring down this device and free the local population of its influence, but this impregnable target is watched over day and night by a team of Gatekeeper Seals. The crew must choose between recruiting a Rift team that could overpower the Gatekeepers and a more elegant heist, or perhaps, a combination of both.
- **Rift Police**: A high-ranking Pragmatist Gatekeeper official approaches the crew with a truce offer: if Rifts can become self-regulating, the intensity of the Mist could be reduced. The official wants the crew to spearhead the new Rift+Gatekeeper agency, which will test this collaboration in a controlled, carefully-selected neighborhood. If the experiment succeeds, would it spell the beginning of a new era in Rift-Gatekeeper relations?
- **The Backdoor**: Through mystical research or a daring heist, the crew obtains a method of giving Rifts a Clearance Level within the Mist, greatly enhancing their powers and ridding them of the constant need to fight off distraction. More and more Rifts get wind of this and attempt to secure the secret for themselves, unleashing uncontrolled powers upon the City and making the crew's life a living hell, figuratively or literally. Will the crew turn in their prized knowledge to the Gatekeepers, giving up their privileges to secure a safer City for their fellow citizens?



# GATEKEEPER ABILITIES IN PLAY

## SHROUDING: DISTRACT, MASK, OBLIVIATE

When the PCs are about to witness something the Gatekeepers don't want them to see, be it an important legendary occurrence or Gatekeeper activity, they will be subjected to the standard tactic of DMO: Distract, Mask, Oblivate.

### DISTRACTION

Distraction should be played mostly narratively and by employing the PCs' **Identities** to lure them away from the situation the Mist or the Gatekeepers are veiling. Make the soft move **Complicate Things** to introduce the distraction. Depending on the urgency of the Mist, you can make this soft move as an intrusion, or even upgrade it to the hard move **Complicate Things, Bigtime** or **Force Them to Choose**. The distraction can be:

- A thought, a feeling, or a desire pulling the PC away from the scene, especially one resonating with the PC's Defining Event, Personality, or Training theme
- A mundane yet dramatic and disruptive happening, such as a burst pipe, a car crash, or a fist fight on the street
- A call from an NPC, ideally someone related to the PC's Identity, such as a furious boss (Routine), a disappointed loved one (Defining Relationship), someone in need or who has information for the PC (Mission), or someone who is about to take away the PC's belongings (Possessions)

If you would like to attach a status to the distraction, you can use statuses such as *distracted-1*, *scattered-2*, or *can't-focus-3*. Distraction statuses are usually temporary and narratively short-lived; PCs can **Face Danger** with tags related to focus, motivation, and discipline.

### MASKING

Masking should be played entirely narratively by describing what the PCs can sense; avoid using statuses as they will reveal the presence of a masking, defeating the purpose. Unless the PCs **Investigate**, assume that they perceive only the Shrouding effect that masks the person, item, place, or event (except Gatekeeper PCs, see below).

When the PCs **Investigate**, give answers based on their method: if the method cannot penetrate Gatekeeper Shrouding, answer based on what is visible to the PC, without revealing what's behind the masking.

- Most mundane abilities cannot sense through Shrouding effects, certainly not when employed by a Sleeper. Some astute Rift detectives may be able to infer that something is not as it seems, even if they cannot pierce the masking.
- Mythos abilities, as well as **Looking Beyond the Mist** and specialized anti-Gatekeeper abilities can uncover Shrouding by **Investigating** and asking the right questions.
- Gatekeeper characters always see through masking based on their Clearance Level. At your option, this could be limited by unit compartmentalization, i.e., an agent may not see through the masking of a unit whose work she's not privy to, even if her Clearance Level would allow it.

A Shrouder can change her appearance as a soft move and give herself or a situation an *inconspicuous* or a *nothing-to-see-here* status, making it hard to locate or identify her by **Investigating**.

### OPTIONAL RULE: FIGHT TO STAY AWAKE

Since the Gatekeepers' Mist-based powers are designed to subdue Mythos powers, being awakened in and of itself gives no special protection against them. A PC can **Face Danger** against distraction and obliterating statuses only with specific tags, either Mythos or Logos, that would help the character resist the Mist, such as *eidetic memory* or *resistance to forgetting curses*.

This optional rule changes this assumption, allowing a Rift to resist the Mist by the very nature of her awakened state. Similarly to the **Investigate** move variant, **Look Beyond the Mist**, the move **Face Danger** now also receives a Mythos-powered variant, **Fight to Stay Awake**. When affected by a Mist-related status, the PC can **Fight to Stay Awake** and use the number of her Mythos themes, without any tags or statuses, as her Power (roll+Mythos): 1 for Touched, 2 for Borderliners, and 3 for Legendaries and Avatars. The usage and outcome of this move are identical to **Face Danger**.

Note that this version of the move makes the Mist and the Gatekeepers much less formidable for Rift lead characters. As a midway solution, which still gives any Rift a chance to avoid Mist powers, you may rule that a Rift may always **Fight to Stay Awake**, even if she has no relevant tags, but that she always rolls with Power of zero instead of roll+Mythos.

## OBLIVIATING AND MEMORY LOSS

**Obliviating** is used as a last resort, where distraction and masking failed. When obviated, Rift and Sleeper characters (and in some cases even Gatekeeper characters) receive memory loss statuses such as *vague-details-1*, *memory-lapse-2*, *memory-loss-3*, *amnesia-4*, *oblivious-5*. As usual, PCs cannot **Face Danger** against memory loss statuses unless they have specific tags that allow them to do so.

Memory loss statuses are **compelling** and a player whose character is obviated should roleplay her accordingly, setting aside any information he possesses that the character forgot. A character who is suffering from memory loss is less likely to take actions based on the memories which were partially obviated, because of confusion and lack of clarity; any such action treats the status as impeding. If the character is *oblivious-5*, she remembers nothing of the obviated events and cannot take any actions based on or motivated by the lost memories. This also applies to **Investigation** attempts based on knowledge that was forgotten.

Obliviation usually does not affect long-term memory; however, if used aggressively or repeatedly, the MC may burn power tags to represent the temporary loss of knowledge or even feelings. Obliviation statuses should be capped at tier 5 and do not stack to tier-6, unless a specialized attempt is made to strike the character with permanent memory loss, identity loss, loss of knowledge or skills, etc.

## RECOVERING FROM OBLIVIATION

Obliviation statuses do not fade with time and spending Downtime will not reduce such statuses unless the affected character is treated by someone who is capable of removing Shrouding effects.

If someone who remembers the events recounts them to the obviated character, it is as good as hearsay; the character may or may not believe that she is missing memories, even if she trusts the person sharing them with her. Convincing a character that the events happened or proving it to her (e.g., with photos) does not automatically restore her memories, although you may represent this with a status or story tag to counterbalance the obliviation status.

Any action to restore a character's memories by removing the status treats the status as impeding, due to the powerful effects of the Mist. Only abilities that specifically remove the effects of the Mist or an attempt made with ideal conditions and tools (e.g., a suitable Gatekeeper lab) can ignore this effect.

## SHROUDING & MENDING MYTHOS POWERS

Shrouding can be used to dispel active Mythos power and to temporarily block their manifestation. Shrouding Hard moves and Danger moves may have the following effects:

- Burn Mythos power tags and story tags
- Reduce statuses that represent Mythos powers such as *blessed-3*
- When applied to Dangers with no such tags or statuses, inflict a *Shrouded* status, which narratively expires within a few hours

Rift PCs may recreate any burnt story tags and statuses using **Change the Game**. They can also recover burnt power tags normally during downtime. Dangers recover from Shrouding statuses within a few hours to a day. You may use *Shrouded* statuses on PCs for simplicity, in which case they can be recovered during downtime by spending time on recovery.

Mending can be used to “seal” a Rift, limiting her powers for a longer period of time. Mending Hard moves and Danger moves inflict a *sealed* status which takes weeks, months, or longer to recover narratively. A partial seal chokes out a Rift’s Mythos powers, while a tier-5 seal prevents her from activating them at all. Actively trying to remove the status, whether with **Change the Game** or during a **Montage (Downtime)** requires the arcane or mystic knowledge to do so, Gatekeepers’ Abilities, or Gatekeeper tech.

## DEPOWERED RIFTS

A PC Rift is considered fully depowered when all her Mythos power tags are burnt (short-term) or when she takes *sealed-5* (long-term). An NPC Rift is depowered when she takes *Shrouded-5* (short-term) or *sealed-5* (long-term). Some effects of the Mist, like the obviating effects of Ambient Mist (page 212) affect only fully-depowered Rifts.

## SEALING RIFTS

Powerful Mending can potentially inflict a *sealed-6* status on a Rift, permanently turning them into a Sleeper if they are a Danger (unless otherwise noted). A PC who takes *sealed-6* replaces a Mythos theme and then reduces the status to *sealed-5*; if she reaches *sealed-6* again she replaces her next Mythos theme, and so on, until she becomes a Sleeper. A sealed PC may not choose to reawaken at the end of her Sleep period until her seal was removed.

## PERCHING

Since the reach of Perchers is ubiquitous, any time a player rolls a 7-9 on an **Investigate** move and you as the MC choose to ask a question, you can assume the Gatekeepers know the answer.

# AGENT DANGER MOVES

## BASIC AGENT DANGER MOVES

All agent Dangers may have the following moves as required by the narrative, representing their basic training and equipment:

- **Shrouding Focus:** The agent ignores 1, 2, or 3 tiers of ambient *thin-Mist* statuses (depending on their Clearance Level and the quality of the focus). If the agent loses her Shrouding Focus or if it is damaged, reduce the effects of her Shrouding by 1.
- **Explosive Shrouding Ward:** Once per scene, as an intrusion, everyone around the Gatekeepers takes *oblivious*-5. At their option, the Gatekeepers may flee the scene.
- **Creepy Feeling:** Whenever you try to **Investigate** to learn more about [insert the Gatekeeper's masked persona], you get a strange feeling that they are *mysterious*-2, *impenetrable*-2, or *boring*-2. This status cannot exceed tier 4.
- **Fedora Absentia:** When an agent's Fedora Absentia is under strain, give it a *watched-by-many*:4 spectrum (increase this maximum for high-ranking agents). When the spectrum maxes out, the Fedora Absentia fails, exposing the agent's face. To add statuses to this spectrum, a PC must be able to rally, summon, or create many individual gazes of conscious beings (most commonly, humans).
- Leave the scene unseen, exploiting a moment of distraction or a sudden visibility obstruction such as fog, steam, stopped subway, etc. (**Deny Them Something They Want**)

A mid- or high-ranking Gatekeeper agent accompanied by a personal security detail should also have the **Bodyguards** move:

- **Bodyguards:** When the Gatekeeper takes a status from which her bodyguards can protect her, the bodyguards take the status instead.

# AGENT DANGER PROFILES

## ACTING AS A UNIT

All Agent Danger profiles below represent a single agent. To represent a unit or squad of the same agent type, such as a small Security Detail or a floor of Desk Jockeys, give it a size factor (see Collectives, *MC Toolkit*, page 126).

- The apprehension of a petty criminal Rift could be executed by an Investigator with a small (size factor 1) Security Detail
- A PAC Public Response Team (PAC Veilers, size factor 3) could be deployed to set up a Graywashing barrier around a plaza that is the site of a dark ritual and wipe the memories of the witnesses
- A Maintenance Enclave-Mending Team numbering a dozen Mist Technicians (size factor 2) could be sent to close a thin place identified by another team
- An entire floor of Perchers (size factor 4) could be combing the whole City for a single high-stakes target

### DESK JOCKEY ★★

A Desk Jockey assigned to a target studies them over time and in depth. They identify personal relationships, map out motivations, and construct a tactical profile of the risk, allowing them to bolster and sometimes even order the work of other Gatekeeper units.

#### HURT OR SUBDUE 1 / THROW OFF 3

- **Working Overtime:** At the end of each downtime period, the MC may give the crew *predictable*-1 or ask a PC a question, as in the 7-9 option of **Investigate**.
- **Subject of Study:** When you **Investigate**, on a 7-9, if the MC chooses to ask you a counter question, the MC may ask two questions.
- Divert surveillance and intel resources to the target (*predictable*-1)
- Deploy Gatekeeper teams based on information she gathered (Create a new Gatekeeper Danger)
- Provide Gatekeeper teams with valuable information on a target, such as abilities, weaknesses, limitations, negotiation leverage (such as Mysteries or Identities), or tactics (burn up to two tags, give a tier-2 advantage status, or **Complicate Things, Bigtime**)
- In a conflict, take *cover*-2 or fire a Shrouding sidearm (*grazed*-1 and burn one Mythos tag)
- Give the target the feeling their actions are being recorded and analyzed

## DISEMBODIED INTEL PERCHER ★★

Perchers can only be detected with Mythos powers that can detect disembodied consciousness, such as spirits or ghosts. Otherwise, the Percher simply reports on her target without the target's knowledge, informing the actions of other Gatekeepers. Once a Percher is detected, you can use this Danger profile to represent her as an adversary.

It's impossible for the target of a Percher to hide from or deceive the Percher with false appearances, as Perchers know the very essence of what they are Perching. The *surveilled* status represents all the Percher knows and reports to other Gatekeepers. Only the ability to alter one's very essence can circumvent this status.

### HURT OR SUBDUE - / SENSORY OVERLOAD 3 / BANISH 3

- **Under Surveillance:** When the Disembodied Intel Percher is first detected, give her current target *surveilled-5*. The Percher can perceive through the target's senses and know its physical and mental makeup and location.
  - **Cognitive Backlash:** When the target of a Disembodied Intel Percher takes a harmful physical or emotional status, give the Percher a *sensory overload* status with the same tier.
  - **Disembodied:** When you **Investigate** to locate a Disembodied Intel Percher that isn't riding a human target, give the Percher *hidden-3*.
  - **Reinforced Mental Techniques:** When the Disembodied Intel Percher takes a status of psychic or social nature, reduce its tier by 2.
- 
- Deploy Gatekeeper teams based on information she gathered (Create a new Gatekeeper Danger)
  - Lock on to a new target (*surveilled-3*; if only one Percher is present, she must leave her previous target, removing its *surveilled* statuses)
- 
- Give the target a strange eerie feeling of being watched

## FIELD TECHNICIAN ★★

### HURT OR SUBDUE 2 / SCARE 2

- Wave their Shrouding Focus in the air, repairing the ambient Mist (*thick-Mist-1*)
  - Deploy a portable Mist Beacon (create Danger: Mist Beacon, page 277)
  - Shroud an Enclave's Mythos powers, preparing them for sealing (burn up to two Mythos tags)
  - Mend a depowered Rift, applying a long-term seal (*sealed-2*)
  - Restore a malfunctioned piece of Mist tech to working order (recreate one tag)
  - Throw a punch at someone (*ouch-1*) or shock them with a Shrouding taser (*disoriented-1*) and burn one Mythos tag)
- 
- Ponderously gaze in her "Newspaper" as she holds it in front of a Mist anomaly
  - Tinker with a water tower or a cable box, but not as a water or cable tech would
  - Warn about the Mist rapidly tearing in a location or person



## **INFILTRATOR ★★★★(★★)**

**HURT OR SUBDUE 3 / CATCH 5 / GAIN ACCESS X**

- **Ghost In The Wind:** Whenever you gain Clues regarding the identity, whereabouts, or handiwork of an Infiltrator, you first take *oblivious-5* (you may **Face Danger**, if you can). Reduce the number of Clues and the tier of the status, 1 for 1. Keep any remaining Clues or status tiers.
- **Optional: Essence-Mesh Jumpsuit (+★):** The Infiltrator is enveloped in the essence of something or someone else. Spending Clues to reveal the nature of the Infiltrator yields answers as if she were truly that person or thing. Only a *Dynamite!* 12+ roll may reveal a flaw in her cover.
- **Deep Undercover:** Set the *gain-access* spectrum maximum based on the difficulty of the Infiltrator's mission. At the end of every Downtime, if the Infiltrator has been working to gain access to her target, give her *closer-1* on the *gain-access* spectrum.
- **Mission Accomplished:** When *gain-access* maxes out, the Infiltrator kills or kidnaps someone vital,

successfully sabotages a system, or has complete intel on an operation or on the crew (**Complicate Things**, **Bigtime** or **Make Something Horrible Happen**). The MC may reflect this by changing the tag of the *gain-access* status, keeping its tier (including if it's tier-6), and then giving it to the target.

- Free herself of restraints (remove up to 3 tiers) or circumvent security systems (*override-4*)
- Hide in the shadows or disappear in a crowd (give herself *hidden-4*)
- Shroud someone to make them forget her (*vague-memories-3*) or to shut down their Mythos powers (burn up to two tags)
- Manipulate someone's feelings (*friendly-3*, *attracted-3*, *angry-3*, etc.)
- Strike someone or shoot them with a hidden weapon (*severely-wounded-4*)
- Stir an unexplained fear of impending disaster
- Reveal herself for just a moment, and disappear again



## **INVESTIGATOR ★★★**

**HURT OR SUBDUE 4 / LOCATE 3 / CORRUPT 5**

- **Investigative Work:** When you overcome or escape the Investigator, or when she first becomes aware of you (in a scene or cutscene) take *followed-1* on the *locate* spectrum. At the end of every downtime thereafter, unless you spend the downtime covering your tracks, take *followed-1*. When *locate* maxes out, the Investigator finds you (again).
- **Not My First Rodeo:** When the Investigator enters the scene, give her *alert-3* and *ready-for-anything-3*. The MC can renew these statuses as a hard move.
- **Powers of Deduction:** When the Investigator surveys the scene for the first time or as a hard move, the MC will ask you one question. You must reply with a straight answer or a solid lead. The Investigator knows your answer, even if your character didn't speak it.
- **Defensive Shrouding:** Once per scene, the Investigator can use her Shrouding hard move as an intrusion.
- Dish out an intense barrage of Shrouding (*amnesia-4*, *memory-loss-3* if targeting a small group, or burn up to 3 Mythos tags) or fire a Shrouding side-arm (*flesh-wound-2* and burn up to 2 Mythos tags)
- Expose a hidden target, using deduction, experience, or a Breach Detector ward (remove up to 3 obscuring status tiers or tags)
- Step up to the scene, blowing cigarette smoke and glancing around pensively

## MEDIC ★★

### HURT OR SUBDUE 3 / FORCE TO RESUPPLY 4

- **Not My First Rodeo:** When the Medic enters the scene, give her *alert-1* and *ready-for-anything-1*. The MC can renew these statuses as a hard move.
- **Body Armor:** When the Medic takes a physical harm status, reduce its tier by 1 if it is mundane or by 2 if it is Mythos-powered.
- Give first aid to a wounded comrade (give herself *restock-1* and remove up to 2 tiers of hurt or magical condition statuses, 3 if the wound retains some legendary quality)

- Inject a patient with a high-power stimulant (give herself *restock-1*; the patient ignores debilitating physical harm and magical condition statuses up to tier 3 and takes a temporary *stimulated-2*)
- Defend herself with Shrouding (*vague-memories-3* or burn one Mythos tag)
- Call for extraction, vanishing along with her patient(s) (**Deny Them Something They Want**)
- Beg an aggressor not to harm an incapacitated agent (*hesitant-2*)
- Rush over to a wounded Gatekeeper and begin treating her

## PAC VEILER ★★★

### HURT OR SUBDUE 3 / DMO THE SCENE X

- **Not My First Rodeo:** When the PAC Veiler enters the scene, give her *alert-1* and *ready-for-anything-1*. The MC can renew these statuses as a hard move.
- **Nothing to See Here:** Set the *DMO-the-scene* spectrum maximum based on the difficulty of the PAC Veiler's task. When *DMO-the-scene* maxes out, everyone at the scene takes *oblivious-5* and all Mythos powers not actively sustained shut down (burn tags as necessary).
- **Graywasher:** Increase the effects of the PAC Veiler's Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.
- **Defensive Shrouding:** Once per scene, the PAC Veiler can use her Shrouding hard move as an intrusion.
- Reassure everyone at the scene (*calm-3* or remove up to 3 tiers of emotional statuses)
- Distract-Mask-Oblivate witnesses at the scene, as per protocol (*amnesia-4*, or *DMO-1* for the entire scene)
- Shroud to protect herself from Mythos powers (burn up to two Mythos tags)
- Deploy a portable Mist Beacon (create Danger: Mist Beacon, page 277)
- Set up a Graywashing barrier (once per scene, create a new Danger: Graywashing Barrier; for each point of size factor a PAC Veiler team has, it can increase the barrier's size factor or *penetrate* spectrum maximum by 1)
- Step into a scene affected by a Rift as if nothing is out of the ordinary
- Talk to witnesses casually (just before obliterating them)



## R&D GADGETEER ★★★★

### HURT OR SUBDUE 1 / MALFUNCTION 3

- **Cute Deranged Lab Rat:** When the R&D Gadgeteer takes a social status, if it's aggressive or domineering reduce its tier by one, if it's friendly, increase its tier by one.
- **Look What You've Done:** When *hurt-or-subdue* maxes out, *malfunction* maxes out too.
- **It's Not Supposed To Do That:** When *malfunction* maxes out, the MC chooses one of the following side effects:
  - » **Clearance Override:** Everyone nearby, including the R&D Gadgeteer and any Gatekeepers, take *oblivious-5*.
  - » **Faultline Rift:** Along a mile-long line, whose center is the R&D Gadgeteer, the ambient Mist is nullified. Mythoi rush in like a flood (**Complicate Things, Bigtime**).
  - » **Perching Accident:** Two consciousnesses in the vicinity of the R&D Gadgeteer swap bodies (temporarily, but they don't know it), taking *swapped-body-5*.
  - » **Weaving Accident:** The R&D Gadgeteer or someone or something nearby changes its essence (temporarily, but no one knows it), taking *transformed-5*, e.g., the Gadgeteer becomes incredibly charismatic or her swivel chair becomes conscious and grows a mouth.
- Test her most recent invention on someone or something nearby (giving herself *glitch-1* on the *malfunction* spectrum):
  - » **The Unweaver:** Erase a physical body from existence (*disembodied-5*).
  - » **Portable Portal:** As an intrusion, redirect a physical or energy attack, transferring its effect to another target.
  - » **Shrouding Spiders:** Unleash a swarm of spiders (*hurt-or-subdue:1*, size factor 3) whose bite Shrouds Mythos powers (as a soft move, burn one Mythos tag; every time you use this soft move, increase the number of burnt tags by one. The R&D Gadgeteer takes *glitch-1* only once per target.)
  - » **Mist Analyzer** (take *malfunctioned-3* instead of *glitch-1*): Give R&D Gadgeteer the temporary tag *Mist Analyzer*. Anyone who holds the tag can burn it to answer any single question about the nature of the Mist.
  - » **Conjuration Collar:** Create a new Rift or Conjunction Danger. The R&D Gadgeteer controls it until the collar malfunctions.
- Squeal anxiously as her gadget is going out of control (*glitch-1*)
- Tinker with an oversized and strange gadget, preparing to operate it
- Look worried as her gadget shows signs of instability

## RIFT HANDLER ★★

### HURT OR SUBDUE 4 / UNMASK 6

- **Read the Sitch:** When the Rift Handler enters the scene, give her a status that would best serve her socially such as *seductive-2, impressive-2, woman-with-a-plan-2, here-to-help-2, stern-2*, etc.
- **Seasoned Negotiator:** When you **Convince** the Rift Handler, reduce the tier of the status you give by two. When the Rift Handler makes you a good offer and you refuse, you are **Taking the Risk**.
- **Good Judge of Character:** As a soft move, one player whose character is present reads out his Identities and Mysteries. The MC chooses one which the Rift Handler then knows or senses.
- **Not My First Rodeo:** When the Rift Handler enters the scene, give her *alert-2* and *ready-for-anything-2*. The MC can renew these statuses as a hard move.
- **Defensive Shrouding:** Once per scene, the Rift Handler can use her Shrouding hard move as an intrusion.
- Convince someone to cooperate, using the best approach to sway them (*convinced-3*)
- Deduce an important fact about the person or social situation she's in (**Complicate Things, Bigtime**, or burn up to two **Convince** leverage tags)
- Cause the environment to hush when she or her allies are talking (*all-eyes-on-me-2*) or increase background distraction when her opponents speak (give the audience a temporary *scattered-attention-2*)
- Obliviate a room (*amnesia-4* to all present) or counter Mythos powers with Shrouding (burn up to 2 Mythos tags)
- Loom out of the crowd or a dark corner unexpectedly and introduce herself, holding out a calling card
- Look a Rift up and down, gauging them
- Approach a Rift with an offer that will serve both parties

## SEALS ★★★★

### HURT OR SUBDUE 4 / OVERLOAD 6

- **Storm the Castle:** When a Gatekeeper Seal enters the scene, give her *overwhelming-2* and create the Danger: Mist Beacon (page 277).
- **Mythosproof Overcoat:**
  - » **Passive:** When the Gatekeeper Seal takes a status imposed by a Mythos power, replace its tag with *overload*.
  - » **Active:** As an intrusion, the Gatekeeper Seal can take an *overload* status of any tier to give someone activating Mythos powers against her a temporary *Shrouded* status of the same tier.
  - » **Recharge:** As a soft move (after a player move), the Gatekeeper Seal removes all non-permanent *overload* statuses.
  - » **Overloaded:** When *overload:6* is maxed out, the coat's **Passive** and **Active** defenses fail and can't be used momentarily. After the next player move, remove all non-permanent *overload* statuses.
- **Expert Hand-to-Hand Combatant:** When you engage in close-quarters combat with a Gatekeeper Seal, she first hits you with one of her hard moves.
- **Military Discipline:** When a Gatekeeper Seal takes a social or emotional status, reduce its tier by 2.
- Fire a hail of anti-Mythos energy bolts (*sealed-4*)
- Fire standard Mist-anchored ammo, aiming to injure or kill (*gunshot-wound-3* and *sealed-3*)
- Use combat training to physically restrain or hurt a target (*broken-arm-3* or *restrained-3*) or slap an Obliviating ward on them (*vague-memories-3*)
- Slap a Mist-seal on a depowered or defeated Rift (*sealed-5*)
- Regroup (remove up to 2 tiers of negative tactical statuses from herself or allies and give her unit a tier-2 tactical advantage status)
- Call backup (increase this Danger's size factor by 1)
- Storm the targets out of a billowing wisp of Mist
- Draw a glowing magical ward with her fingers
- Take aim with a rune-inscribed assault rifle or shotgun



## SECURITY DETAIL ★★

### HURT OR SUBDUE 3 / CORRUPT 4

- **Standing Watch:** When the Security Detail agent is on the watch, give her *alert-1*.
- **Defensive Shrouding:** Once per scene, the Security Detail agent can use one of her Shrouding hard moves as an intrusion.
- **(Optional) Body Armor:** When a Security Detail agent takes a physical harm status, reduce its tier by 1 if it is mundane or by 2 if it is Mythos-powered.

- Take *cover-2* and fire at a threat using her Shrouding sidearm (*flesh-wound-2* and burn one Mythos tag - or *grazed-1* and burn two Mythos tags)
- Shroud someone who shouldn't be seeing this (*memory-loss-3*)
- Call in backup (increase this Danger's size factor by 1)
- Use a Graywash Spray on a comrade to dispel Mythos effects (remove one tier of negative statuses caused by Mythos powers)
- Step back and forth, looking around while patting her rolled "Newspaper" on her palm

## SWAT ★★★

### HURT OR SUBDUE 4 / ACHIEVE GOAL 3

- **Deploy:** When a Gatekeeper SWAT agent enters the scene, give her a useful tier-2 tactical advantage such as *cover-2, superior-position-2, team-tactics-2, alert-2*, etc.
- **Improved Body Armor:** When a Gatekeeper SWAT agent takes a physical harm status, reduce its tier by 1. When a Gatekeeper SWAT agent takes any status of a mythical source, reduce its tier by 2.
- **Defensive Shrouding:** Once per scene, the Gatekeeper SWAT agent can use one of her Shrouding hard moves as an intrusion.
- **SWAT Specialization:** Choose one for a single agent, a unit has them all:
  - » **Target Acquisition:** Scan area with Perching goggles (burn up to two invisibility and illusory tags or status tiers, or give the team an additional useful tactical status as in **Deploy**)
  - » **Lugger:** Create new Danger: Mist Beacon or Graywashing Barrier (page 277). Increase the effects of the SWAT agent's Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.
  - » **Vanguard:** Fire a flash grenade (temporary *blinded-4*) or a tear gas grenade (*smoke cover* and *choking-3*) from a light grenade launcher
  - » **Weaving Liaison:** Call in tactical Weaving assistance to remove or create a barrier, bend target's escape path back to team, etc. (**Complicate Things, Bigtime** or *cornered-3*)
- Discharge accurate bursts of lethal or non-lethal Shrouding gunfire (*flesh-wound-2* and burn two Mythos tags -or- *disoriented-2* and burn two Mythos tags)
- Tackle a hostile with martial arts (*grappled-3* or *stunned-3*)
- Call in backup (increase this Danger's size factor by 1) or a medic (create Danger: Medic)
- Regroup and reassess the situation, recovering from a tactical tough spot (remove up to two tiers of negative tactical statuses on the team or positive tactical statuses on hostiles)
- Crash through a glass ceiling or a door thought to be secure, muttering "Go! Go! Go!" into the radio

## TRAINEE ★

### HURT OR SUBDUE 1 / SCARE 2 / TURN 4

- **Basic Training:** When the Trainee enters the scene, based on her training, increase one of her spectrums or Danger move effects by one or give her a story tag.
- **Oops:** Once per session, the players may choose to redirect an effect created by the Trainee at something or someone else.

## TACTICAL WEAVER ★★★★

### HURT OR SUBDUE 4 / DISRUPT 6 / STRETCH THE MIST 3

- **Not My First Rodeo:** When the Tactical Weaver enters the scene, give her *alert-2* and *ready-for-anything-2*. The MC can renew these statuses as a hard move.
- **Never Rest:** At the end of every downtime or as a hard move, the Tactical Weaver can give you a tier-3 legal, financial, or social status, or create a new Danger to go after you (choose from City Official, Corporate Lawyer, Detective, SWAT Team / Elite Security, Hitman; see *MC Toolkit*, page 140).
- **Defensive Shrouding and Weaving:** Once per scene, the Tactical Weaver can use one of her Shrouding or Weaving hard moves as an intrusion.
- **Wear and Tear:** When *stretch-the-Mist* maxes out, give the ambient Mist a *thin-Mist-1* status and remove all statuses on *stretch-the-Mist*.
- Use advanced Weaving to edit the objects or qualities in the reality around her target (each time, taking *stretching-it-1*):
  - » Make doors disappear or make them open to other locations (**Complicate Things, Bigtime**)
  - » Create obstacles and restraints around the target (*stuck-4*)
  - » Create *cover-3* for herself and her allies or remove cover from her target (up to 3 tiers)
  - » Change the weather and the environment (create appropriate story tags or give tier-4 statuses, e.g., *soaking-wet-4, malleable-walls-4*)
  - » Crystallize strange abstract objects that attack the target, or use the environment to do so (*impaled-4, crushed-4, slashed-4*)
- Fire rounds from an oversized revolver Shrouding sidearm (*gunshot-wound-3* and burn three Mythos tags)
- Deploy field agents to finish the job (create a new Danger: SWAT)
- Loom in the distance as a threatening dark silhouette on the rooftops
- Read new intel in her "Newspaper", informing her next attack

- Fiddle with her Shrouding Focus, trying to Shroud someone or something (*distracted-1* or *vague-memories-1*) or fire her Shrouding siderarm inaccurately (*grazed-1* or burn one Mythos tag)
- Call her CO for backup (create a new Danger: Rift Handler)
- Struggle with her Fedora Absentia, and then try to pull it together

## URBAN WARFARE TACTICIAN ★★★

### HURT OR SUBDUE 4

- **Not My First Rodeo:** When the Urban Warfare Tactician enters the scene, give her *alert-2* and *ready-for-anything-2*. The MC can renew these statuses as a hard move.
- **Body Armor:** When the Urban Warfare Tactician takes a physical harm status, reduce its tier by 1 if it is mundane or by 2 if it is Mythos-powered.
- **Bodyguards:** When the Urban Warfare Tactician takes a status from which her bodyguards can protect her, the bodyguards take the status instead.
- **Defensive Shrouding:** Once per scene, the Urban Warfare Tactician can use her Shrouding hard move as an intrusion.
- Employ tactically-minded combat Shrouding with her sidearm or focus (*flesh-wound-2* and burn two Mythos tags, affecting a small group of Rifts at once)
- Command her team to achieve battlefield superiority (giving them up to three tiers of tactical superiority statuses)
- Call for backup (create a new Gatekeeper unit Danger or increase her team's size factor by 1)
- Observe the battlefield and data on her "Newspaper", frowning
- Loud-whisper stern commands into her "Newspaper"

## GEAR AND MIST EFFECTS DANGERS

### MIST BEACON ★+

#### DECOMMISSION 2

- **Intense Mist Field:** When the Mist Beacon takes a status of a legendary nature, reduce its tier by 3.
- **Accelerated Cycle (+★):** The Mist Beacon can make its hard move as a soft move.
- **Higher Output (+★):** The Mist Beacon's hard move imposes a *thick-Mist-2* status with a cap of 2.
- Intensify the Mist in the area (*thick-Mist-1*, this status cannot exceed tier 1)

## GRAYWASHING BARRIER ★

Graywashing barriers are invisible containment fields that filter out manifested legendary powers without impeding movement. They hide the legendary contained within the field from the outside world and prevent it from coming through. Mythos powers and phenomena within the area enclosed by the barrier are unaffected and are perceived as usual. Sadly for the Gatekeepers, Graywashing doesn't affect unmanifested powers, so a Rift can easily cross a Graywashing barrier and restart her Mythos powers on the other side (that's what Rift Prevention teams are for). However, if the Rift has conjured items or powers around her, the barrier will strip them off – if it's strong enough.

A Graywashing barrier with a size factor of 1 typically covers a room, 2 – a house or a small building, 3 – a street or a skyscraper, and 4 – a City block or a small neighborhood. Due to "the eggshell effect", penetrating a Graywashing barrier with a powerful Mythos attack in one spot does not make it collapse entirely but instead punches a hole in it, through which the legendary can move and can be perceived. Collapsing a barrier entirely requires an area effect able to counter its size factor (achievable through options in **Change the Game** and **Hit With All You've Got** moves, or by making the move **Stop. Holding. Back.**).

#### PENETRATE 4

- **Field Effect:** This Danger has a size factor of 1.
- **Barrier:**
  - » When the Graywashing Barrier blocks a Mythos power, add the status created by the Mythos power to its *penetrate* spectrum. The barrier also shuts down Conjurations as they pass through, taking *penetrated-1* for each tag the Conjunction has and burning the tag if it is not permanent.
  - » As a soft move, remove all statuses from *penetrate*.
  - » When *penetrate* maxes out, the barrier breaks; any tiers or tags exceeding the *penetrate* spectrum maximum cross the barrier and, if relevant, affect the original target.
- **Need More Power:** As a soft move, a Gatekeeper controlling the Graywashing Barrier can inflict *thin-Mist-1* on the ambient Mist to increase the *penetrate* spectrum maximum by 1 or increase the barrier's size factor by 1.
- Overwhelm aware individuals who cross into the legendary side with the sights and sounds of previously hidden magical effects
- Surround anyone who crosses into the mundane side with peace and quiet

# AGENT POWER SETS

Similarly to Mythos Power Sets (*MC Toolkit*, pages 141 and 152), Agent Power Sets represent moves shared by different agent Dangers due to their shared affiliation, assignment, or training. To apply an Agent Power Set to a Danger, simply give the Danger the custom moves in the set.

## ARGENT CLAN MEMBER +★

- **Superiority Complex:** When an Argent Clan Member enters the scene, give her *feeling-superior*-3.
- **High-Up Connections:** As a hard move, the Argent Clan Member marks a Gatekeeper as a threat to the Clan. After the next downtime, the marked threat takes *harassed-by-superiors*-2.

## MENDER ++★

- **Nice Handiwork:** This Danger's hard moves inflict *sealed* statuses instead of burning tags, with one tier for every Mythos tag that would be burnt.

## RUPTURER ++★

- **I Have It Under Control (+★):** The Rupturer can increase the effect of her contracts by 1 or 2, increasing the tier of the *thin-Mist* status side effect by the same number.
- Study the target's Mythos and gain valuable information on its abilities, weaknesses, limitations, and agenda. The Rupturer either learns the target's Mysteries (for leverage, **Complicate Things Big-time**), or gains a tactical advantage (burn up to two tags or give an advantageous tier-2 status).
- Invoke one of her contracts (see page 279 for effect and give the ambient Mist *thin-Mist*-1)

## SECTION R1 +★

- **Smuggler's Bane:** When operating at the edge of town, give the Section R1 *outrun*:4 or increase its existing outrun spectrum maximum by 1, whichever is better.
- Discover the location of all Relics within a block using a Relic-Attuned Perching Ward (**Complicate Things, Bigtime**)
- Take possession of a Relic
- Shroud a Relic in her possession (burn all tags in the Relic)

## WILDLIFE CONTROL +★

- **Monster Hunter:** When fighting against monstrous Rifts, Familiars, or Conjurations, increase the effects of the Wildlife Control agent's moves by 1.
- Discover the location of all Familiars and Conjurations within a block (**Complicate Things, Bigtime**)



## SAMPLE RUPTING CONTRACTS

### ADAPTATION

- **Skinwalker (Navajo shapeshifting witch)**: Gain three tags related to a specific animal, or claws, horns, or fangs capable of inflicting *grizzly-wound-3*.  
Condition: Take *corrupted-1*.
- **Gwydion (Welsh magician)**: Give or remove three tiers or tags of magical transformation statuses, or animate trees to give *entangled-3* or *impaled-3*.  
Condition: Engage another magician or warrior in single combat, or face an army.
- **Nikola Tesla (inventor)**: Give *electrocuted-3*, *grounded-3*, or *supercharged-3*.  
Condition: Take *fascinated-by-science-2*.

### BASTION

- **Og King of the Bashan (Biblical giant)**: Reduce by three all incoming statuses that would be mitigated by size. Inflict *crushed-3* as an additional hard move.  
Condition: Announce your superiority.
- **Gorgoneion (head of a Gorgon granting protection)**: Give *aegis-3* to an individual or *aegis-2* to a small group.  
Condition: Sever the head of a living snake. Only works against evil.
- **Tinfoil Hat (preventing extraterrestrial telepathy)**: Reduce all mind control statuses by 3 and prevent spending Clues from telepathy.  
Condition: Wear a tinfoil hat.

### CONJURATION

- **Ishtar (goddess of love, war, and political power)**: Create a new Danger: Social Butterfly (*MC Toolkit*, page 144) with the **Mind Controller** Mythos Power Set (*MC Toolkit*, page 153).  
Condition: Only to gain power.
- **Chinese Imperial Guardian Lions**: Create a new Danger: Chinthe Statues (*MC Toolkit*, page 164).  
Condition: Only against trespassers.
- **Ravens of Death**: Create a new Danger with size factor 3, *hurt:2, banish:1*, which can inflict *distracted-1* or *peck-1* as a hard move.  
Condition: Blood has been shed on a battlefield.

### DIVINATION

- **Al-Khidr (Mystic holding secret knowledge in the Quran)**: Receive *mystic-illumination-3* or burn three tags of illusion or lies.  
Condition: Aid those in distress.

- **Tasseomancy (coffee reading)**: Reveal a useful secret (including of the Gatekeepers, **Complicate Things, Bigtime**).  
Condition: Keep the dirty cup, which retains a vague image in the grounds, or forget what you learned.

- **Ratatoskr (squirrel that climbs the Norse world tree, Yggdrasil)**: Find someone who exists in an Enclave, the Deep Mist, or between worlds (**Complicate Things, Bigtime**).  
Condition: Provide the squirrel with juicy gossip.

### EXPRESSION

- **Vesuvius and Pompeii**: Create *the-floor-is-lava* and give *lava-burns-3* to all targets in the area.  
Condition: Only works on unprepared victims.
- **Dracula**: Give a victim *drained-2* and remove two tiers of a negative status.  
Condition: Bite them and drink their blood.
- **Anapo (Sioux spirit of the dawn)**: Create *bright-light* or give *blinded-3* or *banished-3*.  
Condition: To banish darkness.
- **Eyeekalduk (Inuit healing god)**: Remove up to three tiers of injury or sickness statuses.  
Condition: Reverse effect if attempted on the healthy.
- **Gremlins**: Sabotage a machine, giving it *decommissioned-3*.  
Condition: Hard to control, so they continue to wreak havoc on other machines, at least for a while.

### MOBILITY

- **Ghost**: Temporarily ignore physical barriers and gain *hurt-or-subdue:-*.  
Condition: Not in direct sunlight.
- **Avalerion (mythical heraldic bird)**: Move at great velocity, to the point of flying. Gain *outrun:4*.  
Condition: Openly confront those you pursue, or deliver a message to them.
- **Dōsojin (Japanese road ancestor kami)**: Allow exceptionally speedy travel in public transportation, in case the Rupturer cannot use Exit Doors (**Deny Them Something They Want**).  
Condition: Start a conversation with someone traveling with you.

### SUBVERSION

- **Jenny Greenteeth (English river hag) or Rusalka (Slavic river spirit)**: Lure someone toward danger unaware (burn up to three investigative or awareness tags or give *tempted-3*; then, if the target is an NPC, **Make Something Horrible Happen**).  
Condition: Must be invoked close to a body of water.

# VETERANS & LEADERS

## ASMODEUS BIRUNGI

Handsome, dark, with a body like a tank, and almost seven feet tall, the Rift-hunter ex-Seal Asmodeus Birungi makes for a great poster boy for the DRP's morale-raising inter-organizational propaganda. His image is commonly seen on the front page of every "Newspaper". Considered by many to be the top fighter the Gatekeepers have ever trained, he hunts the most dangerous Rifts and revels in it. An arduous Argent Clan member, Birungi lives to seal Rifts, usually by snuffing them out. He keeps a public score of the Rifts he has sealed

(read: killed) which is constantly compared to a handful of second-class competitors who serve only to glorify his superiority. A grizzled veteran, Asmodeus knows how Rifts think, feel, and fight, and he uses it to his advantage when on the hunt. When he takes to the streets, he is often clad head-to-toe in armor and packing a Mist-ammo minigun. When Command dispatches him to get rid of a troublesome Legendary, there usually isn't a lot of clean-up left for the Veilers.

### ASMODEUS BIRUNGI ★★★★☆

#### HURT OR SUBDUE 6 / OVERLOAD 6

- **Not My First Rodeo:** When Asmodeus Birungi enters the scene, give him *alert-3* and *ready-for-anything-3*. The MC can renew these statuses as a hard move.
- **Mythosproof Armored Bodysuit:**
  - » **Mundane Defense:** When Asmodeus Birungi takes a mundane status of physical harm, reduce its tier by 2.
  - » **Passive:** When Asmodeus Birungi takes a status imposed by a Mythos power, replace its tag with *overload*.
  - » **Active:** As an intrusion, Asmodeus Birungi can take an *overload* status of any tier to give someone activating Mythos powers against him a temporary *Shrouded* status of the same tier.
  - » **Recharge:** As a soft move (after a player move), Asmodeus Birungi removes all non-permanent *overload* statuses.
  - » **Overloaded:** When *overload:6* is maxed out, the coat's **Passive** and **Active** defenses fail and can't be used momentarily. After the next player move, remove all non-permanent *overload* statuses.
- **Expert Combatant:** When you attack Asmodeus Birungi, he first hits you with one of his hard moves.

- **Batshit Crazy Fanatic:** When Asmodeus Birungi takes a mundane social or emotional status that would make him turn on his clan, reduce its tier by 3. When he's **Investigated** or **Convinced** to do so, he first takes *batshit-crazy-fanatic-3* (this status cannot exceed tier 4).
- Obliterate a target or an area with a hail of high-caliber Patch ammo bullets (*obliterated-6* and *sealed-5* or, when covering multiple targets, one tier less on each; for an area, *levelled-5* and *thick-Mist-2*)
- Clock someone with his Mist-anchored gauntlets (burn four Mythos tags and inflict one of the following: *broken-jaw-4*, *reeling-4*, *winded-4*)
- Apply a medical Weaving patch (remove one tier of *hurt-or-subdue* statuses)
- Hunker down behind a Mist shield projected from his gauntlets (give himself *Mist-shielded-3*, but temporarily limiting his **Expert Combatant** move to close-quarters attacks)
- Demoralize a Rift he's hunting with mockery and threats (*despaired-3*)
- Show up out of the rolling subway steam, armed to the teeth

## LARS ERIKSON

Despite being a graying man in typical Gatekeeper garments, Lars Erikson gives off an immediate feeling of relaxation and leniency. Perhaps it's the suit jacket laid casually over the back of his seat, the red suspenders, the loose tie, and the folded up sleeves. Maybe it's just his dashing smile. Is it a genuine disrespect for rules or a part of his Liaison tactics to make you feel more comfortable? You'll probably never know.

### LARS ERIKSON ★★★★

#### HURT OR SUBDUE 4 / CAUGHT BY COMMAND 4 / FIND ANSWERS 5

- **Wash My Hands of This:** When Lars Erikson takes a guilt or suspicion status, reduce its tier by 3. When he's caught lying, once per session, **Deny Them Something They Want** by giving him the perfect excuse, alibi, or proof of innocence.
- **Seasoned Negotiator:** When you **Convince** Lars Erikson, reduce the tier of the status you give by three. When Lars Erikson makes you a good offer and you refuse, you are **Taking the Risk**.
- **Good Judge of Character:** As a soft move, one player whose character is present reads out his Identities and Mysteries. The MC chooses two which Lars Erikson then knows or senses.
- **Mac Lir's Quest:** Every downtime, if the PCs have not interfered with Lars Erikson's plans, give him *searching-1*. If they assisted him, give him *searching-2*. When *find-answers* maxes out, Lars Erikson discovers a shocking truth about the City, the Mist, or the Gatekeepers (**Complicate Things, Bigtime**).
- **Not My First Rodeo:** When Lars Erikson enters the scene, give him *alert-3* and *ready-for-anything-3*. The MC can renew these statuses as a hard move.
- **Expert Defensive Shrouding:** When you attack Lars Erikson with Mythos powers, if he's acting in self-defense, he first hits you with one of his Shrouding hard moves.
- Expose valuable information he has on one of the PCs (**Complicate Things, Bigtime**)
- Make someone drop their guard and let their hair down (remove up to 3 tiers of statuses of alertness, distrust, and negative emotion or give *trust-3*)
- Obliviate a room (*amnesia-5* to all present) or counter Mythos powers with Shrouding (burn up to four Mythos tags)
- Accurately fire his nonlethal Shrouding sidearm (*stunned-3* and burn up to three Mythos tags)
- Smile and ask someone to sit down and have a drink

What's evident is that Gatekeeper protocol matters little to Mr. Erikson. He has broken every regulation in the book and yet Command keeps dispatching him into delicate situations to wheel and deal with Rifts that can be reasoned with. Every time, Mr. Erikson provides the least satisfying result Command could still live with, not because he's incompetent, but because of a personal agenda not even Internal Affairs has figured out yet. Secretly a member of the Mac Lirs, Lars has questions about the City and the Mist that he intends to answer. Remaining a Gatekeeper is the key, so he has been playing both Command and his Rift assets and created a persona of a leisurely Liaison. So far he has fooled everyone, but he is racing against the clock to find answers before suspicion turns to him.

### LARS ERIKSON



Ally

#### MYSTERY

*What are the Gatekeepers hiding?*

#### POWER TAGS

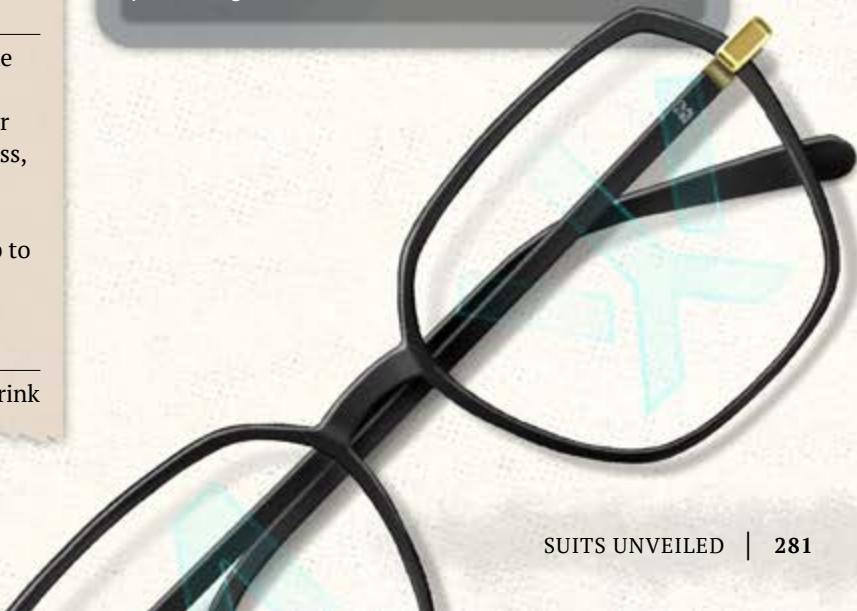
*liaison with the Gatekeepers, communication skills, Mist manipulation, searching for answers, Shrouding sidearm, deflect accusations, leads of occult nature, old Rift contact, Department of Rift Prevention, relaxed and casual*

#### WEAKNESS TAGS

*promotes his own agenda, answers to the Gatekeepers, hiding something, Internal Affairs*

#### THEME IMPROVEMENT

**My Assets, My Rules:** Once per session, when you take a status of forgetfulness from a low- or mid-ranking Gatekeeper, you may have Lars Erikson show up in the nick of time and override her authority, preventing the status.



## THE SEAMSTRESS

Deep down inside her, Dagmar Kasperek simply wants things to be tidy and neat. Ideally, everything should be brand new and spotless, but unfortunately life isn't quite ideal. On the bright side, humanity was booned with the gift of craftsmanship exactly so that one may fix and mend that which was torn and ripped and make it brand new again. Thereby, order and pleasantness are restored.

Order and pleasantness, that's all that Dagmar wants: to sew and mend all the Rifts in the blanket of normality that is the Mist. This beautifully-simplistic and utterly-deranged agenda is exactly what makes the Seamstress one of the most successful and least deadly Rift sealers employed by Command. Unlike her flamboyant comrades, Dagmar carries out her duty quietly, efficiently, and most importantly pleasantly, out of sheer unhinged love for her work. Dressed in a pleated gray skirt and a tailored white blouse and armed with her needle-shaped Shrouding Focus, she employs her own self-made brand of tactical Weaving and Mending, stitching her victim out of their powers before they even know it. To protect herself, the Seamstress Mends a Stitch around her at all times, creating a field of compulsive normality that absorbs all disruptions.



## THE SEAMSTRESS ★★★★

**HURT OR SUBDU 3 / FRAY 6 / THREATEN OR TURN - / DRIVE MAD WITH CHAOS 6**

- **What a Lovely Day:** When the Seamstress enters the scene, remove all alertness and preparedness statuses, remove all banked Juice, and burn three Mythos tags for every Rift present.
- **Backstitch:** Until *fray* is maxed out, disruptive statuses (such as harm, restraint, induced emotional state, etc.) are counted on *fray* instead of affecting The Seamstress as they normally would. Mythos disruptions deal a status with a tier smaller by one.
- **Superb Needlework:** When you attack the Seamstress or when you attempt to escape, she first Weaves you into a mundane object typical of the current environment (*melded-into-object-4*).

---
- Fix the stitch around her with a loving smile (remove all statuses from *fray*)
- Hum to herself peacefully as she Mends a Rift shut (*sealed-5*)
- Politely chide someone for disturbing the order as she Weaves them into a mundane object (*melded-into-object-4*)
- Tidy up the place and restore it to its calm state with Weaving (*thick-Mist-3* or remove all disruptive statuses from her surroundings)

---
- Get off a taxi or a bus just across the street, wearing an inane smile
- Reassure a Rift it's all going to be much nicer once the Seamstress tidies up the mess!



## RICHARD HUGHES

Every day, Richard Hughes wakes up in his penthouse in the Deep Mist. After his morning shower, as he gets dressed in his billion-dollar Mist tech suit, he can see a live simulation of the City through his apartment's tall windows, a different view every few minutes, live-streamed through the consciousness of Intel Perchers. He takes one final sip of coffee, sets the cup in the kitchen sink, and walks out. Though his door could open up anywhere, it always leads to a security corridor and then to T1, the central transportation bay, where hundreds of Gatekeepers pass him by and greet him. He feels this route helps him stay in touch with his associates and remind him what they are all working to achieve. Anyone who isn't a fresh recruit knows Richard Hughes is someone big, but they don't know what exactly he does.

Richard Hughes, Clearance Level 1, is the Head of Rift Relations. The next door he walks through opens up into an Enclave – an infernal landscape, a forest of steel trees with no ground, or the Jade Palace – for his 9am meeting. He meets with a new Avatar, or, if it's a good day, a megalomaniac Legendary. Working through the motions, he explains to the aspiring Rift their options – deal or seal. Usually, they are too drunk with power to listen and try to kill him, so he has to come back again later.

His job is to help his organization become more efficient by saving resources that would be wasted on unnecessary wars with Rifts, but Rifts don't always make it easy. He gets it, he really does: people ultimately want to be who they are. But we live in a society, buster, he thinks to himself, and you don't get to use us to tell your story. After four such meetings, he starts longing for his meetings in the Grand Colonial, where he is an observer member in the council of the Truth ("The TRUTH?" Really? Avatars are so pompous). At least the jerks there know they are jerks, and Rosaline isn't too sore on the eyes.

A Silver Soul from one of the old Gatekeeper houses, Richard Hughes is nonetheless far from a traditionalist. He loves the City and he wants to keep it intact, and that requires a delicate combination of practicality and drawing lines in the sand.

While he has trained in all the Advanced Arts to some extent, his genteel roots and desire to truly understand Rifts have pushed him to master the hidden Art of Rupturing. This fostered in him a deep knowledge of Mythoi that has led him more than once to realize Gatekeepers and Rifts have more in common than they care to admit: both follow their ideal to shape the life of Sleepers on the streets of the City. While he never knew the taste of a Mythos, Richard Hughes likes to think that he treats Rifts as equals, and does what he does out of the pure necessity of wanting to keep the City safe.

## RICHARD HUGHES ★★★★☆

### HURT OR SUBDUE -

- **Diplomatic Immunity:** As long as the Mist stands, Richard Hughes is immune to Mythos powers and cannot be physically harmed. PCs, including Avatars, may not invoke or burn Mythos tags in moves against him, except **Face Danger**. Whenever he takes a tier-6 status of a legendary nature (as collateral, perhaps), the ambient Mist takes *thin-Mist-1*.
  - **Not My Last Rodeo, Either:** When Richard Hughes enters the scene, give him *alert-4* and *ready-for-anything-4*. The MC can renew these statuses as a soft move. They cannot exceed tier 4.
  - **A Superbly-Tailored Suit:** Richard Hughes' suit reduces by 5 tiers the effects of *thin-Mist* statuses on him and grants him the move **Essence-Mesh Jumpsuit** (page 272).
  - **Maximum Clearance Intel:** As a soft move, Richard Hughes immediately knows all the Mysteries and Identities of a Rift target. As a hard move, he learns an Avatar's Secret Identity.
  - **Master Rupturer:** Richard Hughes has the **Rupturer** Power Set (page 278) with all the suggested contracts (and more). His **I Have It Under Control** move can increase the effects of his contracts by 3, at his option.
- 
- Reason with a Rift, applying maximal leverage (*convinced-4*, *sold-5*, or *in-Hughes'-back-pocket-6*, depending on the leverage he has)
  - Shroud everyone in the block (*forget-forever-6*, burn six Mythos tags, or *sealed-6*)
  - Call in any type of Gatekeeper unit (create a new Danger)
  - Re-focus and re-center, shaking off doubts and moral dilemmas (remove all unwanted social and emotional statuses)
- 
- Adjust his tie or look at his expensive watch
  - Raise an eyebrow while a Rift is speaking, before commenting on the subject



# VEHICLES

The possibility of transporting anywhere in the City through Exit Doors puts the Gatekeepers ahead of the competition in most cases and makes it easy for them to catch up to their Rift targets. However, a number of reasons keep the organization employing and maintaining entire fleets of vehicles. First, some Rifts are exceptionally fast or drive their own vehicles and Gatekeepers need the speed to keep up with them. Second, some operations take place in locations far removed from Exit Doors coverage, such as abandoned City areas, up in the air, or at sea, or at dangerous locations where the agents need protection from the environment or inhabitants, such as a Rift-controlled neighborhood or an Enclave.

## GATEKEEPER ARMORED CARRIER ★★★★

The Armored Carrier provides firepower and protection at the cost of speed. It may be a truck-sized ground carrier, a heavy helicarrier, or a small gunship.

### DECOMMISSION 5 / OUTRUN 3

- **Mist-Armored:** When the Armored Carrier takes a mundane physical harm status, reduce its tier by 1. When the Armored Carrier or anyone inside it takes a status of mythical nature, reduce its tier by 2.
- **Vehicle:** When the agents in the Armored Carrier disembark, create a new Danger for the agents (**PAC Veiler**, **Security Detail**, or **SWAT**) with a size factor of 2. This happens automatically when *decommission* is maxed out, but the Gatekeeper agents take *hurt-1* (*hurt-3* if it is a crashed helicarrier).
- **On-Board Mist Beacon:** This Danger contains the **Mist Beacon** Danger (page 277).
- Fire a high-caliber mounted machine gun loaded with Mist-anchored ammunition, focusing on one target (*severe-injuries-4* and burn up to four Mythos tags) or suppressing an area (*gunshot-wound-3* and burn up to three Mythos tags for anyone within or entering the area)
- Ram another vehicle or crash into it (*destroyed-5*)
- Deploy support agents to assist its main unit of agents (Create a new Danger: Medic, PAC Veiler, Tactical Weaver, Urban Warfare Tactician)
- Drive through a nearby sleeve, if available (remove two tiers from *outrun*)
- Storm out of an unassuming garage door or from behind the skyline
- Break or land and open its doors, unleashing a host of agents

Third, vehicles are used by the organization to mobilize heavy-duty Mist tech devices and as mobile bases for small units or surveillance teams.

Logistics sometimes use “**sleeves**” – wide tunnels with Exit Doors on each side – to reorient and reposition a vehicle in pursuit of a target. The driver simply needs to drive into a nearby vehicle-sized Exit Door, like a garage, a car washing machine, or a fire brigade station door. Going through a sleeve and popping out of a second Exit Door, the vehicle reappears in the best strategic position to continue the chase. The target only has a moment to disappear before the vehicle is hot on its tail again.

## GATEKEEPER CRUISER ★★★

Cruisers are fast vehicles – cars, speed boats, and helicopters – used by the Gatekeepers in patrols and pursuits of fast targets.

### DECOMMISSION 3 / OUTRUN 4

- **Faster than Memory:** When the Cruiser enters the scene, give it *unnaturally-fast-2*.
- **Vehicle:** When the agents in the Cruiser disembark, create a new Danger for the agents (**PAC Veiler** or **Security Detail**) with a size factor of 1. This happens automatically when *decommission* is maxed out, but the Gatekeeper agents take *hurt-1* (*hurt-4* if it is a crashed helicopter).
- The agents fire Shrouding sidearms while driving (*gunshot-wound-3* and burn up to three Mythos tags -or- *flat-tire-3* and burn up to three Mythos tags)
- Ram with bullbar (*smashed-4*, but gives itself *damaged-1*)
- Block your escape (*blocked-3*)
- A passenger opens the trunk and pulls out a portable **Mist Beacon** (create Danger: Mist Beacon), a portable Graywash backpack sprayer (create Danger: Graywashing Barrier), or a shotgun (increase sidearm damage by 1 tier)
- The supervising agent joins the fray (create a new Danger: Investigator, Liaison, or Urban Warfare Tactician)
- Drive through a nearby sleeve, if available (remove two tiers from *outrun*)
- Accelerate to catch up with a target in flight
- The agents roll down windows or open a hatch to start shooting

## GRAYWASHER (VEHICLE) ★★★

Graywashers are liquid-carrying vehicles such as street cleaning trucks, small tankers, or crop dusting aircraft that deploy Shrouding substances, usually in jet or aerosol form (also known as “chemtrail”). They provide heavy-duty Graywashing support and help to keep breaches under wraps, suppress Conjurations, and clean up residual devastation caused by Rift powers.

### DECOMMISSION 4

- **Mist-Shielded:** When the Graywisher takes a status of mythical nature, reduce its tier by 1.
- **Graywash, Graywash It All:** While the Graywisher is spraying an area, increase the effects of Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.

- Spray a jet into the air to form a wall of Mist (Create a new Danger: Graywashing Barrier with a size factor of 2; it can be further increased with the move **Need More Power**)
- Cover an area with Shrouding substance (give the ambient Mist *thick-Mist-1* and *suppressed-Conjuring-2*)
- Wash away Conjurations and Mythos manifestations detached from their Rift (burn up to four relevant tags)
- Wash away residual magical side effects in the area (remove up to two tiers)
- Deploy its security detail (Create a new Danger: Security Detail with a size factor of 1)

- Pull up, raise its nozzles, and start spraying



# SECURITY MEASURES

Gatekeeper security systems rely on Perching wards: intruder detection Mist tech that Anchors motes of a Percher's attention to objects. Security Perchers man the array of Perching wards daily from their back office in the Deep Mist, shredding their consciousness to a thousand tiny devices spread across town. Perching wards excel at detecting the lack of Mist, so they can detect Rifts with great accuracy (although very cheap Perching wards have known to turn up with false negatives, reading Awakening and even Touched individuals as Sleepers, as long as they do not activate their Mythos powers). Furthermore, since Perching provides absolute information on the essence of what it observes, Mythos powers of illusion and shapeshifting cannot fool it. Therefore, the difficulty of circumventing the *override* spectrum of a Gatekeeper security system lies first and foremost in obtaining the very ability to inflict any *override* statuses on it; the spectrum maximum determines how sensitive the system is.

However, being mere devices and not actual Perchers with complete attention, Perching wards have their limitations. First, like all Perching, they can only detect what exists in the Mist, reading into the body, feelings, and thoughts, but not the very soul of a subject, nor her Mythos. Second, they may be thrown off by a being whose essence doesn't clearly fall into a single category. To counter this weakness, Perching wards raise the alarm in any case they fail to fully analyze an intruder.

When a Perching device raises a "soft alarm", it tugs on the consciousness of the Percher manning it. Unless the Percher is preoccupied, she can project her consciousness through the ward to get a complete picture of the situation. Advanced security grid planning combines Perchers focused on a specific location with Perchers whose consciousness is dispersed through devices across town, providing improved resistance to attempts to overload the system. When a Perching device detects a clear and immediate threat, it alerts the relevant units immediately. Command has access to all Perching wards in the City.

## EXIT DOORS

Exit Doors are entry points to the Gatekeepers transportation system and to the strongholds of the Deep Mist. Therefore, they are treated as security weak spots and are heavily fortified. Due to the thick Mist around Exit Doors, it is difficult for most Rifts to even determine the nature of an Exit Door without attempting to use Mythos powers in its vicinity, which in turn triggers its wards. Exit Doors are often indistinguishable from thin places and Enclave entrances to all but the most experienced Rifts (and to all Sleepers). Exit Doors can be built into any opening and can be opened and used as mundane doors without activating their portal.

### EXIT DOOR ★★

#### OVERRIDE 3 / DECOMMISSION 3

- **Anti-Curiosity Suite:** The vicinity of the Exit Door is under a blanket of *thick-Mist-1*. Anyone unauthorized approaching the area takes *nothing-to-see-here-4*. When an Exit Door is **Investigated**, first give it *just-a-door-4*. This status cannot exceed tier 4.
- **Intense Mist Field:** When the Exit Door takes a status of a legendary nature, reduce its tier by 3.
- **Perching Wards:** Unless *override* is maxed out, anyone unauthorized attempting to open the Exit Door triggers a soft alarm and anyone unauthorized tampering with the Exit Door or opening its portal triggers a hard alarm.
- **Soft Alarm:** Create Danger: Disembodied Intel Percher.
- **Hard Alarm:** Give the Exit Door *lockdown-5*, give all unauthorized personnel around it *oblivious-5*, and Create Danger: Gatekeeper SWAT with size factor 1 or greater (depending on threat), arriving from a different direction or in a vehicle.
- Trigger the soft alarm; if already triggered, trigger the hard alarm
- While the PCs are working the Exit Door, someone passes them by on the street, making them nervous

## ENTRANCE LOBBY

Entrance lobbies are Gatekeeper outposts in the City that defend a strategic or high-traffic Exit Door. They most commonly appear as the entrance hall of a government building, a pristine executive office lobby, but can also be made to look like a residential lobby or even a business, such as an ice-cream parlor. The Exit Door or Doors are located in the back: in the elevator doors, meeting rooms doors, down a corridor, or in the swinging door to the kitchen. The lobby is guarded by a Security Detail or SWAT agents at all times.

### ENTRANCE LOBBY ★★★★

#### OVERRIDE 4 / DEMOLISH 6

- **Anti-Curiosity Suite:** The vicinity of the Entrance Lobby is under a blanket of *thick-Mist-2*. Anyone unauthorized approaching the area takes *nothing-to-see-here-4*. When an Entrance Lobby is **Investigated**, first give it *just-a-lobby-4*. This status cannot exceed tier 4.
- **Welcoming Committee:** This Danger includes a Security Detail or Gatekeeper SWAT Danger with a size factor of 1 or greater (depending on threat). As a soft move they may trigger the soft or hard alarm.
- **Perching Wards:** Unless *override* is maxed out, anyone unauthorized walking into the Entrance Lobby triggers a soft alarm and anyone unauthorized tampering with the Entrance Lobby or opening its Exit Door portal triggers a hard alarm.
- **Soft Alarm:** The security team inspects the threat. In addition, create Danger: Disembodied Intel Percher.
- **Hard Alarm:** Give all Exit Doors in the Entrance Lobby *lockdown-5*, give all unauthorized personnel within it *oblivious-5*, and the security team attacks.
- Trigger the soft alarm; if already triggered, trigger the hard alarm
- Look and behave like an ordinary lobby, but it's hard to establish who lives or works here
- The security team suspiciously scrutinizes visitors

## MENDING CLINIC

While most field agents in the Department of Rift Prevention specialize in Shrouding, few master the Advanced Art of Mending enough to Mend a Rift shut on the spot. When the Gatekeepers of DPR apprehend a Rift, if she's still alive, they take her to a nearby outpost or section HQ that has a Mending Clinic to seal her permanently. The Rift is usually restrained and depowered at that stage; the Mender just comes in to stitch her up and make sure she never awakens again.

The quality of the Mending depends first and foremost on the Mender's skill, although a well-equipped clinic goes a long way. A good Mending job can hold for decades, especially if the subject remains sheltered from the legendary, and the stitched Rift becomes a Sleeper. A poor job (*stitched-4*) inhibits the vast majority of legendary powers but the subject may still retain vague memories; it can also come undone in minutes under intense legendary stress.

Mended Rifts carry a stitch: the Mist is stronger within them and around them than it would be for a normal Sleeper. This manifests as a subtle loss of animating force, a feeling of a lack of meaning, or restrictive rules and regulations.

### MENDING CLINIC ★★★★

#### HURT THE STAFF 2 / COMPLETE THE PROCEDURE 3

- **Operating Table:** When a Rift is placed on the operating table, give her *restrained-4* and burn up to four of her Mythos tags.
- **Sealed Shut:** When *complete-the-procedure* maxes out, the patient Rift takes *sealed-5*. Reset *complete-the-procedure*.
- **Working Overtime:** A Rift that spent downtime at the clinic receives no benefit from the **Montage (Downtime)** move. At the end of downtime, she takes *sealed-5*.
- The clinic staff moves forward with the sealing procedure (gain *progress-1* on *complete-the-procedure*)
- The nurse administers a sedative (change a target's *restrained* status tag to *sedated* and increase its tier by 1)
- The clinic staff fights to protect themselves (*ouch-1* or burn one Mythos tag)
- The Mender continues to work as the patient's Mythos power crackles and surges around her

## RIFT CONTAINMENT CELL

While the terminus point for every Rift detained by the Gatekeepers is sealing, oftentimes Rifts must be kept in their Rifthood for different reasons. A Rift may have vital information about other Rifts that is pending extraction by a Percher or an Investigator, information which could be erased by the Mist if the Rift is sealed and returns to a Sleeper state. Other times, the Rift's powers could be a subject for an R&D research or experiment or the Rift is held captive as leverage in negotiations. Some Rifts are so destructive or aggressive that all the Gatekeepers can do is to contain them until a suitable sealing solution is found.

Containment cells are more prevalent in the facilities and section HQs of the Deep Mist than they are in the field, although a handful of outposts may keep them. They are portable chambers similar in size and appearance to a small prison cell. As long as a containment cell is adequately powered, most Mythos powers fail to work inside it. Some portable cells are equipped with a backup generator that keeps them running even when detached from a power source.

### RIFT CONTAINMENT CELL ★★

#### BREAK OUT 6 / OVERLOAD 6

- **Containment Field:** While the Rift Containment Cell is powered and *overload* isn't maxed out, the space within it is kept under *thick-Mist-5*, dampening all Mythos powers within.
- **Armored Weaving Alloy:** When the Rift Containment Cell takes a physical status, reduce its tier by 4.
- **Rigged to Explode (+★):** When *break-out* is maxed out, everything inside the cell or in its immediate vicinity takes *atomized-6* (increase the tier beyond 6 if handling a high-level threat).
- Flood its interior or surroundings with a powerful sleeping gas or discharge a high-voltage current (*out-cold-5*)

## INTEL CITYWIDE SURVEILLANCE GRID

To ensure no major breaches slip under the Gatekeepers' radar, entire floors of Perchers are dedicated to around-the-clock scans of the City, searching for active Rifts and surges of Mythos powers.

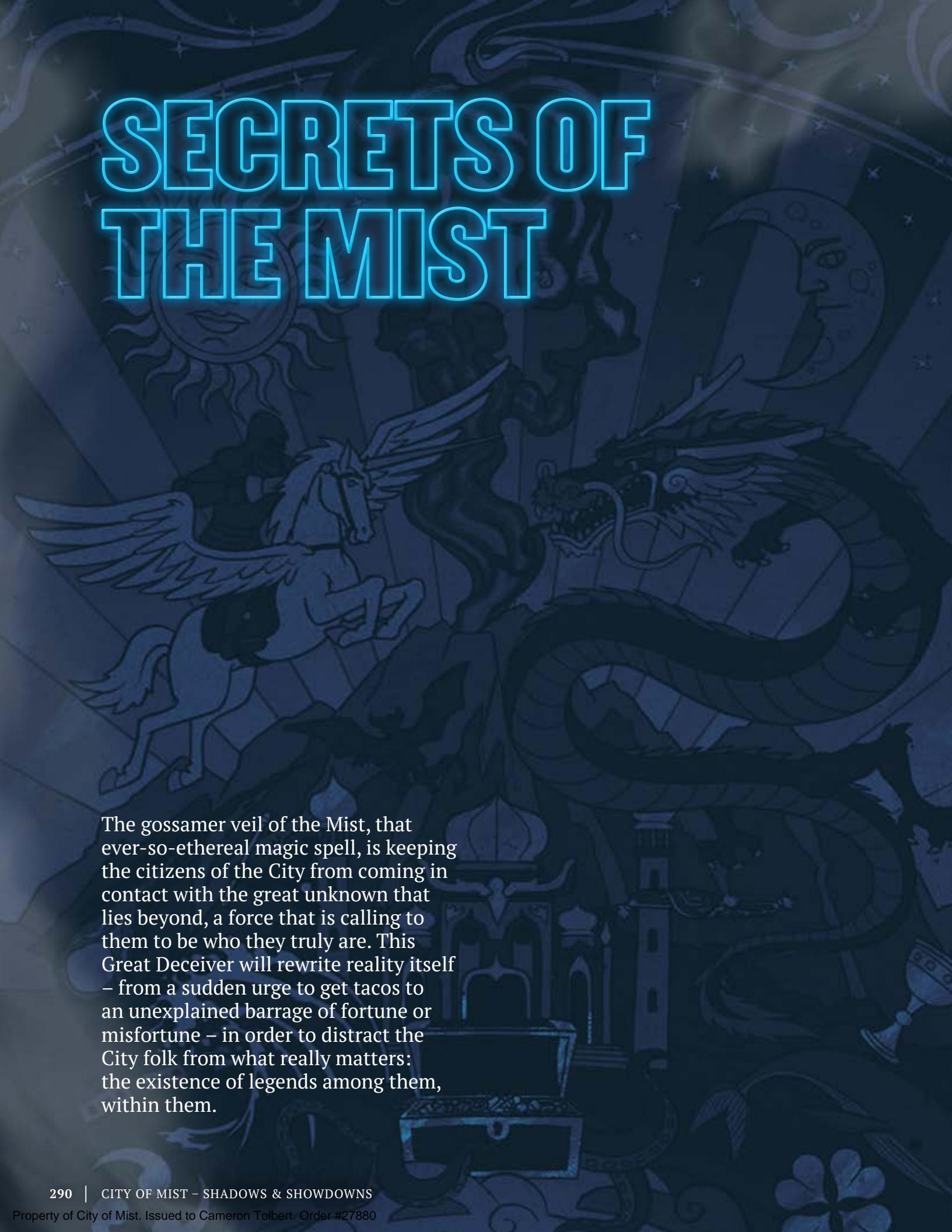
### INTEL CITYWIDE SURVEILLANCE GRID ★★★

#### SIGNATURE 5 / DISPATCH 4

- **Scanning for Breaches:** When a PC makes a move deriving more than 3 Power from Mythos sources (tags and statuses), the Grid takes *signature-detected* with one tier for every point of Power above 3 (regardless of the outcome). When a Danger makes a Mythos-based move, the Grid takes *signature-detected* with one tier for every point of effect above 3 the Danger move created (regardless of the outcome). At the end of a scene, remove all statuses from *signature*.
- **Surge Detected:** When a PC **Stops. Holding. Back.** give the Grid *signature-spike-4* for a significant sacrifice, *signature-surge-5* for a no-return sacrifice, and *off-the-charts-6* for an ultimate sacrifice. Increase the tier by one if the player scored a miss.
- **Investigate the Breach (+★):** When *signature* hits tier 4, create a new Danger: Disembodied Intel Percher at the scene.
- **Dispatch All Units!:** Once *signature* is maxed out, the MC may give the Grid *on-my-way-1* on the *dispatch* spectrum as a soft move (after each player move). When *dispatch* is maxed out, create a new Gatekeeper Danger on par with the signature detected at the scene.
- Step on it! (take *on-my-way-1*; only when *signature* is maxed out)



# SECRETS OF THE MIST



The gossamer veil of the Mist, that ever-so-ethereal magic spell, is keeping the citizens of the City from coming in contact with the great unknown that lies beyond, a force that is calling to them to be who they truly are. This Great Deceiver will rewrite reality itself – from a sudden urge to get tacos to an unexplained barrage of fortune or misfortune – in order to distract the City folk from what really matters: the existence of legends among them, within them.

The Mist has been described in a thousand ways – as the Devil, as the cloud of fog hiding Greek gods, the veil of Isis, the Jewish Ester, Indian Maya, the forgetfulness-inducing cloak of Manannan mac Lir of Irish myth, as the Gnostic Demiurge, and many more – and yet only a select few have truly awakened to its nature.

To live in the City is to be under the constant influence of the Mist. So vast is its power that no one can escape: not Sleepers, not Rifts, not even Gatekeepers. It never lets go, and even those who have managed to free themselves from its embrace might fall asleep again in an instant.

But why is it there? What purpose does it serve and for whom? And who are the mysterious Men and Women in Gray who work in its service? Whether you choose to reveal the truth about the Mist gradually, dramatically, or not at all, the presence of this ultimate hoax defines your game.

## WHAT IS THE MIST?

Every *City of Mist* series could be played with a completely different answer to this question. Here are a few theories about the origin of the Mist that you can use as the “true” answer in your game. You can use these as they are, or combine a number of them to create your own unique answer.

Each theory is followed by suggestions for adjustments, ways to take the basic story down different paths, giving you ideas on how to customize the theory for your own game.

### SAME OUTSIDE, DIFFERENT INSIDE

The origin of the Mist in your series is not immediately visible to the PCs and the players, not even to PCs who have encountered Gatekeepers. On the surface level, the Mist behaves the same as described in the *Player’s Guide* and the *MC Toolkit* books and the Gatekeepers appear as the same shady, hard-to-place government agents. However, deciding on what the Mist truly is can inform your portrayal of the Gatekeepers later in the game, when the PCs start investigating this organization’s true nature.

### BABYLON

In the biblical story of the Tower of Babel, mankind united to wage war against heaven, rebelling against its dominion over them in the hopes of averting a second flood. In the Jewish Talmud, the desire to worship pagan gods was expelled from the world by the prayers of rabbis, bursting out of the Temple as a burning lion. However, along with this desire, humanity has lost the power of prophecy and many other spiritual abilities which were once Man’s birthright. Later, the Rastafarian faith coined ‘Babylon’ as a term for oppressive government regimes but also as a spiritual state of confusion and following false beliefs.

This theory stipulates that the Mist is a construct of mankind, created by humanity when it was at its most powerful and dared to shake off the tyranny of the gods. The mystical veil the people constructed now prevents the power of the Mythoi from reaching the City, ensuring the safety of mankind but snuffing out magic and wonder from their lives. The Gatekeepers are the descendants and followers of those original builders of the Mist (or perhaps they are those builders themselves), sworn to maintain the barrier which allows humanity to remain free of spiritual influence.

#### Suggestions:

- Gatekeeper factions are different “houses” in the ancient organization, who subscribe to different approaches to their role as the maintainers of the status quo.
- The Gatekeepers’ base and main source of power, from which all Mist is created, is the Tower itself, hidden underground or in an old, strange part of the city.

### CLOAK OF THE DEVOURERS

The human psyche is rich with powerful memories, deep experiences, and a lifetime of impressions. The human mind has an immense computational capacity while the soul is a mystery of untold mystical power. Someone, or *something*, might want to harvest all of this delectable energy, and under this theory, it’s the Gatekeepers. The Men and Women in Gray are not men and women at all: they are monsters, whether in body or in mind, who feed on human minds. They may be a brotherhood of serial killers or entities from another dimension; either way, their goal is to consume as many human minds as they can, and the richer their memories are, the better. For this purpose they have constructed the Mist, through witchcraft or interdimensional mojo, and used it to turn the City into a massive pen for humans, who go about their daily lives unaware that they are destined to be devoured. People go missing all the time, but no one ever remembers them.

### Suggestions:

- Different Gatekeeper factions represent different approaches to maintaining the human herd under control: some strong-armed, others soft-handed; some direct, others manipulative.
- Alternatively, various Gatekeeper factions or units can be different types of devourers with different origins. Perhaps even their method of creating Mist is different, which means that defeating each of them requires a completely new approach.
- The Gatekeepers are inherently alien to the human psyche, and therefore, to the Mythoi. Mythical powers may work differently on them, or may not work at all.
- Low-ranking and even mid-level Gatekeeper agents may be humans unwittingly working for the monster under some pretense (perhaps one of the other theories).

## THE DEMIURGE

In the Gnostic traditions, the Demiurge is a force responsible for fashioning the material world from ideas, having been created for this purpose by an almighty creator. However, many later traditions equate the Demiurge with the Devil in that it is using the material world it built to distract and tempt the souls of mankind to prevent them from returning to the spiritual realm or from being in contact with their spiritual origin.

According to this theory, the Mist is the Demiurge, a force originally made to create a material world but which has since transformed into a counterforce for those who seek their essential nature. The Mythoi represent aspects of this essential nature, ideas elevated from mere form, and Rifts are simply Mythoi who have forgotten who they are, tempted by the material world. The Gatekeepers are the followers of the Demiurge, a dark or misguided cult bent on keeping the physical place of existence without spiritual intervention and the Mythoi asleep.

### Suggestions:

- Gatekeeper units specialize in one of two aspects of the Mist: materialization, the creation and maintaining of the physical world, and temptation, creating material desires to anchor the people of the City in this world. Units working for the first type are numerous and not yet fully under the sway of the Demiurge; tempters, however, know exactly what they are doing, and despite their small numbers, their power is great.
- Because the Mist is very much a sentient force – the Demiurge itself – its attention can be diverted, it can become distracted, and perhaps even reasoned with (considering its unusual and eternal mind).



## MODERN TECH

The Mist is man-made, but it is not the ancients who built it – it's us! Whether a government agency or a corrupt conglomerate, people have mastered the mystical arts or advanced sciences and created a field of forgetfulness and reality-bending (maybe even extraterrestrials are involved). Whoever controls this technology has decided to create an isolated area to test it, subjecting millions of people in the City to brainwashing. The Mythoi may be the subject of the study or they may be an unexpected side-effect born out of the collective consciousness overloaded with the repressed psychic energy of millions of minds.

In another variation of the same theory, the City and the Mist around it are used as a prison of the mind for Rifts from all over the world, keeping them occupied with one another while the rest of humanity happily exists without dragons and demigods. The Gatekeepers are simply government or corporate agents trying to do their job.

### Suggestions:

- Gatekeeper factions are different divisions within the government or corporate authority in power, each with its own agenda and approach to the residents of the City, occasionally coming at odds.
- Gatekeeper tech can be science-based rather than mystical, but that doesn't mean anyone can use it – it may require several years of study to operate correctly, or at all.

## VOICE OF SANITY

According to this delusional theory, the Mist isn't distorting reality at all; in fact, what Sleepers see is what is real, while everything Rifts claim to see is just a figment of their imagination. The lead characters aren't "Rifts" – they're completely ordinary, albeit rather disturbed, human beings, and they're in therapy. The Gatekeepers are the mental health teams dedicated to the embetterment of the protagonists: doctors, psychiatrists, psychologists, nurses, and other personnel needed to support the process, or alternatively, the voice of sanity in the lead character's own psyches trying to fight the delusion of the Mythoi.

The City could be a physical City built for the purpose of the therapeutic process, a la *The Truman Show*. Or perhaps the lead characters run around in a real, regular City, which is overlaid with their hallucinations (a la *Suckerpunch*). Maybe they are even lying on a couch, hypnotized and dreaming the whole thing up. Be warned – the "this-was-all-a-dream" routine is quite trite and can devalue the experiences of the

lead characters; if you choose to go with this variation, make sure your group is up for a comic finale or find a way to make the transformation undergone by the crew members, as well as their achievements, still meaningful outside the City.

### Suggestions:

- Gatekeeper factions are different schools and approaches to therapy, from those placing patient well-being first, through long-play psychoanalysts, to advocates of aggressive electric shock therapy and lobotomy.
- Gatekeepers occasionally try to make the lead characters *remember*, rather than forget. They only *appear* to be fooling everybody and erasing memories because the PCs psyches are making up things that never happened. It's actually the PCs' minds that make them forget the true, mundane reality.

## THE UNKNOWABLE

The Mist is the source of mystery in the universe. It is, by definition, unknowable and any attempt to define or conceptualize it ends up incomplete or false. The Mythoi are stories created by mankind over eons, as they tried to explain the Mist. The best of these stories became popular and perpetuated, attaining the power of a Mythos, and now seek to answer the mystery of creation (through their Avatars and their Endgames). The Gatekeepers are a secret order dedicated either to the preservation of mystery, fighting to prevent any one Mythos from enforcing its rules on creation, or to protecting mankind from a truth they cannot digest or accept – that there is no truth.

### Suggestions:

- Behind the veneer of a government agency, the Gatekeepers are a mystery cult. The deeper one ventures the more their cultish symbolism appears: strange rituals, obscure sigils, and unintelligible chanting.
- High-clearance Gatekeepers can utilize strange, illogical powers, at the cost of their own sanity or individuality. One may be able to exist in several places at the same time, another could become a thought, a third is able to completely become someone they are not, yet remain themselves. To access these abilities they must lose something essential in themselves and surrender to the unknown, until they're barely human anymore – which is why most are loath to do it, until there's no other choice.

## FURTHER MIST THEORY CONSIDERATIONS

### LANGUAGE

If you wish to add an element of strangeness to your variation of the Gatekeepers, have them use their own language. This is particularly relevant if the Gatekeepers are some form of an ancient cult or an order which retained the language of the first Gatekeepers (as in the Demiurge theory), or if they are aliens or interdimensional entities (as in the Cloak of the Devourers or the Modern Tech theories).

### LEADERSHIP

You may need to alter the makeup of the top levels of Gatekeeper leadership to fit your Mist origin. For example, if you are playing in a Voice of Sanity Mist setting, the Gatekeeper Council can work as the top-tier team of psychiatrists who are handling the crew; if you are playing with The Demiurge or The Unknowable, perhaps the council is the same ancient center of power that has led the cult or order for millenia; in a Cloak of the Devourers setting they could be the monsters themselves, etc. If the crew ever interacts with these top-level Gatekeeper institutes, this is where they will reveal their true nature.

### MULTIPLE MIST THEORIES

The Gatekeepers do their job by lying to an entire City, so who's to say they're not lying to each other? If you'd like to create a more complex "ultimate answer" to the Mist question, you can assume Gatekeeper Agents at different Clearance Levels are told different versions of the truth, or even complete lies, about the nature of the Mist and the work of their organization. This layered structure can reinforce feelings of mystery and confusion that the crew is already experiencing, which supports the themes of the Gatekeepers. It also allows you to combine more than one of the Mist theories given here.

Arrange your theories in multiple layers like an investigation or story arc Iceberg. Only one of the theories is true and final and it is known only to the most high-ranking Gatekeepers, such as the Gatekeeper Council members or even the Head Gatekeeper alone. The other theories are used to keep mid- and low-ranking Gatekeeper officers in the dark (field agents know very little, anyway). As the crew progresses through the organization they discover shocking truths, only to eventually realize they have been misled all along and that the truth is much more shocking than they could have ever imagined.

### CREATING YOUR OWN MIST THEORY

If you want to build your own Mist theory, here are some questions to consider:

- Who made the Mist? Did people create it or was it made for them?
- What purpose was the Mist made for?
- How did the first Gatekeepers become involved with the Mist?
- Is the City imagined or real?
- Is the City a part of a broader world or is it a pocket reality, ending at the edge of town?

## THE MYSTERY OF THE MIST IN YOUR GAME

The mystery of the Mist is the axis around which *City of Mist* revolves. From the very first session you played, the Mist has been in the background, working its insidious juju on Sleepers and Rifts alike. It's a force that remains forever in the shadows and looms over the entire series, whether or not its agents, the Gatekeepers, take an active part in the crew's chronicles.

Delving deeper into the secrets of the Gatekeepers and the Mist could give your game an entire new dimension to explore and build up toward a grand finale. It can be done in many different ways, each with its own implications on your series. Here are a few things to consider.

**The Mist is the ultimate mystery.** Mystery is obviously a big element in *City of Mist* and the detective genre. When your crew starts pulling back the shroud and see what is really going on with the Mist and the Gatekeepers, you will be tapping into your final and most dramatic source of mystery. Once this mystery is solved, there will be hardly anything in the series that could match it; therefore, consider ending the series with this revelation and possibly the resolution of any conflict the crew may have with the Gatekeepers. This could be a great finale for your *City of Mist* game.

**Exposing the truth about the Mist might force you to completely change the game's genre.** When the crew finds out the true nature of the Gatekeepers and the Mist, they will cease to be mysterious. They may

still pose a major threat and provide ample opportunities for conflict and investigation, but they will be a known threat: an interdimensional policing force, a government agency, or figments of the crew's imagination. If you were playing heavily on noir, detective, or conspiracy themes, this could have a major effect on the tone of your series, and even turn it into a different type of game for your group.

**Sometimes it's better to end a series with some open questions or with no answers at all.** Some mysteries have the most impact when they remain a mystery, even at the end of the series. Depending on the tone of your series, you can decide that the crew never really finds out what the Mist is and who the Gatekeepers are, or that there is some ambiguity about their purpose, their morality, whether the status quo is maintained or broken, etc. Get inspiration from works of fiction and movies that leave you with questions rather than answers and consider the effect they had on you.

**Even if you (the MC) do not plan to reveal everything, you should have one or two possible answers in mind.** Whatever the crew may reveal or miss, a good understanding of what the Mist and the Gatekeepers truly are helps you create a more consistent experience for your players. You can still play into the crew's different theories, presenting evidence that may support or refute them, but having a solid explanation to why things are the way they are makes for better showrunning.

**Stay in touch with the lead characters' lives.** In the end, what matters in your series is what happens to the lead characters on the streets of the City. How are their lives going to be affected by the revelation of the truths behind the Mist? Will everything change? Will it continue as if nothing happened? What hard choices will they have to make? And once they choose, what will it cost to have things their way? These are the important questions of your series and of the noir genre. Introducing too much explicit metaphysics can come at the cost of missing the mood of the gritty, down-to-earth noir mystery; use Mist theories in a way that enhances the effect you want to achieve (see the narration guidelines in the *MC Toolkit* book, pages 78–81).

## AT THE EDGE OF TOWN

The answer to what happens at the edge of the City varies greatly depending on the origin of the Mist in your series. At least in appearances, people constantly enter and exit the City: tourists visit and leave, ships and airplanes carry goods in and out, Sleepers go on business trips and come back later, or are never seen again, without anyone realizing.

Still, the focus of attention of most people in the City, and especially the PCs, gravitates to the City itself and never wanders outside. Presumably, the news omits or sidelines reports from the outside world (whether it exists or not). This effect could be a cinematic device or it could be an in-game effect of the Mist, trying to pull the citizens of the City away from whatever is beyond it.

If the City is a figment or a dream, the coming and going of people and goods, as well as any news of the outside world, are simply illusions – just like everything else.

If the City is a pocket reality, it raises the question of what happens to NPCs – or PCs – who leave town. What lies beyond the City? If it's infinite Mist, and the City is just a weak spot in its fabric, then leaving the City means forgetting the legendary forever. If it is the metaphysical plane of existence of the Mythoi (see the Age of Wonder, page 296), then leaving the City is synonymous with awakening, perhaps even transcending one's physical existence. Is this what truly happens to all those who leave the City? Or are those who come and go mere illusions (perhaps even Conjurations) created by the Mist to control the real population?

If the City is a part of a broader physical reality, or world, then how does this world relate to the City? Is the City just an experiment enclosed within the real world? Is it tucked away so that no one can find it (until someone does) or does the world treat it as a peculiar but ultimately normal City thanks to the Mist? Is the world itself an experiment just like the City, on a larger scale?

# WONDER FOR AUTONOMY: A HISTORY OF A MORALLY-GRAY TRADE

In the published *City of Mist* universe, the canonical Mist combines the **Babylon** and **Demiurge** theories. The universe is a cosmic canvas for stories and the Mythoi are the stories born in it. The role of humanity is to take part in the stories of the Mythoi, to experience them, to witness them, to live them – to be the Mythoi incarnate. Every person is a physical embodiment of a Mythos. Or at least, that's how it is in potential.

The Mist is the product of humanity's desire for freedom from their Mythos-dictated destinies – but because they *are* the Mythoi themselves, this freedom can never be fully realized, and it also must come at the cost of ignoring an essential part of one's self. Rebell ing against their own mythic nature, humans closed themselves off from the influence of the Mythoi, trading magic and wonder for an illusion of choice by creating a pocket-dimension for themselves: the City. Not only does the Mist make the citizens of the City oblivious to their true nature but it also sustains the very fabric of reality in the City, the foundation of its physical existence. Without it, all would revert to the cosmic equivalent of a storybook illustration.

To ensure the illusion of choice and free humanity from the "tyranny" of the Mythoi, the Gatekeepers must deny everyone in the City the knowledge of what they truly are – ironically preventing them from being able to make the greatest choice of their lives.

But keeping the truth at bay, keeping people blind to what they really are, is proving harder and harder. The truth is always waiting at the edge of memory, fraying the Mist. And so, the Gatekeepers are beginning to suspect they are fighting a losing battle.

## NO BEGINNING

Before the Mist and outside the Mist, there exists the same thing: an infinite field of vast potential, in which everything that can be comes to be. This endless potential births abstract ideas and forces; these forces interact and refract into other, smaller forces, their de-

scendants. This chain of events continues and becomes more and more specific. The force of "new" interacts with "knowledge" and other forces to birth the force of "innovation"; "innovation" interacts with "symbolism" and "fire" to create "fire as a symbol of innovation"; this new force interacts with "thief" and "hero" and "gods" to create something that can be identified as a Mythos: "the hero who steals fire from the gods". This one, marrying with other forces, refracts into "Prometheus" and "Mātariśvan" and "Maui", separate and more specific Mythoi.

Something – whether entropy, the principle of movement, the life of the infinite field itself, or perhaps some obscure being's need for entertainment – something draws these forces, the Mythoi, to continue and interact, telling their stories in ever-growing levels of complexity and detail, like some great cosmic kaleidoscope. They do so in the Age of Wonder.

## THE AGE OF WONDER

The Age of Wonder is not a historical time, but a layer of existence where Mythoi are specific and complex enough to be considered stories. In the Age of Wonder, Mythoi continuously interact and refract to craft their stories into existence. It contains the forces of "space and time", "the material world", and "humanity", forces that allow Mythoi to form extremely specific, complex, and textured beings with which to tell their story – Humans, the Mythoi's primordial physical forms (or, some would say, finger puppets). This metaphysical space is the canvas where Mythoi tell their stories, a canvas which most closely resembles a storybook or a dream.

Two of the component forces of "humanity" are "a potential for consciousness" and "death". These are both necessary and inherent to the role humans play as the manifestation of the Mythoi because without them humans could not embody forces like "choice", "change", or "sacrifice" so essential in the make-up of so many Mythoi stories.

And so in the Age of Wonder, thanks to their "consciousness", humans sometimes awaken to the fact that they are a part of something greater than themselves, that they are connected to a much greater being. In the absence of other forces, this evolves into an innate wish to fulfill their role as they were made. Everywhere in the Age of Wonder, human beings who become conscious take part in the telling of their Mythoi's story. An awakened story is no longer simply there, hanging in metaphysical space; instead, someone is reading it, experiencing it, living it. Some might say this is the true purpose of humanity: to witness the stories they themselves tell.

All across the Age of Wonder, knights save princesses from dragons and princesses save dragons from knights; evil magicians cast wicked spells and curses, to be broken by true love or a golden flower; heroes scale mountains or face their greatest fears; and everyone lives happily ever after or dies the most gruesome of deaths.

But since "Hubris" is also a force in the Age of Wonder, there is one place where it interacts with human consciousness to form a most peculiar phenomenon.

## TOWER OF BABEL

As some humans in the Age of Wonder become aware that they are merely a part of something greater, it offends their "pride". They realize that all of their suffering, fighting monsters and enduring hardship, comes from their "greater selves" or "souls" or "gods", the Mythoi, which they now secretly begin to loathe. A schism takes place inside them: one part wants to fulfill its destiny, the other wants to be free of it. They begin to hate being guided, instead wishing to be able to choose, to write their own stories for themselves.

To do so, they must be independent of the Mythoi, but that simply can't happen; humans cannot be independent from their greater metaphysical selves, the Mythoi, no more than a finger can be independent of the body. They try, but all their stories of fighting their destiny end with failure; even in the stories in which they succeed, it is only because another Mythoi intervened on their behalf.

The wisest among mankind devise a plan. If independence is unattainable, they say, let us strive for autonomy. And to do so they enlist (and at the same time manifest) one of the greatest Mythoi in the Age of Wonder: the Mythos of Babylon.

The plan is simple, but ingenious. Babylon will interact with all the Mythoi attempting to affect humanity, refracting and mixing their influences so humanity will receive only a fraction of each. Instead of direct beams of colored light, each with its own story and drama, Babylon's filter will now only let through a muddled gray mixture of ambient light, protecting mankind from the direct influence of the Mythoi without cutting them off completely, granting some autonomy. The wise women and men complete their arcane pact with Babylon and become its manifestations, the original Gatekeepers. They offer shelter from the Mythoi to a great host of other humans, who willingly enter the swirling noise. The veil of the Mist is born, and in its midst, they build a City.



## LIVING IN OBLIVION

Within the Mist, things were colorless, flavorless, devoid of meaning, but humanity was free of the rule of fate: no one had to be killed by monsters or slave over a volcanic stove for millennia. Death and hard work were still integral to the human experience, as were all the other things inherent in mankind, but they were muffled by the Mist, somehow less intense and more banal. This new reality was very specific and limited; there were things you could do and things you couldn't, natural and social laws that restricted one's freedoms. As the Mist grew stronger over time, heroes and monsters diminished and the ordinary became the everyday.

The Mythoi, who were once as glorious suns, seemed as faraway as distant stars. Mankind was losing its connection to its very origin, to itself. Before, people naturally felt connected to the greater body of Mythoi and the endless potential from which they were born; now, they were free agents in a vast emptiness, no longer sensing the cradle of their being. Beset by loneliness, angst, and a lack of context for their existence, they sought to fill the void in many different ways. Some, more corrupt than others, pretended to speak in the name of the Mythoi and offered false meaning in order to gain power over their peers. Humanity was drowning deeper and deeper in a pool of its own vice.

The wise, who once initiated this process to secure humanity's freedom, watched with sorrow. They assembled in their sacred halls and discussed the situation, but eventually decided against any change. Mankind's freedom, their right to choose their own destiny, even in such a constrained existence, was more important than the spiritual side-effects, grave as they may be. A small group of dissidents, however, would not abide by the decision, but the council of the wise soon had more pressing issues to address.

## AWAKENING & DEEPER SLUMBER

Scattered reports of people possessing miraculous powers started cropping up across the City. What was happening? The more the council of the wise studied these reports, the more it was becoming evident: the Mist was tearing. Whether it was the work of the dissident group or some natural degradation, the great work of Babylon wasn't holding up. Humanity's longing to bond with its source was tearing rifts in the Mist. Like rays of light through the clouds, direct Mythoi influence managed to infiltrate into people, who were now working miracles on the streets of their City, breaking the laws of their controlled reality. These events overwhelmed the citizens with wonder and horror, shocking them back into remembering what they were. Wherever a major rift formed in the fabric of the Mist, numerous smaller rifts opened nearby, through people, animals, and objects. The council of the wise was alarmed and sanctioned all of its followers to find a way to stop this deterioration.

Ironically, the answer came from the awakened. Only they, who had once again become living Avatars of the pure force of the Mythoi, could understand Babylon, the Mist, and its workings. While some of the awakened desired to bring about the Mist's total collapse, others understood the intent of the wise council. They valued the ability given to them to choose whether to follow their Mythoi or not and they chose to turn their back to it, re-sealing themselves and using their abilities and understanding to develop a way to repair the Mist. They were the first Shrouders, Weavers, and Menders, the first generation of the Gatekeepers as they are today.

The Gatekeepers repaired the Mist and sealed the rifts in it. They then continued to elaborate on Babylon's great work by adding an element that would increase its strength, a second layer of obfuscation, one that would erase all memory of legendary powers from individuals who witnessed them. This would help prevent the outbreak of secondary rifts surrounding a major rift event. With this, the war of Mist and Mythos began in earnest, with the Gatekeepers mending what rifts they found and subjecting the population to an endless spell of forgetfulness, denying them the possibility of remembering what they truly are.

Now irreparably oblivious to their true nature, the unaware residents of the City fell even deeper into their waking sleep, their connection to the Mythoi and to the Age of Wonder nothing but a long-forgotten dream. Within the confines of the laws of their reality, they built up their City and their civilization, oblivious to the infinite possibilities they carried within them.



Becoming more and more lost and empty, they turned to power, vanity, religion, wanton use of technology, and countless other ways of self-gratification to fill the void of their existence. Sometimes, for a short while, they were able to find a mote of meaning in their existence; but it was soon washed over by the Mist, for fear it would awaken them. Nothing around them was connected to its true, mythic source – most of all, they themselves. The truth became a lie; the deeper the Mist, the more they felt safe in their illusory “reality”. Their everyday became muddled and ashen, and they were lost in an urban labyrinth of falsehoods. The City has become the City of Mist.

## THIS IS THE CITY

This is the City as it is today. Humanity's true nature is all but forgotten, remembered only in the most esoteric sources of knowledge, texts no one reads and manic street preachers no one listens to. Sleepers continue to live their lives, holding on to ever rarer wisps of meaning, not knowing their place in the universe, unaware of the legends that burn inside them. As new Rifts awaken, they immediately become embroiled in the struggle for freedom in face of the Gatekeepers' wish to maintain the status quo at all costs.

What happens next is yours to tell...



## WHAT LIES BEYOND

No one ever leaves the City anymore. Generations of human beings are born and die in the spiritual prison they built to set themselves apart from their essence, their story, their destiny. The Mist creates an illusion of a greater world outside, of coming and going; this context is necessary in order to keep the human population in the dark regarding the Mythoi. There are still humans outside the Mist, those who never joined the City, but few of them can penetrate the barrier of Babylon; if they do, they must abide by the laws of the Mist and the City and risk falling asleep.

Those who are not awakened cannot leave the Mist. They may drive outside of the City only to find themselves driving back in again with a vague false memory of their trip and a strong urge to return to the City and take care of some business there. But those who have awakened, if they can slip past the guardians of the Mist, may venture beyond it, out to where the sun of the Mythoi burns bright, back into the dreamscape of the Age of Wonder. If they don't cower at what they see, if they accept what they really are, they will be reunited with their original nature. Then they experience a dawning, a new understanding of their destiny, a resounding clarity of what they must do: explore the expanses of this brave new world as their true selves or return to the City and free their brothers and sisters.

## A PLACE FAR AWAY

Beyond the Age of Wonder, there still remains the empty field of potential that births all stories, that creates existence itself. Can one return to the place where they originated? Can human beings, as the Mythoi's incarnations, as floating motes of consciousness, come in contact with this great silence once more?

If it's still there, it is a place where everything is possible, where all contradiction ends: is and is not, the storyteller and the reader, Mythos and Mist – they are one. When consciousness returns there, after its long journey in the Mist, it truly returns home.

# APPENDICES



# MYTHOI IN THIS BOOK

Mythos	Logos	Type	Page
10,000 Cold Nights	Assault Rifle (Tokugawa Blades)	Relic (Extra theme)	112
Agimat	Anting Self-Defense Home System	Relic (Danger)	104
Al-Khidr	-	Rupturing contract	279
Aladdin's Djinn	Coleman Brass	Rift	141
Anapo	-	Rupturing contract	279
Anbay and Hawkam	Justice Sofia Sandoval and Assistant DA Amal Williams	Rift	152
Athena	Strig	Rift	161
Avaleron	-	Rupturing contract	279
Bai Mudan	White Peony	Rift (Danger)	182, 186
Baigujing	Frank Liao (Gu)	Rift	105
Bailiff Gessler	Hector Kramp	Rift	151
Baron Munchausen	Erica Drum	Rift	191
Bridle of a Kelpie	Silver-Trimmed Tranquilizer Gun	Relic (Extra theme)	66
Carnwennan	Screwdriver of Shadows	Relic (Extra theme)	66
Chinthe Statues	-	Rupturing contract	279
Chiron	Ricky "Left Hook" Yorks	Rift (Danger)	122
Coat of Padarn	Scarlet Medal of Honor	Relic (Extra theme)	65
Coire Ansic, the Dagda's Cauldron of Plenty	Never-Ending Lunchbox	Relic (Extra theme)	63
Compliant Golden-Hopped Rod	Staff (Tokugawa Blades)	Relic (Extra theme)	112
Coyote	Municipal Airstrip One-Two	Enclave, Familiar (Dangers)	91
Cuban Santéria	Santéria Boxing Club	Enclave	152
Demiurge	-	Theory for origin of the Mist	292
Deva	Deva	Conjuration (Danger, Extra theme)	162, 164, 167
Devil's Advocate	Barry Zabrowski	Rift	191
Divine Spark	Spark Device	Relic (Extra theme)	174
Don Juan	Jerry Ham	Rift	181
Dōsojin	-	Rupturing contract	279
Dr. Frankenstein	Dr. Michelle Adams	Rift	172
Dr. Jekyll	Dr. Matty Kilroy/Clone 713A	Rift	172
Dr. Moreau	Dr. Laughton's Veterinary Clinic	Enclave (Danger)	97
Dracula	-	Rupturing contract	279
Dragon	The Drakkar (Museum of World Cultures)	Relic (Danger)	109
Dragon and Phoenix Twins	Pistol and sword (Tokugawa Blades)	Relic (Extra theme)	112
Dragon's Hoard	Museum of World Cultures	Enclave (Danger)	109
Ebisu	Sheryl Fisher	Rift	141
Eeyeekalduk	-	Rupturing contract	279
Ekwensu	Marquis Ward	Rift (Danger, Extra theme)	84
Emperor Norton	Aryan Bhatt	Rift (Danger)	113

Mythos	Logos	Type	Page
Encantado	Pink-Dressed Dolphin Dancer	Familiar (Extra theme)	71
Fairies	Fairy salesperson (Lloyd & Ownie Carriage Services LTD.)	Rift (Danger)	119
Fairy mounds	Out of This World Spa Hotel	Enclave (Danger)	78
Fairy roads	Lloyd & Ownie Carriage Services LTD.	-	119
Flying Carpet	Magic Skateboard	Relic (Extra theme)	62
Frankenstein's Monster	Frank	Rift (Danger)	176
Gamayun	Levinson Bakery, Zachari Levinson	Enclave, Rift (Danger)	87
Ganesha, the Remover of Obstacles	Ganesha	Avatar	158
Gargoyles	Spire Security, Keith McCallister	Rift (Danger)	106
Ghost	-	Rupturing contract	279
Gorgoneion	-	Rupturing contract	279
Gremlins	-	Rupturing contract	279
Griffin	Gyphus	Ride (Extra theme)	118
Gu poison	Gu	Relic (Danger)	105
Guanyin	Guan Tingyu	Rift (Danger)	161, 167
Gwydion	-	Rupturing contract	279
Hades' Cap of Invisibility	Baseball Cap of Obfuscation	Relic (Extra theme)	58
Heimdallr and Gulltoppr	Henry, The Night Line	Rift, Relic (Danger)	77
Helen of Troy	Troy Steele	Rift (Danger)	181, 186
Heracles' Nemean Lion fur cloak	Impenetrable Lion Pelt Shearling Jacket	Relic (Extra theme)	61
Hou Yi's Bow	Museum relic (Museum of World Cultures)	Relic (Extra theme)	110
Humpty Dumpty's King's Horses and Men	1-800-Kingsmen Cleaners	Rift (Danger)	82
Ichneumon	Reptile-Slaying Mongoose	Familiar (Extra theme)	68
Imhotep	Jennifer Bird (Monument Tower)	Rift	125
Indra's Net	Paradox Net	Relic (Extra theme)	64
Ishtar	-	Rupturing contract	279
Issitoq	Isaac Mortensen, Gawkers	Rift, Conjuration (Dangers)	151, 156
Janus	Mr. Burns, Pyroclast	Rift (Dangers)	133
Jenny Greenteeth	-	Rupturing contract	279
Johnny Appleseed	Joany García	Rift (Danger)	102
Kaa, of The Jungle Book	Kaa	Familiar (Extra theme)	70
Kaiju and Daikaiju	Giant movie monsters	Familiar	192
Karatgurk	Karatgurk Containment Facility	Enclave	173
Kupua	The Undercity Spirits	Rift (Danger)	117
Legion	Bishop Francis Page (Riverside Cathedral)	Rift (Danger)	99
Magic Tablecloth	Seven Brothers Resaurant	Enclave (Danger)	96
Mammon	Alfonso Silvera	Rift	142
Manticore	Ferocious Alley Cat	Familiar (Extra theme)	71
Masamune	Nico Tokugawa (Tokugawa Blades)	Rift (Danger)	111
Melek Taus	Gabrielle Sublime (Cloud 9 Nightclub)	Rift (Danger)	108
Melpomene	Melany Rice	Rift	183

Mythos	Logos	Type	Page
Mergen	Kahraman (Mergen Bookmakers)	Rift (Danger)	88
Mjolnir	Thunderbolt Sledgehammer	Relic (Extra theme)	67
Monkey King's circlet	Headache-Inducing Sweatband	Relic (Extra theme)	60
Monsters of old horror movies	Closet Creeps	Rift (Danger)	114
Mr. Hyde	Hyde/Clone 713C	Rift (Danger)	172, 175
Musa bin Nusayr	Azhar Ayyad	Rift	115
Musketeers	The 12th Precinct	Rift (Danger)	100
Mušmahhū, Bašmu, and Ušumgallu	The Horned Snakes	Rift (Danger)	116
Nikola Tesla	-	Rupturing contract	279
Og King of the Bashan	-	Rupturing contract	279
Ogun, Orisha of metalworking and war	Magnetic Machete	Relic (Extra theme)	62
Oni	Projects denizen	Rift (Danger)	81
Osanyin	Earl Favier	Rift	161
Pamola	Freezing Shoulder Parrot	Familiar (Extra theme)	69
Pan	Lonny Carr/Yannis Papadakis	Rift (Danger)	191, 197
Pele and Hi'iaka	Sacred Land Tiki Bar, Ailani Jack	Enclave, Rift (Dangers)	90
Pinocchio	Susana Applegate	Rift	192
Pinocchio's talking cricket	Cockroach of Redemption	Familiar (Extra theme)	68
Pochteca	Chow Industries' businesspeople	Rift (Danger)	142, 145-146
Pool of Bethesda	The Leaky Faucet	Enclave (Danger)	98
Praetorian Guard	Security of the Magna Curia	Rift	94
Preta	Businesspeople who trade with Chow Industries	Rift (Danger)	142, 145, 146
Princess Iron Fan	Iron Fan of Desire	Relic (Extra theme)	144
Princess Langwidere	Latoya Belvedere	Rift (Danger)	171, 175
Prometheus	Dr. Talbot Leyland	Avatar	168
Psoglavs	Guard dogs	Familiar (Danger)	176
Pulgasarí	Giant movie monster	Familiar (Danger)	192, 195
Pyramid of Djoser, ley lines	Monument Tower	Enclave (Danger)	125
Pythia, the Oracle of Delphi	Helen Green	Rift	85
Qareen	Evil Twin Djinn	Rift (Danger)	115
Rāgarāja	Hardik Shah	Rift (Danger)	182, 186
Ratatoskr	Piotr the Rat (Ash Street Park)	Rift (Danger)	121
Ratatoskr	-	Rupturing contract	279
Ravens of Death	-	Rupturing contract	279
Red Boy	Fury Hong	Rift (Danger)	142, 146
Red Thread of Fate	The Lovers' Twin Ankle Bracelets	Relic (Extra theme)	61
Romeo & Juliet	Rosaline	Avatar	178
Rusalka	-	Rupturing contract	279
Sasquatch	Andy "The Chief" Brown	Rift (Danger)	103
Seal (Ring) of Solomon	Demonic Mobster Pinky Ring	Relic (Extra theme)	59
Shango, the Orisha of power and dominion	DA Barbara King	Avatar	148

Mythos	Logos	Type	Page
Simurgh	The Pigeon Coop	Enclave (Danger)	79
Sir Lancelot's Ring of Dispel	Reality Check Secret Decoder Ring	Relic (Extra theme)	65
Skinwalker	-	Rupturing contract	279
Snow White's poisoned apple	Apple Pie of Ruin Recipe	Relic (Extra theme)	58
Sol Invictus	Hank Hoyt	Rift (Danger, Extra theme)	162, 164, 167
Tanhā, Buddhist concept of craving	Chairman Chow	Avatar	138
Tarot	Budreau Tarot Deck	Relic (Extra theme)	184
Tartarus	Thorne Penitentiary	Enclave	153
Tasseomancy (coffee reading)	-	Rupturing contract	279
Tender Hands	Sword (Tokugawa Blades)	Relic (Extra theme)	112
The Bone Harp	P.I. Hargreaves	Rift	182
The Boy Who Cried Wolf	Monte Wolfe	Avatar	188
The Dagda	Cormac Lafferty	Rift	163
The Fisherman's Wife	Marge Barlow	Rift	141
The Sandman's sleep-inducing sand	Pepper Spray of Sleep and Nightmares	Relic (Extra theme)	64
The Somnia	The Sionara Siblings	Rift	191
The Wizard of Oz	Oscar Diggs	Rift (Danger)	191, 195
Theatre of Pompey	The Magna Curia	Enclave (Extra theme)	94
Thuan Thiên	Glowstick of the Revolution	Relic (Extra theme)	59
Tiamat	The Mother of Snakes (The Horned Snakes)	Rift	116
Tinfoil Hat	-	Rupturing contract	279
Tio Supay	Auntie Pay	Rift (Danger)	83
Tír na nÓg	The Lot Across the Bay	Enclave (Danger)	93
Tower of Babel, Babylon	-	Theory for origin of the Mist	291, 297
Town Mouse and Country Mouse	Little City Mice	Rift (Danger)	161, 165
Trolls	Troll guard (Troll Booths)	Rift (Danger)	120
Tsantsa	Renzo	Rift (Danger)	171, 175
Utnapishtim	Bear Godwin	Rift	161
Utnapishtim's ship	Preserver of Life	Enclave (Danger)	161, 166
Venus Flytrap	Branded store	Enclave (Danger)	142, 145
Vesuvius and Pompeii	-	Rupturing contract	279
Wicked Sister-In-Law (of A Tale of Two Brothers)	Dr. Wendy "Wedlock" Medlocke	Rift	181
Witches of Macbeth	The Budreau Sisters	Rift	181, 184
Witchfinder General	Jonas Hopkins	Rift (Danger)	152, 156
Wolf in Sheep's Clothing	FAKE! Woolskin Garment	Relic (Extra theme)	192, 194
World Elephant	World-Bearing Ant Swarm	Familiar (Extra theme)	70
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	1-800-KINGSMEN Cleaners (Humpty Dumpty's King's Horses and Men)	82	★★	Medic (Gatekeeper)	273
	Ash Street Park (Yggdrasil)	121	★★	Municipal Airstrip One-Two (Coyote)	92
	Dr. Laughton's Veterinary Clinic (Dr. Moreau)	97	★★	Museum of World Cultures (Dragon's Hoard)	110
	Gu Poison	105	★★	Night Line (Heimdallr and Gulltoppr)	77
	Mergen Bookmakers' Game of Skill (Mergen)	89	★★	Piotr the Rat (Ratatoskr)	122
	Roof of Monument Tower (Pyramid of Djoser)	125	★★	Potion-maker (Touched by Romeo & Juliet)	185
	Tech Accelerator Center	124	★★	Preta	145
	The Lot Across the Bay (Tír na nÓg)	93	★★	Rift Containment Cell (Gatekeeper)	288
	The Pigeon Coop (Simurgh)	80	★★	Security Detail (Gatekeeper)	275
+★	"The Truth" Operative Mythos Power Set	135	★★	The Projects	81
+★	Argent Clan Member Agent Power Set (Gatekeeper)	278	★★	Troll Booths (Trolls)	120
+★	Hakim Mythos Power Set (Touched by Anbay and Hawkam)	155	★★(+★)	Undercity Spirits (Kupua)	117
+★	Homewrecker Mythos Power Set (Touched by Romeo & Juliet)	185	★★(+★★)	Bishop Francis Page (Legion)	99
+★	Mender Agent Power Set (Gatekeeper)	278	★★★	Ailani Jack (Pele)	91
+★	Rupturer Agent Power Set (Gatekeeper)	278	★★★	Aryan Bhatt (Emperor Norton)	113
+★	Section R1 Agent Power Set (Gatekeeper)	278	★★★	Closet Creeps (old horror movie monsters)	114
+★	Stormbringer Mythos Power Set (Touched by Shango)	155	★★★	Disembodied Intel Percher (Gatekeeper)	271
+★	Wildlife Control Agent Power Set (Gatekeeper)	278	★★★	Flaming Hungry Ghosts (Preta)	146
★	Gawker (Conjured by Issitoq)	156	★★★	Gabrielle Sublime (Melek Taus)	108
★	Graywashing Barrier (Gatekeeper)	277	★★★	Gatekeeper Cruiser (Gatekeeper)	284
★	Helper (Touched by Ganesha)	164	★★★	Graywasher (Vehicle) (Gatekeeper)	285
★	Trainee (Gatekeeper)	276	★★★	Horned Snakes (Mušmähhū, Bašmu, and Ušumgallu)	116
★+	Mist Beacon (Gatekeeper)	277	★★★	Intel Citywide Surveillance Grid (Gatekeeper)	288
★★	12th Precinct (The Musketeers)	101	★★★	Investigator (Gatekeeper)	272
★★	Abominations: Guard Dogs (Psoglavs)	176	★★★	Joany García (Johnny Appleseed)	102
★★	Airstrip Coyotes (Coyote)	92	★★★	Mr. Burns (Janus)	134
★★	Branded Store (Venus Flytrap)	145	★★★	Oni Neighbor (Oni)	81
★★	Desk Jockey (Gatekeeper)	270	★★★	Open-air Event	95
★★	Evil Twin Djinn (Qareen)	115	★★★	Out of This World Spa Hotel (Fairy mounds)	78
★★	Exit Door (Gatekeeper)	286	★★★	Pac Veiler (Gatekeeper)	273
★★	Fairy Salesperson (Fairy roads)	119	★★★	Preserver of Life (Utnapishtim)	166
★★	Field Technician (Gatekeeper)	271	★★★	Pulgasari (North Korean movie monster)	195
★★	Hardik Shah (Rāgarāja)	186	★★★	Ricky "Left-hook" Yorks (Chiron)	123
★★	Helix Labs Headhunters: Latoya Belvedere (Princess Langwidere)	175	★★★	Rift Handler (Gatekeeper)	274
★★	Helix Labs Headhunters: Renzo (Tsantsa)	175	★★★	Seven Brothers Restaurant (The Magic Tablecloth)	96
★★	Leaky Faucet (The Pool of Bethesda)	98	★★★	Shepherd (Touched by Pan)	197
★★	Levinson Bakery (Gamayun)	87	★★★	Sponsored Journalist (Touched by The Boy Who Cried Wolf)	194
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★★★★	All-out Media Attack (Touched by The Boy Who Cried Wolf)	196
★★★★	Auntie Pay (Tio Supay)	83
★★★★	Clone 713c (Mr. Hyde)	175
★★★★	Drakkar (Dragon)	110
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★★★★	Gatekeeper Armored Carrier (Gatekeeper)	284
★★★★	Lars Erikson (Gatekeeper)	281
★★★★	Mending Clinic (Gatekeeper)	287
★★★★	Nico Tokugawa (Masamune)	111
★★★★	Oscar Diggs (The Wizard of Oz)	195
★★★★	R&D Gadgeteer (Gatekeeper)	274
★★★★	Sacred Land Tiki Bar (luakini heiau, a Hawaiian temple)	90
★★★★	Seals (Gatekeeper)	275
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★★★★★	Guan Tingyu (Guanyin)	167
★★★★★	Jonas Hopkins (Witchfinder General)	156
★★★★★	Kahraman (Mergen)	89
★★★★★	Lonny Carr (Pan)	197
★★★★★	Marquis Ward (Ekwensu)	84
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