

CITY of MIST

ORDINARY PEOPLE · LEGENDARY POWERS



THE PLAYERS



ALL-SEEING EYE INVESTIGATIONS

CITY of MIST

STARTER SET

THE PLAYERS



WELCOME TO THE CITY

This booklet will guide you and your group as you learn how to play *City of Mist*. Just follow the evidence and solve the case!

One of you will take on the role of **the MC** (Master of Ceremonies), the host and the narrator of the game. As the MC, you should read both this booklet and the MC booklet to get acquainted with the game before running it.

To play this game you will need everything in the box:

- The players' booklet
- The MC booklet
- The five character folios
- Two dice
- Tracking cards
- Crew theme card

You may also wish to print out a summary of the "Player Moves" for each player available at the end of this booklet and at cityofmist.co/download.

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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.

HOMAGE TO D. VINCENT BAKER AND APOCALYPSE WORLD

The rules of this game are partially based on the "Powered by the Apocalypse" game engine, presented in 2010 by D. Vincent Baker in his revolutionary game *Apocalypse World*. Vincent changed role-playing games forever by introducing a new way to play that emphasized a flowing conversation and a great story. Many great games that use this engine have since been published. We thank Vincent for his contribution to the world of role-playing games which also allowed the creation of *City of Mist*.

CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. It does NOT contain representation of sexual acts. Parental guidance is advised.

EXHIBIT No. #0 NEW TO ROLE PLAYING?

If this is the first role-playing experience for at least one of you, choose someone in your group to read this out loud:

A role-playing game is a storytelling game in which each player takes the role of a character in an imaginary world. It relies a lot on your imagination and common sense, but it also has some rules.

When you play *City of Mist*, you and your group create a story together, similar to a TV show or a comic book. You create it by describing **characters** and what they do during each **scene** of the story.

Most of the participants in the game are **players**. Each player focuses on portraying his character: describing his character and her actions in the scene, and sometimes her life and background.

One participant takes the role of **the MC (Master of Ceremonies)**. The MC serves as the host of the game as well as the narrator. She sets the scenes and chooses the challenges the characters will face (much like a TV director or showrunner). However, the MC does not control the player characters, nor the outcomes of their actions, so she never knows how things will unfold in each scene.

This is part of the fun: the MC presents a scene and asks "What do you do?", the players respond by describing their character's actions, the MC continues by reacting to those actions by presenting new challenges, and so forth. The result is a story that you all play through and enjoy as an audience, a story with an unknown end.

To make things interesting, this storytelling conversation has **rules**. The rules define what player characters can or cannot do and they add an element of chance by asking you to **roll dice to determine the outcome of your actions**.

That's all you need to know at this point: characters, scenes, players, MC, rules, and dice. Move on to the next exhibit.

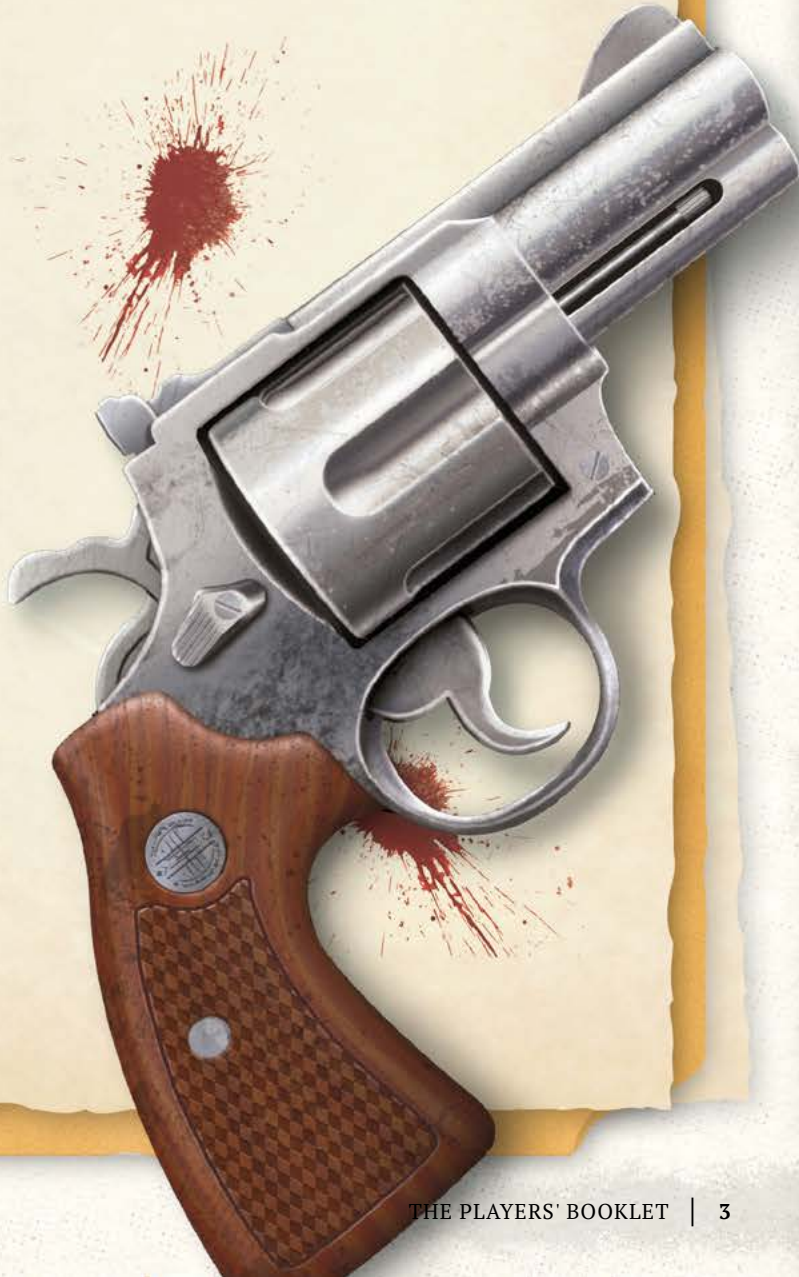


EXHIBIT No. #1 VOICEOVER MONOLOGUE

Choose someone in your group to read out loud this introduction to the City, in a gruff and raspy 'hard-boiled detective' voice:

Welcome to the City of legends made flesh.

In this corrupt and haunted metropolis, anyone can become a living gateway to an ancient myth or legend. In the shadows of shiny skyscrapers and derelict residential blocks, ordinary folk wield supernatural powers bestowed by the stories that live inside them, but those same stories threaten to tear their lives apart.

The Mist, a mystical veil known only to a select few, prevents the unwitting City residents from ever acknowledging the miracles they witness daily. It hides the legendary and distorts it, making it look plain and mundane. And so, distracted by their everyday hopes and fears, the people on the streets remain oblivious to the clash of mythical forces that drive and control the very life of the City.

You too were an ordinary person, until the seed of the legendary awoke within you. Now you are a **Rift** between the worlds, seeking answers to questions about your powers, but the truth always seems to elude you.

Awakened or not, you still want what every human being wants: love, money, power, peace of mind. Together with your ragtag crew of gifted individuals, you work to reveal the powers operating in the dark smoky alleys of the City, just as those very powers seek you out for what you are. You will hit the streets

in search of the strange cases, loose ends, and unsolved mysteries that will lead you to the truth, inevitably clashing with other legends in mortal form, the modern-day incarnations of stories from beyond the Mist.

Be warned – the truth is as dangerous as the forces that hide it. Only when you find yourself sacrificing that which is dearest to you will you truly learn the answer to the ultimate question: 'who am I?'.

But will it be worth it?

In short:

- **Rifts** are ordinary people with the power of legends.
- **The Mist** is the force that hides their existence and powers.

This is the premise of *City of Mist*. Move on to the next exhibit.



FURTHER INVESTIGATION: MYTHOI AND MIST

A Mythos is a story that is trying to manifest itself in the City. It can be an existing myth or legend, like the Mythoi of the included characters: Enkidu, Tlaloc, Iron Hans, Job or Baku. It can also be an abstract concept, like anger itself or the spirit of well-being.

The Mist prevents the Mythoi from directly influencing the City. This allows the City to exist as it is; otherwise, it would become a chaotic canvas where stories mix, clash, and rip each other to shreds.

To influence the City, Mythoi must manifest through Rifts, portals through the Mist. Some kind of awareness or an awakening of the soul is needed to become a Rift, so the most common form of a Rift is a human resident of the City. However, even animals, places and objects can be infused with enough awareness to serve as Rifts. They are called Familiars, Enclaves, and Relics, respectively.

Nevertheless, the Mythoi are not an alien force trying to invade the City – they are its heart and the blood that runs through it. Everything in the City only exists because the Mythoi live inside it and animate it, despite the Mist. It's possible that without the Mythoi the City would simply cease to be.



EXHIBIT No. #2 YOUR CREW

This set includes five character folios. Spread them around the table with their portrait and blurb facing up. Choose someone to read this:

This is your **crew**, the crew of "All-Seeing Eye Investigations". You're connected to each other in different ways, but you're all Rifts, gateways to some legend, and you're all searching for answers in the City. For these reasons, you've set up this private investigation agency as a front for your search after the truth. Your office lies at the heart of one of the City's blue-collar residential neighborhoods, Miller's Square.

Each character has a legendary side, called **MYTHOS**, and her everyday persona, who she is in the City, called **LOGOS**.

Browse the characters and have each player choose one character to portray. (The MC doesn't choose a character.) Read these character descriptions out loud to help everyone choose a character:



Detective Enkidu is a hard-boiled and experienced police detective, who has been secretly moonlighting with "All-Seeing Eye Investigations". Despite her stone-cold exterior, she harbors inside her a creature of the wild from Sumerian myth, who pushes her to break the very rules she fights to protect.



Tlaloc is a two-bit crook who can talk his way out of anything but in fact is quite the diamond in the rough. He never meant to be helping anyone but himself... but then he awakened to the Mythos of Tlaloc, the Aztec god of rain and water, thunder and lightning. His newfound powers also come with a call to protect the City.



Lily Chow is a runaway teen who is fleeing her high-flying executive parents after discovering what they really do for a living. The secret they were hiding, and that she set free, is Iron Hans, a magician-giant who soon became her companion, protector, and big brother as she started her adventure as a young adult in the City.



Job took the cloth after losing his family and fortune to the criminal underworld. His work as a priest is just a cover, however, for his true mission is to work through the lower ranks of the mob and find those who killed his family. Lucky for him, he is imbued with the powers of biblical Job, a god-fearing man who endured all of the Devil's tests and simply cannot die.



Baku is a bona fide monster hunter. Almost completely taken over by his Mythos, a mythological Japanese chimera which devours nightmares. This ghost-hunting predator prowls the night and preys on the things that go bump. To remind himself of

his humanity, he teaches martial arts in a little dojo in Miller's Square, but will this be enough to contain his Mythos?

You can change the characters background and details (such as their alias, real name, or gender) to your liking and complete the parts of their background that aren't specified as you wish

Once each player is holding their character folio, move on to the next exhibit.

FURTHER INVESTIGATION: THE CITY

The City is a burgeoning metropolis, home to millions of people. Everything you have learned to expect of a modern city can be found here: economy and business, culture and recreation, society and art, education and technology, law and crime.

But there's something more. Every part of the City hides a story: not just dry historical facts but something *alive*, something that's struggling to exist – not unlike what's growing in you. It's in the people and everything they do and make: the buildings, the establishments, the trends.

It's the old opera house on the waterfront that echoes faintly with organ music late at night, or the landmark corporate skyscraper that you always see on the skyline but whose actual entrance you can't ever seem to find. It's a new fad of dolls for little girls that seem to devilishly smile at you, or a rock star who sends uncontrolled waves of ecstasy through listeners. Or maybe it's that crummy diner at the corner of the street, giving off such tantalizing smells of fresh coffee and pastries that even sworn enemies can be seen sharing breakfast there.

The parts of the City that were abandoned by the mainstream, however, are those that most reek of something eldritch. Go under a highway bridge and you might find a hovel where something big

and roughly human lived. Way up by the spires of a forsaken church, stone statues of angels weighing several tons occasionally go missing, only to reappear after a day or two. And if you ever make it to the abandoned subway tunnels, you'll see the occasional hooded teenager slinking furtively into a candle-lit cistern, perhaps a member of some unknown cult.

You can place the *City of Mist* anywhere in the world or leave it as its own context. You can give it a name, real or fictional; fashion it based on an existing city or make it up entirely from scratch. You can have a map of the City or just reference different locations as you go. It's all good, because the City is only the backdrop for your story. What really matters is who's in the story and what's going to happen to them on the streets when the cameras of the mind's eye start rolling.

Residents of the City simply call it 'the City', and refer to anything outside of it as 'out of town' ("Oh, Johnny? Johnny's out of town. But he'll be back..." , "This stuff is weird, definitely came from out of town."). Their world view is so centered on the City that they don't really bother thinking about what's outside. Is that because of the Mist or is it just everyday absent-mindedness? You'll be the judge of that.

EXHIBIT No. #3 YOUR CHARACTER FOLIOS

Open your character folios and read through their different parts:

A A SUMMARY OF THE RULES OF THE GAME

B YOUR CHARACTER'S NAME OR ALIAS

C YOUR CHARACTER'S THEMES

Each of the four cards on your folio is a **theme**. It represents a major aspect of your character, her abilities, or her life.

Your themes are divided between **MYTHOS** (legendary, in purple) and **LOGOS** (ordinary, in red).

Characters with more Mythos themes are closer to their legend than to their ordinary life; characters with more Logos themes are closer to their ordinary life than to their legend.

Read your four theme titles to everyone at the table.

D YOUR CHARACTER'S MOTIVATIONS (MYSTERIES AND IDENTITIES)

Like a real person, your character has different and sometimes conflicting motivations, reasons to do what she does.

Each of your Mythos themes has a **Mystery**, a question that the Mythos inside your character wants her to explore.

Each of your Logos themes has an **Identity**, a statement that represents a conviction, a belief, or an emotion that defines your character.

Read your Mysteries and Identities now, to the group or to yourself.

E MAKING HARD CHOICES (FADE AND CRACK)

Like a real person, your character can face dilemmas when she is forced to choose between her Mysteries and her Identities. Her choices can bring about dramatic changes in her themes: one major aspect in her life is lost while another is gained.

Whenever you have the chance to get answers to one of your Mysteries and you choose not to follow it, mark **Fade** under that Mystery. If you mark all three Fade boxes, replace that Mythos theme with a new Logos theme.

Whenever you take action you feel goes against one of your Identities, mark **Crack** under that Identity. If you mark all three Crack boxes, replace that Logos theme with a new Mythos theme (see page 25).

Be aware of the balance of Mythos and Logos in your character. Going all the way in either direction will have fateful consequences.

F YOUR POWER TAGS

Each theme has three **power tags**.

Power tags are short descriptions of something useful to your character: a quality, an ability, an item, a resource, or even a catchphrase.

Whenever you take an important action, you invoke power tags that can help you achieve your goal. Each power tag you invoke gives you a point of **POWER** that improves both your chances of success and the effect of your action. You can invoke power tags over and over again and mix power tags from different themes.

Sometimes your Power tags will be burnt, becoming temporarily unavailable. Mark the flame (🔥) symbol next to a burnt tag. You cannot invoke this power tag until you choose to recover it when your character gets a chance to rest up.



G POWER TAG COMBOS

To help you become familiar with your character, your sheet includes four ready-to-use actions that she would typically take. Each combo combines a move with some of your power tags. You will learn how to use these later. However, be aware that you are not limited to these combos and you can always create your own power tag combinations when taking actions.

This is all you need to know to play the game at a basic level. You can keep **Exhibit #4** and **Exhibit #5** for later (perhaps at the end of the session or before the next session).

Note: Use dry-erase markers when you mark anything on your character folios.



You're ready to start playing *City of Mist*! Dim the lights, grab some snacks, and let the MC take over. **You can set this booklet aside for now.** During the case you will be referred to the next exhibits.

City of Mist

DET. ENKIDU

MYTHOS-1 LOGOS-3

Expression

WILD

ATTENTION FADE

Identity:
"When should I follow my instincts?"

In the dark recesses of her soul, Detective Enkidu harbors a feral creature, the heroic beastman Enkidu of ancient Mesopotamia. Can she trust its animalistic wisdom?

POWER TAGS

- Unleash the beast within
- Thorny tentacles
- Feral athletics

NEW POWER TAG OPTIONS

- Single combat champion
- Pheromone control
- Instinct over reason

WEAKNESS TAGS

- Uncouth brute

THEME IMPROVEMENT

- Contain the Surge

When you make the move Stop, Holding, Back, with this theme's powers, if you roll 6 or less, treat it as 7-9 instead.

Training

HARD-BOILED DETECTIVE

ATTENTION CRACK

Identity:
"I NEVER LEAVE A CASE UNSOLVED."

The detective has seen her fair share of rainy crime scenes surrounded by yellow tape. She knows the job, and she knows she shouldn't get involved, but she always does.

POWER TAGS

- Police work
- Search for evidence
- Drive with lights and sirens

NEW POWER TAG OPTIONS

- Veteran's hunch
- Excessive use of force
- Promoted to Sergeant

WEAKNESS TAGS

- Don't get too personal

THEME IMPROVEMENTS

- Broad Training

Once per session, you can create a theme story tag that reflects a useful method of detail covered by your training.

Possessions

STANDARD ISSUE GEAR

ATTENTION CRACK

Identity:
"I TRUST MY GUN BETTER THAN I TRUST ANYONE HERE."

A badge and a gun are all a cop needs, according to Detective Enkidu. People may betray you, but well-maintained gear can always be trusted.

POWER TAGS

- Police badge
- Access to police armory
- Standard issue pistol

NEW POWER TAG OPTIONS

- Higher stopping power rounds
- Concealed holster
- Squad car

WEAKNESS TAGS

- Gear screams "police"

THEME IMPROVEMENTS

- Quartermaster

Once per scene, you can let another player use a power tag from this theme describing an item. You do not need to Change the Game to do so.

Turf

PRECINCT 23

ATTENTION CRACK

Identity:
"MESS WITH SQUAD 23, AND YOU'VE GOT ME."

For the last decade, Precinct 23 has been watching over the city. That happens on a neighborhood is...

POWER TAGS

- Streets of Miller's
- Local small-time cops
- You're in my jurisdiction

NEW POWER TAG OPTIONS

- Incorruptible
- Push someone for
- Call for backup

WEAKNESS TAGS

- Corruption everywhere

THEME IMPROVEMENTS

- (No) Loyalty Knows

When in your turf, you can use an NPC ally or object from this status meant for you. If you do, mark Crack on the

HOW TO PLAY

When you take action as your character:

1 DESCRIBE YOUR ACTION

2 CHOOSE A MOVE

that matches the action you are taking

CHANGE THE GAME

To give an advantage or remove disadvantage

CONVINCE to get someone to do something they wouldn't normally do

FACE DANGER

Avoid harm or resist a malign influence

GO TOE TO TOE

Fight someone for control over something

3 CHOOSE TAGS

relevant to your action:

EACH POWER TAG

+1 POWER

EACH WEAKNESS TAG

-1 POWER

+1 ATTENTION

4 APPLY STATUSES

HIGHEST HELPFUL STATUS

ADD TIER TO POWER

HIGHEST IMPEDING STATUS

SUBTRACT FROM

5 ROLL+POWER

Roll two City of Mist (or six-sided) dice and add your power

6 OR LESS > MISS
THE MC MAKES A MOVE

7 TO 9 > HIT
SUCCESS, WITH COMPLICATION

Look at the move description for the exact outcome.

IMPROVEMENT When you mark three Attention, you can mark three Improvement. When you mark three Improvement, you can mark three Improvement.

CHOOSE A NEW POWER TAG OR **UNLOCK THE THEME**

TAG COMBOS

STUDY A CRIME SCENE

Investigate: police work + search for evidence
POWER 2

GO BERSERK ON SOMEONE

Go Toe to Toe or Hit With All You've Got: unleash the beast within + thorny tentacles
POWER 2

THREATEN TO ARREST SOMEONE

Convince: police work + police badge + you're in my jurisdiction
POWER 3

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG. ALL-SEEING EYE INVESTIGATION

EXHIBIT No.

#4 CHARACTER GROWTH

Read this when you're ready to learn more about your character folio or when the MC booklet refers you here.

H YOUR WEAKNESS TAGS

Each theme has one **weakness tag**. Weakness tags are short descriptions of things that interfere with your actions: a shortcoming, a limitation, or an uncontrolled factor. When you take actions, you or the MC can invoke weakness tags. Each weakness tag invoked reduces your Power by one but also earns you a point of Attention on its theme.

I YOUR ATTENTION TRACK

Each theme has an **Attention** track, which represents the theme's improvement. When you mark 3 Attention, you can choose a new power tag from the list given for the theme, or you can choose to take the theme's improvement. You then reset the track to zero. (The full *City of Mist* game includes additional improvement options).

J YOUR NEW POWER TAG OPTIONS

These are power tags that you can unlock with Attention.

K THEME IMPROVEMENTS

Each theme has a theme improvement which enhances its abilities and/or performance by setting new rules or changing some of the existing rules. You can unlock theme improvements with Attention.

EXHIBIT No. #4

FURTHER INVESTIGATION: MYTHOS VS. LOGOS

You want a lot of things. You want to keep your job, you want to make your mom happy, or maybe you just want to find the *best* blueberry muffins in the City. You might also want to take revenge on those who have hurt you, or to show your true worth to someone. There are different sides to your **Identity**, each desiring different things.

Then, there is your Mythos. It wants you to go deeper, beyond your petty human desires and beyond what you know and so habitually cling to. There is a story inside you, a legend that transcends your personality and the circumstances of your life. It's calling to you to find it, to unravel it. It's a **Mystery** that you feel compelled to follow.

Your **Mythos** represents **the unknown** in your character's life: questions, doubts, dark places, subconscious, the void, a search for a higher or deeper truth, intuition, clues, visions, symbolism, loss of touch with daily life, and specifically the **mystery** in your character's existence:

- Questions your character has about herself and her place in the world
- Things your character senses or feels but are intangible
- Symbolism that fascinates her
- A wish to be more than what she is
- What attracts your character to the edge

Your **Logos** represents **the known** in your character's life: answers, convictions, decisions, definitions, values, attachments, habits, clarity, safety, stability, and specifically your character's **identity**:

- What your character knows about herself
- How your character defines herself
- What's important to your character
- What your character appreciates, values, or loves
- What makes your character feel safe in an unpredictable world

EXHIBIT No. #5 CREW THEME

The crew theme is an optional aspect of the game. Should you choose to use it, place the Crew Theme card at the center of the table and read aloud the following:

The crew theme represents our crew. Like character themes, the crew theme has a Mystery, three power tags, and a weakness tag.

Any player can invoke the crew theme's power tags when making a move and use them as his own power tags (if they are relevant to the action). However, once a crew power tag is invoked, it is burnt. Crew power tags are recovered at the beginning of every session (crew power tags cannot be burnt for a hit, as explained later).

Any player or the MC can invoke the crew theme's weakness tags when a player is making a move (if the tag is relevant to the action). The crew theme gains Attention like a normal theme and can gain new tags as it evolves.

Finally, a crew theme marks Fade or Crack when any one of the crew members acts against its Mystery or Identity. When it marks its third Fade/Crack, the crew is broken and the theme is lost. A new crew theme can be gained if the crew members find a new reason to cooperate.



Crew Theme



ALL-SEEING EYE INVESTIGATIONS






ATTENTION FADE

Mystery:




"WHAT ARE THE HIDDEN POWERS CONTROLLING OUR CITY?"

The private investigation firm is a front used by Det. Enkidu, Tlaloc, Lily Chow, Job, and Baku in their joint search after what really goes on in the City. Little by little, it has also become a new family for these five loners.

POWER TAGS

Be there for each other 
Office space 
Private investigator license 

NEW POWER TAG OPTIONS

☐ Second sight 
☐ Heroes of Miller's Square 
☐ Tactical coordination 

IMPROVEMENT

☐ Pull It Together
Once per scene, you can recover a burnt crew power tag.

WEAKNESS TAGS

A team of loners

FURTHER INVESTIGATION: THE MIST

The public knows nothing. The mysteries you will encounter every night on the streets will never really be brought to light. When the work of legends is reported in the media, it's usually completely skewed or purely anecdotal. People on the street know that something is going on, but most of them excuse it as something mundane and just forget about it. They're *Sleepers*; they'd much rather sink back into the drama of their lives, be it a spouse's possible infidelity or a TV show they just love to watch. Why? And why aren't you like them?

Like the Mythoi themselves, the nature of the force that keeps the legendary hidden is largely unknown, as is the reason for its existence and power over humanity. Different esoteric traditions mention it and give it their own names, like the Indian *Maya* or the kabbalist *Ester*, but these ancient lores aren't exactly common knowledge in the City. The vast majority of the residents of the City remain under this spell, ignoring or excusing even the most blatant miracle in their paths.

Not so for those touched by a Mythos. To the extent their awareness allows, Rifts can see with open eyes, remembering the wonders they witness. Unfortunately, they too are subject to the pull of the Mist; even the greatest of legends has mortal aspirations and attachments that may eventually bring her to forget her Mythos, if she does not keep them in check.

It is theorized that there is another player in this game of Mist and Mythos. Sometime, somewhere, they must have known the origin of the Mist, enough to derive its name from the Greek word *μυω* (*miyó*) - "to conceal", and perhaps they are the only ones in the City who actually know it by this name. Who they are and what they know is a mystery for you to unravel.

Overall, Rifts can operate quite freely in the City as their Mythos powers are masked by the Mist. A thunder god's lightning bolts can be excused as a freak power surge or the hellhound companions of a succubus are later remembered as really big and really nasty dogs. Deep in their hearts, Sleepers know what they saw, but they just can't bring themselves to acknowledge it, so they get distracted, make up excuses, or simply forget.

There are, however, several reasons for Rifts to watch their step and curb the use of their Mythos powers on the streets of the City:

- **The Mist hides legendary powers, not their consequences.** For example, if a Rift trashes a bar using her powers, the powers may be dismissed but not the destruction – she will still be held accountable for the mess (even though it might be hard to prove how she did it).
- **You never know who is watching.** Not everyone is affected by the Mist the same way. Though the vast majority of the City residents are Sleepers, many others are awakening. Even at the very beginning of awakening, individuals can remember miracles they see, at least partially. Anyone, from your girlfriend to an unassuming bank clerk, could be one of those people, so you may find yourself surprised if you rely on the Mist too much. And, of course, there are plenty of other Rifts roaming the streets. Unchecked use of your Mythos powers has the potential of exposing you to great danger, attracting the attention of the ancient and powerful.
- **Exposing Sleepers to Mythos powers may awaken them.** It's hard to tell what exactly makes a person awaken. It's different for everyone. But there is no doubt that witnessing something extraordinary can break the Mist's hold over someone and birth a new Rift. What this new Rift will do with their powers is now indirectly your responsibility.
- **The Mist can bite back.** The Mist is an elaborate conscious force constantly working to maintain the ordinary reality. Normally, it works by making Sleepers forget, but if faced with a threat to its very fabric it may somehow intensify its efforts and try to permanently seal the offending Rift. How this actually manifests is up to the MC to decide.

EXHIBIT No. #6 TAKING ACTION

The MC booklet will refer you here when a player character takes a dramatic action for the first time. Read this:

The rules kick in when you take an action that could have several interesting outcomes. Most actions in the game are translated into one of eight **MOVES** called the **CORE MOVES**:

CHANGE THE GAME PAGE 15
Give an advantage or remove a disadvantage

CONVINCE PAGE 16
Get someone to do something they wouldn't

FACE DANGER PAGE 16
Avoid harm or resist a malign influence

GO TOE TO TOE PAGE 17
Fight with someone for control over something

HIT WITH ALL YOU'VE GOT PAGE 18
Harm someone in the worst way you can

INVESTIGATE PAGE 18
Get answers to burning questions

SNEAK AROUND PAGE 19
Act secretly or deceptively

TAKE THE RISK PAGE 19
Perform a feat of daring

You don't need to remember the moves or read their descriptions now. We'll refer to them as we use them.

THE FINE PRINT: TAKING ACTION

Tag relevance: The power tags you invoke have to contribute directly to the specific action and move you are making. Only relevant tags add to your Power. The MC has the final call on which tags count.

Tag reuse and combinations: You can use tags from different themes, including the crew theme. You can also use story tags (see under **Change the Game**, page 15). You

To take action:

First, **describe your character's action** and **choose a move** to represent it (the MC can help you with that).

Second, **invoke POWER TAGS from your THEMES that directly help your action**. Your action has one point of **POWER** for every tag you name.

Finally, **roll two City of Mist or six-sided dice and add the results to your POWER**. The total is your score.

- If you scored 7 or more, it's a **HIT**: 7 to 9 (7-9) is a success with complications, and 10 or more (10+) is a great success.
- If you scored 6 or less, it's a **MISS**: the spotlight goes back to the MC and she makes her own move to complicate (or shorten) your character's life.

Different moves have different outcomes. When you have your score, look at the move description on the following pages and follow the rules there to determine the outcome of your action.

(There are more rules to taking actions which will be introduced later.)

Now let the player who took the first dramatic action describe it, choose a move, name tags, and roll. Use the move descriptions starting on page 15 to resolve the action.

From now on, whenever a player takes a dramatic action, return here to read the description of the move he is making. If the move makes use of statuses, first read **Exhibit #7: Statuses** (page 20).

can use your themes' power tags over and over again in different actions, as long as the actions are different and as long as there is no other limitation in the rules of that move.

Complex actions: If you're trying to make a complex action, like attacking and defending at the same time, break it up into separate moves (e.g., **Hit With All You've Got** and **Face Danger**).

HOW IS *CITY OF MIST* DIFFERENT FROM TRADITIONAL RPGS?

- **It's cinematic.** Like in a movie, these rules put the focus on dramatic actions and developments while blurring unimportant details. For example, you don't track exactly how much money your character has or what exactly she's carrying; instead, you know what resources you have in broad strokes and focus on their interesting aspects, which you can activate to make dramatic actions, such as purchasing or pulling out a new weapon.
- **It rewards creativity.** There are endless ways to use your tags in different actions and situations. The more creative you get with your tags, the more you get out of them.
- **"Damage" is more than just hit points.** Statuses reduce your character's ability to take actions and lead the story. The same rules are used to represent any type of condition: physical, mental, or social, but also emotional, political, legal, magical, or anything else.
- **Initiative is based on the narrative.** The MC passes the spotlight between the players in the same way a director manages multiple cameras covering the lead cast. Characters can **Take the Risk** to act before something happens, except when they are hit by a hard move, in which case the hard move happens first.

- **The MC never rolls the dice.** Instead, the MC dispenses threats and challenges; when the PCs fail to respond to the MC's challenges, they suffer consequences as set in the rules or the case. This keeps the focus on the player characters and on the narrative.
- **Adversaries do not have their own turns.** Instead, the MC narrates how adversaries move, attack, and take actions, before or after a player acts. These actions harm the PCs only when ignored or when a player misses a roll (see **Exhibit #9: Playing Through Conflict** on page 22).

WHEN IS A TAG RELEVANT?

A tag can be invoked in a move when it directly helps or impedes the move's action. For example, when throwing a punch, being **strong** helps the action, being **clumsy** impedes the action, while being **blue** is irrelevant so it does not apply. Being **smart** or being **brave**, while related, do not directly help the act of punching; they can be used in a separate action, before punching, to find an opponent's weakness or to shake off fear. The same logic applies to applying statuses, explained below.



THE CORE MOVES

CHANGE THE GAME

When you use your abilities to give yourself or your allies an advantage, roll+Power. On a hit, you get Juice=Power. Spend your Juice to gain the following effects, one-to-one:

- Create a story tag
- Burn a power tag or a story tag
- Give or reduce a status (one tier per point of Juice)

On a 10+, you get a minimum of 2 Juice, and you can also use your Juice to choose:

- Scale up the effect (greater area or more targets)
- Prolong the effect (make it ongoing)
- Hide the effect
- Any other improvement you and the MC agree on

USE THIS MOVE WHEN YOU:

- Heal, restore, or fix: Remove negative status
- Help someone else: Give positive tags or status
- Find, buy, create, or get a useful object: Create a new tag describing an item
- Conjure, summon, or rally new allies: Create a new tag describing your ally
- Weaken or interfere with someone else: Give negative tags or statuses

WHEN YOU SCORE A HIT IN THIS MOVE:

Each point of Power you have grants you a point of Juice.

You can spend Juice to create new tags, called **story tags**, or new statuses, or to remove existing tags or reduce existing statuses.

Each point of Juice creates or removes one tag or one tier in a status.

THE FINE PRINT: CHANGE THE GAME

Rule of Minimum One: If your Power is zero or less, you still get a minimum of 1 Juice. If you rolled 10+, you get a minimum of 2 Juice.

Effect must match action: You must spend your Juice on effects related to your action. You cannot describe an action of healing and give someone an injury status.

Using story tags: Write down the story tag on a tracking card. It can belong to you, to someone else, or the scene in general. Story tags can act both as power tags or as weakness tags, depending on the situation (but unlike weakness tags, they don't earn you Attention).

Effects are temporary: Remove story tags and statuses created with Juice after the first time they are invoked in a move. To make them last for a scene, you need to score

10+ and choose the *prolong effect* option, making the tag or status *ongoing*.

One target per point of Juice: Normally, each point of Juice affects just one target, but you can divide your points between different targets. If you score 10+ and choose the *scale up effect* option, each point can affect a group of targets (MC has the final call).

Helping or Interfering: You can use **Change the Game** before a fellow player rolls the dice on their action to help or interfere with their action. Ask the MC for the spotlight, make the **Change the Game** move, and give the other player character a positive or a negative status. Then, return the spotlight to the player to complete their action with the added effect of your move.

CONVINCE

When you use your abilities to **talk, threaten, or seduce someone into doing something**, roll+Power. On a hit, choose a relevant status with tier=Power. Your target can choose either to take the status or:

- on a 7-9, to give in a little, but protect their own agenda.
- on a 10+, to change their agenda to include yours, at least for the time being.

USE THIS MOVE WHEN YOU:

- Persuade someone to help you
- Hold someone at gunpoint
- Bribe an official
- Flirt to get what you want
- Blackmail someone

To get someone to share information, use **Investigate** instead.

To deceive someone, use **Sneak Around** instead.

WHEN YOU SCORE A HIT IN THIS MOVE:

Tell the MC or the player who controls the target what you want them to do. Then take a tracking card and write the status they will get if they don't do as you say (if you hold them at gunpoint and they move, you give them *gunshot-wound-3*; if you ask for help and they turn you down, they will feel *guilty-2*; etc.). The tier of the status equals your Power.

The MC or the player who controls the target must choose between going against your wish and taking the status, or doing as you wish. On a 7-9, they can choose to do as you wish but still protect their interests.

FACE DANGER

When you use your abilities to **avoid an incoming hit, endure harm, resist a malign influence, or hold it together**, the MC (or player) will name a status with its tag and tier. Roll+Power. On a 10+, you fend off the effect and take no status at all. On a 7-9, you take the status, but with -1 tier. On a miss, you take the full status.

This move activates automatically when you are about to receive a status, even if you don't have the spotlight right now.

USE THIS MOVE WHEN YOU:

- Take, dodge, or block a hit
- Withstand harsh conditions
- Endure the effects of a toxin or disease
- Resist psychological or magical effects

WHEN YOU SCORE A HIT IN THIS MOVE:

You either take the status with one tier lower (7-9) or avoid the status completely (10+).



GO TOE TO TOE

When you use your abilities to overcome someone or something in a struggle for control, state what your goal is. Your opponent can describe how they respond, at their option. Roll+Power. On a 7-9, choose 1. On a 10+, choose 2:

- You manage to achieve your goal, e.g., take something they hold.
- You get them good, giving your opponent a status with tier=Power.
- You block, dodge, or counter their best attempts. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.

USE THIS MOVE WHEN YOU:

- Fight someone for control over a position or object
- Outshine others at a social gathering
- Try to outrun pursuers
- Fight someone who is actively opposing you, e.g., in a fist fight or when exchanging shots

WHEN YOU SCORE A HIT IN THIS MOVE:

You choose one or two out of three options: achieve a goal, give a status, or avoid taking a status.

The choices you don't choose are just as important as the ones you do. If you don't achieve your goal, someone else might; if you don't protect yourself, the MC will hit you with a status (even if you didn't score a miss).

THE FINE PRINT: CONVINCE

Rule of Minimum One: If your Power is zero or less, you still create a tier-1 status.

The status must represent the stick, not the carrot: You cannot convince someone to help you and give them a *convinced-2* status if they don't help you. The status must represent what happens if they **refuse** you, for example *publicly-shamed-2* or *hunted-by-police-2*.

Leverage: If you have something the target really wants, the MC can give you a temporary story tag (see under **Change the Game**) to boost your roll. If they have a great deal to lose by doing as you wish, the MC can do the same to weaken your roll.

Player vs. Player: You can use **Convince** on a fellow player character to pressure them into accepting a course of action. The player then chooses whether to take the status or adopt your agenda (partially or wholly, depending on your success).

THE FINE PRINT: FACE DANGER

No MC move on miss: When you miss on this move, you simply take the full status as intended. The MC does not get to make a hard move against you, as she would when you miss on other moves.

Need the right tags: To avoid a status, you need to have the ability to defend from it. Otherwise, you cannot **Face Danger** and you receive the full status. E.g., if someone casts a *cursed-2* on you and you have no tags that can resist a magic spell, you don't get to **Face Danger** at all.

Roll with no tags: If the status you are about to take can be reasonably resisted or avoided by any normal person, you can roll without invoking tags. Your starting Power is zero (no power tags). E.g., if you are *punched-1* or *humiliated-3*, you can **Face Danger** even if you don't have specific tags that help you defend from it.

No reuse of tags: If your **Face Danger** move is a result of another move you made (e.g. you attacked and were counterattacked as part of your move), you cannot use any power tags you named in the first move.

THE FINE PRINT: GO TOE TO TOE

Rule of Minimum One: If your Power is zero or less and you choose to give a status, you still give a tier-1 status.

Going Toe to Toe with Dangers: If you're facing a significant challenge (a Danger), you cannot choose to simply overcome it as your goal. Instead, choose to give them a status. You can use the "achieve your goal" option to gain tactical advantages like securing an escape route, blocking your foe's path to their target, taking hold of something they have, opening them up to attack etc.

Player vs. Player: If you use this move on a player and don't choose to protect yourself, they can make a counterattack by counting their relevant tags and giving you a status with a tier equal to their Power.

HIT WITH ALL YOU'VE GOT

When you have a clear shot and you use your abilities to hit someone or something with all you've got, roll+Power. On a hit, you give the target an appropriate status of your choice with tier=Power. On a 10+, choose 2. On a 7-9, choose 1:

- You take cover or secure a superior position. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.
- You get them good or get many of them (+1 tier).
- You control the collateral damage.
- You hold the target's attention, if possible.
- You gain the upper hand. Take 1 Juice.

USE THIS MOVE WHEN YOU:

- Throw a punch or fire at someone
- Use a supernatural ability on someone at full power
- Use your social skills to intimidate, offend, or humiliate someone

To use this move, you must have a clear shot or a golden opportunity to hit your opponent; if you're in a struggle, you should use **Go Toe to Toe**.

WHEN YOU SCORE A HIT IN THIS MOVE:

Each point of Power you have grants a tier in a status you give to your target. You choose a description for the status.

You also choose one or two of the five listed effects, depending on your success. You cannot choose any single effect more than once.

The choices you don't choose are just as important as the ones you do. If you don't control the collateral damage, someone might get hurt; if you don't protect yourself, the MC will hit you with a status (even if you didn't score a miss).

If you choose to gain the upper hand and get Juice, use it as in **Change the Game**.

INVESTIGATE

When you use your abilities to seek answers to burning questions, roll+Power. On a hit, you get Clues=Power. Spend your Clues one-to-one to ask the MC a question about the subject of your investigation or ask another player a relevant question about their character. They must give you either a straight answer or a solid lead. On a 7-9, they can also choose 1:

- Your investigation exposes you to danger.
- The clues you get are fuzzy, incomplete, or part-true part-false.
- Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.

USE THIS MOVE WHEN YOU:

- Inspect or search the scene, a person, or an object
- Try to learn something through a conversation
- Turn to your contacts or allies for information
- Refer to your knowledge or legendary abilities for answers.

WHEN YOU SCORE A HIT IN THIS MOVE:

Each point of Power grants you a Clue.

You can spend a Clue to ask the MC a question about the subject of your investigation; **the MC must give you a clue about it** (she may also tell you the entire answer).

Example questions:

- Who did this?
- Where is the killer now?
- What does this person want?
- What is this person hiding?
- How can I get out of here?
- etc.

On a 7-9, the MC also chooses a complication from the list.

SNEAK AROUND

When you use your abilities to act secretly or deceptively, roll+Power. On a hit, everyone that should fall for it falls for it. On a 7-9, it's complicated. The MC chooses 1:

- Someone unimportant noticed you, but that just made them important, right?
- You are perceived only by a secondary sense (someone picks up your scent while you're stalking them; you're seen whispering a message but the message is not heard).
- You must leave something important behind – or be discovered.

USE THIS MOVE WHEN YOU:

- Lie, deceive, or impersonate
- Pickpocket
- Move undetected or hide
- Eavesdrop

WHEN YOU SCORE A HIT IN THIS MOVE:

You avoid being detected or successfully hide your true intentions.

On a 7-9, the MC chooses a complication from the list.

THE FINE PRINT: HIT WITH ALL YOU'VE GOT

Rule of Minimum One: If your Power is zero or less, you still give a tier-1 status.

Effect must match action: You must give a status that is reasonably related to your action. You cannot attack with a sword and give the status *personally-offended-2*.

Player vs. Player: If you use this move on a player and don't choose to protect yourself, they can make a counterattack by counting their relevant tags and giving you a status with a tier equal to their Power.

THE FINE PRINT: SNEAK AROUND

Player vs. Player: You can use **Sneak Around** to hide actions from your fellow player characters. If you succeed, while the players as the audience know about your actions, their characters within the story do not.

TAKE THE RISK

When you perform a daring, risky, or outright stupid feat, roll+Power. On a 10+, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

USE THIS MOVE WHEN YOU:

- Climb a slippery ledge
- Defuse a bomb
- Drive through a marketplace
- Slide under a closing gate
- Dive through a glass ceiling

WHEN YOU SCORE A HIT IN THIS MOVE:

On a 10+, you pull off your feat of daring successfully.

On a 7-9, you still succeed, but the MC gives you two bad outcomes or side-effects and asks you to choose between them (see the hard MC move **Force them to Choose**, page 6 in the MC Booklet).

THE FINE PRINT: INVESTIGATE

Rule of Minimum One: If your Power is zero or less, you still get one Clue.

Effect must match action: You must ask questions that relate to the way you investigated and the subject of your investigation. You cannot search for fingerprints and use the Clues to ask about a witness's emotional state.

Player vs. Player: You can use **Investigate** on a fellow player to uncover hidden information about their character (such as their planned course of action or whether they're hiding the truth).

THE FINE PRINT: TAKE THE RISK

Taking the initiative: If you want to take action before someone else or before something happens, you can ask the MC to **Take the Risk** to check if you succeed and what it'll cost you. This doesn't apply to the MC's hard moves (for example, when you roll a miss); when the MC makes a hard move, it's too late to prevent it.

EXHIBIT No. #7 STATUSES

The MC booklet will refer you here when a player character first takes or gives a status. Read this:

Statuses represent passing conditions, like distracted, supercharged, or wounded (unlike tags, which represent qualities or things).

A status has a **descriptive tag** and a **tier**, a number from 1 to 6 which reflects its severity: A tier-1 status is a mild condition while a tier-4 status is a dramatic condition. When a status reaches tier-5, it's incapacitating. When it reaches tier-6 it becomes deadly or forces a permanent change on your character, decided by the MC.

When you **give a status**, you are affecting the target, making it stronger with a positive status or hurting it with a negative status.

When you **take a status**, your character is the one affected. You can usually **Face Danger** to try to reduce the incoming status or ignore it. The MC has the final say on this.

The most important thing to know about statuses is that they affect the Power of your actions:

When you take an action and you have a status that interferes with it, you subtract the tier of the status from

your Power (for example, trying to run while having the status *tied-up-3* reduces the action's Power by 3).

When you take an action and you have a status that directly helps it, you add the tier of the status to your Power (for example, trying to run while having the status *quicken-2* increases the action's Power by 2).

If you are trying to take an action that affects someone or something and they have a status that makes your action easier or harder, you treat their status as yours. The MC will tell you when this applies.



Your group now knows about statuses! Any statuses you receive from now on will affect your actions, if relevant. You can use the **Tracking Cards** in this box to track statuses on PCs, NPCs, and the environment. You can get back to the case now.

THE FINE PRINT: STATUSES

Multiple statuses: If you have different relevant positive statuses, only the status with the highest tier counts. If you have different relevant negative statuses, only the status with the highest tier counts. Therefore, you only ever apply one positive status and one negative status to any single action, at most.

Merging statuses: If you take multiple statuses that are identical or similar, they are "on the same spectrum," so they stack. But they don't just add up. Instead:

- A higher tier replaces a lower tier. *Bruised-2* replaces *grazed-1*.

- Two statuses of the same tier merge into a status one tier higher. *Gunshot-wound-3* and *gunshot-wound-3* merge into *bleeding-out-4*.
- A lower tier slowly builds up on a higher tier. On a tracking card, mark the higher tier. Then, mark a number of boxes equal to the lower tier, to the right of the higher tier. If you are *humiliated-3* and you take *insulted-2*, mark tier 3 and two boxes right of tier 3. If you reach the next tier, erase your current tier and circle the tier you reached.

EXHIBIT No. #8 PLAYING THROUGH A CONFLICT

The MC booklet will refer you here when your crew first engages in a fight or an ongoing conflict. Read this:

Serious threats to your characters' lives or to their investigation are called **Dangers**. These could be anything from street thugs, environmental hazards, or other Rifts with Mythos powers and their magical minions.

To overcome a Danger you must give it a status high enough to neutralize it as a threat and end the conflict. You could try to harm it, befriend it, distract it, bribe it, banish it, incriminate it, and so on.

To give a status to a Danger you make the move **Hit With All You've Got**, or, if the Danger is fighting back, **Go Toe to Toe**.

During the conflict the MC will describe how the Danger threatens you and your crew. The Danger can harm you when...

- you make a move and score a miss.
- you attack or affect it and *don't* choose to protect yourself from a counterattack.
- you ignore a threat from the Danger long enough for it to materialize.

The MC can also reveal special abilities belonging to the Danger, called **custom moves**. For example, some Dangers can attack you just before you move to attack them or defend from your attacks better and reduce the tier of the status you inflict.

Finally, when a Danger has a status that doesn't lead directly to her defeat, such as *prone-2* or *alert-3*, it may affect your moves. The MC will tell you when this applies.

Are you ready to clash with your first Danger?

EXHIBIT No. #9 DOWNTIME

The MC booklet will refer you here when your crew has its first downtime. Read this:

When your crew decides to take a break from the investigation or action, it's called **downtime**. Your characters may want to take some time off to recover, prepare, and focus on their personal lives, before getting back to the case.

Downtime happens between scenes. Just like in a movie, we fast forward the hours, days, and even weeks that pass while the characters are pursuing other goals or living their lives. You can imagine this part as a **montage**, a rapid series of shots depicting the characters' activities without going into detail.

During downtime, you cannot take actions using the Core Moves; instead, you choose one of five options: focus on your ordinary life, continue investigating, explore your Mythos, prepare, or recover. Each player may choose a different activity for his character. The **Montage (Downtime)** move shows what benefits you gain from each option.

Once everyone has chosen their options and described their character's activity in the montage, the MC can use some of the montage shots as a basis for the next scene.

MONTAGE (DOWNTIME)

Whenever your character has some downtime, choose one way to spend it:

- **Give attention** to one of your Logos (or extra) themes. Tell everyone at the table how you do it and mark Attention on that theme.
- **Work the case.** Tell everyone at the table how you do it, and gain 3 Clues with a method and a source based on your description.
- **Explore your Mythos.** Tell everyone at the table which Mystery you explore and how you do it. You gain 1 Clue with a method and a source based on your description. Mark Attention on that Mystery's theme.
- **Prepare for your next activity.** Tell everyone at the table how you prepare and choose one: recover all your burnt power tags OR gain 3 Juice with a method based on your description. You can choose from the effect improvements under **Change the Game**.
- **Recover from your last activity.** For each ongoing status still affecting you, the MC will tell you if and how it can be reduced during your downtime and by how many tiers. Alternatively, the MC can allow you to reduce any or some of your statuses by one tier for each relevant tag you have.

The MC can cue into any of the montage events and continue them as scenes.

EXHIBIT No.

#10 BURNING FOR A HIT AND STOP. HOLDING. BACK

The MC booklet will refer you here when it's time to learn about how to push your character's abilities to the limit and beyond. Read this:

You can choose to voluntarily burn one of your power tags to get an instant success. This is called **burning for a hit**. When you burn for a hit, you do not invoke any power tags and you do not roll the dice. Instead, you automatically get a Power of 3 and a score of 10. If you don't have any relevant statuses, this is your final score. If you do, apply your statuses to both your Power and your score. Then, compare the result to the move description as usual.

When you want to push your powers beyond their limits or beyond how they are described in your tags, you can **Stop. Holding. Back**. This move allows you to do anything, even turn back time, as long as it's somehow related to your Mythos.

When you **Stop. Holding. Back.**, you do not invoke any tags or statuses. Instead, you add the number of Logos themes you have to the result of the roll. Tell the MC what you want to achieve and she will set the level of sacrifice required from you. Depending on what you are trying to do, the potential consequences can be marking Fade/Crack, burning multiple tags, replacing a theme, or even your character dying. If you accept the risk, roll and follow the outcome in the move description below.

You already read about marking Fade and Crack and burning tags under Exhibit #3 (page 8). If relevant, read more about replacing themes under Exhibit #12 (page 25).

STOP. HOLDING. BACK.

When you use your powers in a new and never-before-seen way or scale, tell the MC what you hope to achieve. The MC will tell you the sacrifice it will take from you. Then roll+Logos. On a hit, you achieve exactly what you wanted to achieve and pay the price:

Significant: On a 7-9, mark Fade/Crack and burn all the power tags on one theme. On a 10+, mark Fade/Crack on one theme.

No Return: On a 7-9, replace one theme. On a 10+, mark Fade/Crack and burn all the power tags on one theme.

Ultimate: On a 7-9, you are killed, destroyed, or transformed forever (for now). Take a tier-6 status. You cannot **Face Danger**. On a 10+, replace one theme

On a 6 or less, you pay the price given for 7-9, but you also lose control over your powers or fail to use them as planned. The MC will decide how, and what the consequences are.





EXHIBIT No. #11 COLLECTIVES

The MC booklet will refer you here when you enter a fight with a large group of similar adversaries:

When you go up against large numbers of similar adversaries, the MC can treat them as a single Danger to simplify the game. Such a Danger is called a **Collective**.

A collective has the same stats as any one of its units, but it has a size factor ranging from 1 to 4.

When you give a status to a collective Danger, reduce its tier by the collective's size factor.

When a collective Danger gives you a status, if all its members can attack you at the same time, increase the status you receive by its size factor.

The MC will tell you the size factor of the collective you are up against.

THE FINE PRINT: COLLECTIVES

Collective size factors:

SIZE OF COLLECTIVE	SIZE FACTOR
One member	0
A handful of members	1
Several members	2
Many Members	3
A host of members	4

Example for giving a status to a collective: Firing a submachine gun at one zombie could give it *perforated-4*. Firing it in the same way at a raging mob of zombies with a size factor of 3 would give the entire mob only *some-broken-limbs-1*.

Example for taking a status from a collective: If one thug could cause you *broken-bones-3*, a crew of thugs with a size factor of 2 could have you *beaten-unconscious-5*, assuming they can all get to you.

Change the Game: When you **Change the Game** and score 10+, you can choose to scale up the effect. Each activation of this improvement allows you to ignore one tier of size factor when giving a status to a collective.

EXHIBIT No. #11



EXHIBIT No. #12 REPLACING THEMES

Read this when someone first replaces a theme. This can happen because they marked three Fade or Crack on that theme or because they sacrificed a theme to **Stop. Holding. Back.**

When you replace a theme, you lose it along with all of its tags, but you immediately gain a new theme. This change could mean your character has actually lost her abilities, that she's unwilling to use them, forgot how to use them, can't access them, etc. However, this loss has freed up some space in your character's life, a space for something new to appear.

When you lose a Mythos theme, you gain a Logos theme instead, and vice versa. Create a new theme for yourself with one power tag, one weakness tag and a Mystery or an Identity. In time, this new theme will evolve and gain more tags.

Don't be afraid to replace themes. It represents a major shift in your character's life and in the balance between the ordinary and the legendary within her. It's a great opportunity to role-play your character and the drama of her split life, for better or for worse. Also, changing a theme changes the balance of Mythos and Logos in your character, pushing her further towards her legend or towards her ordinary life.

BECOMING AN AVATAR

When a player would replace his last Logos theme, read this:

If you ever lose your last Logos theme, you do not get a Mythos theme to replace it. Instead, your character becomes an Avatar of your Mythos, glowing with nothing but its

pure legendary power. As an Avatar, your power tags cannot be burnt. This means you can **burn tags for a hit** for each and every action you take, giving you supreme power.

When you become an Avatar, ask yourself: What does my Mythos ultimately want? What is its endgame? This is your **Agenda** going forward. This, and only this, is what your Mythos wants you to do.

Your Avatarhood ends when you choose to end it (for example, if someone reminds you of your humanity), when you take an action that does not promote your Mythos' Agenda, or when any other narrative solution the MC deems appropriate takes place (for example, your character's comrades find an ancient mystical ritual to banish her).

Your character's Avatarhood can end with you either transcending her humanity or being cast down back into the ordinary life. When it ends, you can choose one: your character ascends into her Mythos and is never seen again OR she returns, now or later, with one Mythos and three Logos themes.

THE FINE PRINT: REPLACING THEMES

Nascent theme: A new theme will quickly mature into a full theme. Every time you would mark Attention, instead choose a new tag or improvement, until you reach the same number of tags and improvements you had in the theme you lost. From that point on, your theme evolves normally by marking Attention.

In the full City of Mist game, new themes evolve differently. More importantly, changing themes unlocks special improvements titled **Moments of Evolution**, which grant enhanced moves and extra themes, such as Ally, Base of Operations, or Ride.



FALLING ASLEEP

When a player would replace his last Mythos theme, read this:

If you ever lose your last Mythos theme, you do not get a Logos theme to replace it. Instead, your character “falls asleep”, forgets her Mythos, and becomes an ordinary person (Sleeper) again. Choose whether your character remembers the world beyond the Mist but represses it, or if she is completely unaware and enshrouded in the Mist. You can also choose to have her **Denying the Beyond**, repressing the mythical so aggressively that no-one can use any Mythos powers in her vicinity or on people and things related to her life.

This state ends when you choose to end it, when you take an action to look for answers beyond your ordinary life, or when any other narrative solution the MC deems appropriate takes place (for example, your character’s comrades take her on a vision quest to rediscover the power within her).

When you reawaken, your character either rediscovers her Mythos in all its glory or turn her back on it forever. You choose one: your character continues her life in the mundane to her last day, OR she returns, now or later, with three Mythos and one Logos themes.

GLOSSARY

In order of appearance:

SETTING TERMS

The City: The modern-day metropolis where the game takes place.

The Mist: The mystical force that hides the magical powers of Rifts from Sleepers and pushes Rifts to forget their Mythoi and become Sleepers.

Rifts: Residents of the City who have awakened to their Mythos, wield legendary powers, and can see others’ Mythos powers.

Sleepers: Residents of the City who are unaware of their Mythos and cannot see through the Mist.

Mythos: The legend or story alive within a Rift

Logos: A Rift’s ordinary life and everyday persona.

GAME TERMS

Player Character (PC): The character you portray as a player.

The Crew: The team of Rifts played by the players.

Master of Ceremonies (MC): The host and narrator of the game.

Theme: A set of game elements (power tags, weakness tags, and Mystery/Identity) that together represent one aspect of a player character. A theme can belong to either the legendary (Mythos) or ordinary (Logos) sides of a player character.

Mysteries and Identities: Your character’s motivations; questions your character wants to answer and statements that define her. Ignoring Mysteries or Identities gives you an option to mark **Fade** or **Crack**, which may lead to dramatic changes in your character.

Tag: A short description of a quality, resource, (dis)advantage, or object in the game. Tags are marked in *yellow highlight*.

Power: The sum of positive and negative tags and statuses affecting an action; the final number you add to your dice roll result when making a move.

Power Tag: A tag that adds one point of Power to your action (if it is useful for that action).

Weakness Tag: A tag that subtracts one point of power from your action (if it is impeding that action), but at the same time earns you a point of Attention.

Attention: A point representing the development of a theme. When a theme has three points of Attention, it receives a new power tag or a theme improvement and its Attention is reset to zero.

Crew Theme: A theme shared by the entire crew, representing shared resources, limitations, and goals.

Core Move: One of eight specific types of action you can take in the game as your character. The outcome of the action is determined by calculating its score: rolling two City of Mist or six-sided dice, and adding the action's Power. There are three possible outcomes for a move: a final score of 10+ is a great success, 7-9 is a mild success, and 6 or less is a miss.

MC Move: A complication or consequence the MC presents. When a player misses a move, the MC can make a *hard* MC move, with greater consequences.

Story Tag: A temporary tag created by a player or by the MC that can be used as a power tag or a weakness tag depending on the situation.

Status: A condition described by a tag and a tier. The tier is added to or subtracted from the Power of actions affected by this status. Statuses are marked in *green highlight*.

Juice: Points that can be used to give advantage or disadvantage. Each point of Juice can create or remove a tag or one tier in a status. Juice is usually generated with the Core Move **Change the Game**.

Clues: Points that can be traded for a clue from the MC. For each point you spend, ask a question; the MC must give you a solid lead or a straight answer. Clues are usually generated with the Core Move **Investigate**.

Dangers: Non-player adversaries or threats.

Burning a Tag: Making a tag unusable until it is recovered during downtime. This can be done voluntarily to gain an instant success, known as **burning for a hit**.

Stop.Holding.Back.: A special player move which allows you to use your powers at their limit and beyond, at the cost of making a sacrifice.



SAMPLE PLAYTHROUGH

Simone and **Gary** play **Det. Enkidu** and **Tlaloc**, respectively. They are already deep into an investigation, after having been conned into obtaining illegal goods for a shady individual.

MC: So, it looks like you have enough information on this fella, Lars Erickson, to assume he is behind the attempt to trick you into stealing that crate. What do you do?

Simone: I think we will head to the Blue Oyster restaurant, where we know he's been hanging out. It's time to confront him.

Gary: Right. I look forward to figuring out *what* exactly this guy is.

MC: Super. You two take Detective Enkidu's squad car and drive down to the light industry district where the Blue Oyster is situated. It's a drab and rainy afternoon. You drive by factories, warehouses, and red-brick office buildings with soot-covered windows. You eventually spot the big sign of the Blue Oyster tucked in a back alley between two factories. It's noisy outside and steam rolls in front of you on the road as you turn into the alleyway. The restaurant is on the second floor of a converted warehouse. You take the elevator, which opens up to a small waiting area with a large open double door. There's a hostess standing there next to a podium where her clipboard is resting. She spots you as soon as you emerge from the elevator. Wafts of seafood and oyster sauce welcome you to the Blue Oyster. Jazz music is heard from within.

Simone: Det. Enkidu is the typical cop, so she's overprotective of Tlaloc who is known to get into all kinds of trouble. She'll say: "Now, watch your step here. We don't know who this guy is, or what's his story. Let me do the talking."

Gary: Tlaloc just shrugs. I'm gonna hang around while Enkidu does her thing and try to swipe the hostess's clipboard to get a look at it. I'm looking for the name Lars Erickson.

MC: Great, that would be an **Investigate** move as you're ultimately after information. Which tags are you going to include?

Gary: I have *shadow and observe* and *sticky fingers*. That's two power tags, so a Power of 2.

MC: Roll away: two six-sided dice as always and add your Power.

Gary: I rolled a 5 and 3, plus 2. That's a 10, so it's in the category of 10+.

MC: Great! The **Investigate** move gives you two Clues which you can spend as you wish. For each clue, ask me any question you want and I will give a you a clue about it. You rolled 10+ so there are no complications this time.

Gary: Awesome. So Tlaloc is circling around the waiting area, chewing on gum, and looking inconspicuous. As soon as Enkidu walks up to the hostess he tries to get her clipboard and take a look, and then put it back. So for

my first Clue, I want to ask "Has Lars Erickson been here?"

MC: Very quickly your eyes catch the name Lars Erickson, on a reservation for two persons today at this time. In fact, he should be here right now.

Gary: Perfect. I also want to ask "Where is he sitting?"

MC: You see a map of the restaurant and figure out where he's sitting. In fact, you can see him through the double door, at the far end of the restaurant. You see a man in his mid-40s, mostly blonde with some gray hair on the sides, wearing a gray suit. There's a hulk of a man standing next to him in a black suit, like a waiter or a bodyguard, you're not sure. And of course, you have no way of knowing if this really is Lars Erickson, but that's his table. Detective Enkidu, what do you do?

Simone: Still unaware of everything wonder-boy here has been up to, the detective walks up to the hostess and flashes her badge, saying: "Good afternoon, miss. I'm am looking for a patron of yours, Lars Erickson." I wait to see her response.

MC: She flicks through lists on her clipboard for a moment and then responds with a fake smile: "I'm sorry, ma'am, there is no-one under that name here today."

Simone: Huh? I look back at Tlaloc, confused.

Gary: I shake my head to indicate she's lying.

Simone: I turn back to the hostess and say, "Look, there must have been a mistake. He's supposed to be here. I need to go in and have a word with him."

MC: She moves uneasily. "I'm sorry, detective, but this is a respectable

establishment. Our customers' privacy is important to us, so unless you have a warrant..."

Simone: We'll see about that. I'm going to try to intimidate her into letting me in. I've got the tags *police badge* and *you're in my jurisdiction*, if that works.

MC: That works. That's a **Convince** move. You're rolling with two power tags, so your Power is 2.

Simone: I say: "Listen, young lady. Do you want to be an accomplice to a convict escaping justice? I don't think so. So step aside." And with a stern face I hang the badge on the buckle of my belt. I roll a 5. That's a total of 7, so that's a 7-9.

MC: For **Convince**, you give her a choice: take a status or do as you say. You rolled 7-9, so she can still protect her agenda if she chooses to do as you say. What status would you give her if she refuses? You rolled with a Power of 2, so the tier of this status would be 2 as well.

Simone: The detective isn't a bad person, but she is brusque. Let's say, if the hostess resists, she'll take *shaken-2*. It's her choice now whether to help me or not, right?

MC: Yup. She looks you up and down, shuddering, trying to weigh whether she should even get into this. Then she looks into the restaurant as if looking for her boss. "Please make it quick. And if anyone asks, tell them you're a customer." She moves out of your way.

Simone: "Wouldn't be the first time..." I go in.

Gary: Tlaloc walks in right after Detective Enkidu, blurting: "I'm with her."

MC: The hostess gives you a confused look, but she stands back.

Gary: I quickly fill in the detective about Erickson as we walk into the restaurant.

MC: Sure. The restaurant is a wide space divided into semi-circular booths facing each other in different angles. The walls and fixtures are decorated with art-deco designs. There is a loud chatter of people talking as they are having their lunch, almost too loud to hear the jazz band playing on the left hand side. Far on the right, there is a swinging double door with two circular windows next to a hatch where waiters are queueing to pick up trays with steaming dishes. With a napkin tucked in his collar, the person you identified as Lars Erickson is having his meal on his own in one of the farthest booths, which is slightly elevated and overlooks the restaurant. As you approach, his manservant, who is standing in front of the booth, says something in a low voice and Lars raises his head to look right at you.

Simone: I walk right up to the table.

MC: The manservant blocks your way. You get a closer look at him – he's a six-foot-four walking mass of muscle, with sallow skin, short cropped dark hair and a Roman nose. "You've got the wrong table. Piss off before you get burned."

Simone: I bare my teeth at him: "We'll see who will get burned."

Gary: While the brutes are measuring each other up, Tlaloc steps up. "Lars Erickson, right? Listen, man, we're the team you sent to steal that crate for you. It wasn't easy to find you, you know? You seem to slip people's minds quite easily. How about you tell us what was so important about that crate? And who the hell are you working for?"

MC: Are you investigating?

Gary: Nah. For now, I just wait to see how he reacts to being called out.

MC: Okay. You see it in his eyes, he did not expect you to find him, and that confirms a little bit that he is indeed who you think he is. As he chews up a morsel of oyster meat, he sets the shell down on the plate – and flips the table over!

Simone: Son of a gun.

MC: Enkidu, you've got other problems to worry about. The manservant's eyes start welling up with something like burning red lava. As he opens his mouth, fumes start rising from his nostrils and his slightly open maw is illuminated by what seems to be lightning and fire down his throat. And, as if that's not enough, his skin starts turning dark and metallic, like wrought iron.

Simone: "What. The hell. Are you?"

MC: Through the cloud of flashing smoke brewing up around his mouth, he says "Vul-can".

Simone: Okay. I'm going to whip out my **thorny tentacles**. He's going down.

MC: Upon seeing the freakshow you two are putting up, the people at the restaurant start panicking, screaming, hiding behind tables, or running for the door.

Gary: Where is Erickson?

MC: You lost sight of him for just a second as he overturned the big round table. Now, as the table falls over, he's not there anymore.

Gary: Darn. I want to find him so I'm going to **Investigate**. I've got no tags that can help here so that's a Power of 0. I roll an 8, so that's 7-9.

MC: Even though your Power is zero, you still get one Clue.

Gray: Great. For my one clue, I want to ask: *Where is he?*

MC: You see him sprinting towards the swinging door of the kitchen, pushing away waiters and customers in his path. You're not quite sure how he got from behind the table in the elevated booth to the floor, but there he is. However, at 7-9, I as the MC get to choose a complication from the list. I choose *Your investigation exposes you to danger*. While you are focusing on your spatial sense, Vulcan starts spewing a jet of burning lava at both you and the detective. You can avoid the jet easily enough but if it even just brushes you, it will give you a status of *nasty-burn-2*. You both get to roll **Face Danger**.

Gary: Yikes! Is there a small body of water nearby? I want to turn into water, dive in and try to escape.

MC: Hmmm. There are oyster ice buckets all around. I'll let you use it because it's a creative idea.

Gary: That's it! I'm going to use *turn myself into water* and *travel between bodies of water* to get out of the way and come out of another oyster ice bucket a few feet away. I roll a 6 plus a Power of 2. That's an 8! So at 7-9, I take the status but with one tier down.

MC: Indeed. Just before you completely liquify, the jet gets you. So it will be tier 1 instead of 2. Grab a tracking card and put down *itchy-burn-1*.

Simone: I'm going to use *feral athletics*. I rolled an 11! So a total of 12 which is in the 10+ category. According to the move, I don't get hit at all and I take no status. I'd say Enkidu is used to dodging in a fight, so she avoids Vulcan's jet by leaping and rolling.

MC: Nice! Vulcan seems caught up in wreaking havoc around him at the moment, which gives you a momentary opening. What do you do next?

Simone: Enkidu is really pissed off, so she's going to destroy this guy. Just as I turn, I fling half a dozen thorny tentacles right at him and at the same time I lunge at him, trying to knock him back. I have a clear shot, so that's **Hit with All You've Got**, I presume? I'll put in *thorny tentacles* and *feral athletics* for a Power of 2.

MC: Would you say Enkidu has a personal stake in this fight now? I'm invoking your weakness tag, *don't get too personal*. This gives you -1 Power but you also get to mark 1 Attention on this theme.

Simone: Shoot! I guess she did mark him as a target and she's not thinking her moves through. So I roll with a Power of 1 then, instead of 2. I roll an 8, for a total of 9. So, I can choose one option out of the list. I choose to *Get him good* and bump up the tier of the status I inflict by 1. The base tier is the same as my Power, which is 1, so I do a tier-2 status, let's say *disoriented-2*.

The MC looks at the stats for Vulcan. He has a *hurt:4* status spectrum, which means he will go down if he takes a tier 4 status of physical injury. However, he also has a custom move, *Metal Skin*, allowing him to reduce incoming statuses of physical harm by 1. The MC reveals the custom move to the players and continues.

MC: You hit him hard. He keels over and falls on his back, making a loud din like an empty cauldron, but it doesn't have the effect you expected — he seems surprised but not quite disoriented. He takes a *dizzy-1* status instead. As he gets up to his

feet, you see several tears in his suit where your tentacles got him. Underneath, the black metal skin is unscathed. Tlaloc, Lars is putting serious distance between his knocked down manservant and himself. He's almost at the door – what do you do?

Gary: I dash after Lars! I want to use the ice buckets again to show up in front of him and trip him over. I'll use **turn myself into water** and **travel between bodies of water** for that, for a Power of 2.

MC: Since this is a competition between you two, you'll be **Going Toe to Toe**. However, you do have an **itchy-burn-1** status that is bugging you when you move to trip him... Take its tier off your Power, so that's -1 Power for a total Power of 1.

Gary: Sure. I roll a 6 – so that's a 7. On a 7-9, I choose one of three: reach my goal – that's to trip him, I guess – protect myself, or give him a status. I choose the first: Tlaloc transports as water to where Ericson is about to pass through the door and trips him!

MC: Ouch! Mr. Erickson comes crashing through the swinging kitchen door and slips on the greasy floor of the kitchen. He lands flat on his face but he quickly rolls over his back and stares at you with a cold icy stare. Since you did not choose to protect yourself, he will throw a status at you. He fumbles in his suit jacket and produces a crooked wooden stick and points it at you. For a moment, it looks rather ridiculous and seems to have no effect. But the more you look at it, the more you feel like you're not sure if he's actually Lars Erickson. In fact, you don't know who this man is and what you came here for. You are about to be hit by the status **forgetful-3**.

Gary: No way! Who is this guy?! Tlaloc screams, "Get out of my head!" Can I use my tag **driven self-promoter** to resist it? I also have a status of **itchy-burn-1**.

MC: **driven self-promoter** doesn't sound like something that will help you resist this. The **itchy-burn-1** also has no effect on this. It looks like you don't have the ability to **Face Danger** so take the full status of **forgetful-3**...

Gary: *sigh* Simone, hand me another tracking card.

MC: You struggle to remember who this man is and why you are after him, but it's slipping your mind. Any actions trying to catch him from now on will incur -3 to your Power.

Gary: "Enkidu! Help!"

MC: She's got her own problems...

Simone: I don't like where this is going. I need to take this Vulcan dude down so I can help Tlaloc. I want to **Change the Game** so that I'm not just berserking. There's a sprinkler system in this restaurant, right? I'm going to hit and break a few of the sprinklers to turn them on. I use **thorny tentacles** so it's a Power of 1. I rolled a 10!

MC: Lucky! At 10+, you get a minimum of 2 Juice. You can spend your Juice on creating tags and statuses or removing them. Normally, it's **temporary** so it works for one action only, but since you rolled 10+ you can spend a point of Juice to make an effect **ongoing**.

Simone: That's it – I want to give the restaurant the tag **cold and wet** and make it ongoing. That's my 2 Juice spent.

MC: That should take care of your temper. The screams of panic are

muffled by the heavy shower unleashed from the sprinklers, and now everyone who was still hiding scrambles for the door, leaving the place abandoned. You and Vulcan face each other off in a ring of damp charred carpet and scorched furniture. He towers over you, and a loud rumble from his belly lets you know he is about to spew hell out. Emboldened by surviving your last attack, he puffs out his chest with pride, as if waiting for your next strike.

Simone: He's not the sharpest tool in the shed, huh? This is my chance to take him out. I quickly draw out my gun and try to shoot him right in his collarbone, where his skin would be thin. I'm going to **burn a tag for a hit** for this. Bye bye, **standard issue pistol**, I'm scratching you out. So I don't have to roll and I get a Power of 3 and a roll of 10. Since he's just standing there, waiting for me to hit him, it's a Hit with All You've Got move. At 10+, I get to choose two options. First, I choose to **Get him good**, for +1 tier. I start with the base tier of my Power 3, so that final tier is 4. Let's say **gunshot-wound-4**. Second, I choose to gain an advantage and get one Juice, using it to give him a temporary status of **pierced-1**.

MC: Wow! In this case, I will rule that the **pieced-1** status prevents him from using his custom move to reduce your status from tier 4 to tier 3. He's hit right in the chest and his metal skin breaks as he gets knocked back into the wall, and drops to the floor unconscious. As the lava gushes out of him, his skin turns white-hot and starts dripping off him to the floor.

Simone: Woot!

MC: Since you did not choose to protect yourself when **Hitting with All**

You've Got, you get hit too. Let's say a splash of the molten rock and metal flies your way, causing you a **nasty-burn-2**.

Simone: I try dodging with **feral athletics** but I just rolled a total of 4 so I take the full status. Ouch! Tracking cards, come to mama.

The MC reviews Vulcan's stats. He has already taken a tier-1 status on the hurt:4 spectrum. Because the new tier-4 status is greater, it will supercede the tier-1 status. At tier 4, this spectrum has maxed out, which means this Danger is vanquished. However, Vulcan has another custom move...

MC: Also, this Danger has a custom move, that reads as follows: *When you defeat Vulcan, if you broke his metal skin, he erupts like a volcano.*

Simone: Whaaaaaaat?! I'd say I broke it all right!

MC: You start hearing a rumble from the limp body of the manservant. Fumes start rising where you broke his metal hide and his normal skin underneath seems translucent, glowing in orange-red as it starts swelling... Tlaloc, in the kitchen, the sprinklers are on and the neon light is flickering and flashing. Lars Erickson gets up to his feet and looks at you warily to see what you'd do. He's still holding that crooked wooden stick.

Gary: I'm losing touch with what I need from him, so I'm gonna fake it. I'll try to distract him with chit-chat while I grab this stick he's holding. That's another **Go Toe to Toe**, but I'm going to burn my **relentless schmoozer** tag. I get a Power of 3 and a total roll of 10. Do my statuses apply here?

MC: They do. I would say both the **itchy-burn-1** and the **forgetful-3** will get in the way of you trying to act

cool, but only the one with the higher tier applies. You have -3 then, so it's like you rolled 7 with a Power of zero.

Gary: That's cool. I say: "Mister, please, I am not looking to fight. Why can't we just sit down and talk like two human beings?" Then I choose to achieve my goal and snatch his stick.

MC: Thrown off, he lowers the stick for a moment, just in time for you to snatch it out of his grip. However, once again you did not choose to protect yourself. You have the stick, but he was able to wiggle it one more time before you snatched it. Roll **Face Danger** against another *forgetful-3*.

Gary: Yeah, I figured as much. I have nothing to protect me from his juju so I take the full status of *forgetful-3*. That's on the same spectrum as my existing *forgetful-3*, so I mark 3 more boxes on the same tracking card, right? That brings me to tier 4.

MC: So you are now *grasping-at-straws-of-memory-4*. You have nothing but a vague recollection of why you are chasing this man. If you reach tier 5, you will forget completely.

Gary: Tlaloc stutters, "Who... who are you?"

MC: "It doesn't matter," says Erickson in a deep calm voice amidst sprinkler rain and flickering neons, "I'm here to tell you about a very serious event in the future of our City. An event that you have seen in your visions: the blotting out of the Fifth Sun."

Gary: Oh no! He's activating my **Mystery!** My character wants to know "*Who threatens to blot out the Fifth Sun?*"

MC: At this point a massive explosion erupts in the restaurant, knocking all of you off your feet. Flames seem to engulf everything and Tlaloc, when you

regain your bearings you see spatter of lava-like substance dripping on the circular glass windows of the swinging doors, melting the glass as it runs down. In the chaos around you, you see Lars Erickson heading to the back exit. "Let's get out of here and I will tell you what I know about the death of the Fifth Sun." While you can't remember who this guy is, you do remember your friend is in that inferno in the restaurant and may need your help. What do you do?

Gary: That definitely qualifies as a hard choice. What to do? I really want to know what information he has and I don't suspect him much more than the usual because I almost completely forgot why I'm after him. On the other hand, I'm not going to let my buddy die.

Simone: I'm not dead yet!

Gary: Yeah, but Tlaloc doesn't know this. To hell with it, I'm gonna go against the Mystery and try to save Detective Enkidu. I guess he takes a big breath, sighs, and says, "I have to help my friend." He's about to turn his back on Lars and go the swinging door. I mark **Fade** to indicate he acted against his Mystery.

MC: Dramatic choice.

Gary: However... before I go, I want to make one final attempt to stop this man. I barely remember who he is and why I am doing it, but something deep inside me tells me he is not to be trusted. I guess he is totally wet by now. I'm going to shock him with a lightning bolt and try to take him captive. **Hit with All You've Got** requires a clear shot – do I have it?

MC: Yes, he seems to think you'll be rushing to help your friend first.

Simone: Oh, really? Why would he think that? Ha ha.

Gary: Don't worry, I'll get to that, I can move through ice buckets. So I have a Power of 3 from *call upon a storm* and *thunderbolt manipulation* and from the sprinklers' tag *cold and wet*. But my negative tier-4 status brings it down to -1. Oh no, I rolled a 5. Eek! Six or less.

For all core moves (except Face Danger), on a 6 or less, the MC gets to make his own move. He scans the MC moves list and chooses "Deny Them Something They Want," which seems apt.

MC: Lightening is fast, but the Mist is faster. By the time you charge up with electric crackle, you already completely forget why you are doing this. A man in a grey suit who you've never seen before stands at the back exit looking rather edgy. He blurts out, "the restaurant is going to collapse, your friend is in trouble!" just before he bolts through the door and disappears.

Gary: Shucks. I'm running to help Detective Enkidu.

MC: We're going to cut it here, saying you both narrowly escaped the burning building. The firefighters, police, and EMTs arrive at the scene. If you hang around long enough, you'd hear the customers give reports of what happened to cops going around. Some of them mention you, Enkidu, as either the person who started the fire or the person who helped put it out by triggering the sprinkler system. None of them, however, mention Lars Erickson. If you have no further business here, it's time for your **Montage (Downtime)** moves.

Simone: Awesome! I will spend the afternoon at the police department's gym, boxing and blowing off steam. I choose to spend my time *giving attention* to my Hard-Boiled Detective theme, so I get one more Attention on

it. I already had one before today, and I got one during the fight, so that brings me up to three, so I can buy an improvement! I think the new power tag *excessive use of force* seems very appropriate!

Gary: Tlaloc will spend the afternoon at the crew's office, sitting at the desk with a strong cup of joe, fiddling with the stick he snatched from Lars. I choose the option *recover from my last activity*. Can I recover from all my statuses?

MC: In this case, you sure can.

Gary: Cool, so Tlaloc treated that burn and that's fine, but as he's sitting at the desk examining that — I guess it's a wand? — he suddenly stops and whispers to himself: "I remember. I remember everything."

MC: To be continued!



CONVINCE

When you use your abilities to talk, threaten, or seduce someone into doing something, roll+Power. On a hit, choose a relevant status with tier=Power. Your target can choose either to take the status or:

- on a 7-9, to give in a little, but protect their own agenda.
- on a 10+, to change their agenda to include yours, at least for the time being.

CHANGE THE GAME

When you use your abilities to give yourself or your allies an advantage, roll+Power. On a hit, you get Juice=Power. Spend your Juice to gain the following effects, one-to-one:

- Create a story tag
- Burn a power tag or a story tag
- Give or reduce a status (one tier per point of Juice)
- On a 10+, you get a minimum of 2 Juice, and you can also use your Juice to choose:
 - Scale up the effect (greater area or more targets)
 - Prolong the effect (make it ongoing)
 - Hide the effect
 - Any other improvement you and the MC agree on

FACE DANGER

When you use your abilities to avoid an incoming hit, endure harm, resist a malign influence, or hold it together, the MC (or player) will name a status with its tag and tier. Roll+Power. On a 10+, you fend off the effect and take no status at all. On a 7-9, you take the status, but with -1 tier. On a miss, you take the full status.

INVESTIGATE

When you use your abilities to seek answers to burning questions, roll+Power. On a hit, you get Clues=Power. Spend your Clues one-to-one to ask the MC a question about the subject of your investigation or ask another player a relevant question about their character. They must give you either a straight answer or a solid lead. On a 7-9, they can also choose 1:

- Your investigation exposes you to danger.
- The clues you get are fuzzy, incomplete, or part-true part-false.
- Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.

SNEAK AROUND

When you use your abilities to act secretly or deceptively, roll+Power. On a hit, everyone that should fall for it falls for it. On a 7-9, it's complicated. The MC chooses 1:

- Someone unimportant noticed you, but that just made them important, right?
- You are perceived only by a secondary sense (someone picks up your scent while you're stalking them; you're seen whispering a message but the message is not heard).
- You must leave something important behind – or be discovered.

TAKE THE RISK

When you perform a daring, risky, or outright stupid feat, roll+Power. On a 10+, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

GO TOE TO TOE

When you use your abilities to overcome someone or something in a struggle for control, state what your goal is. Your opponent can describe how they respond, at their option. Roll+Power. On a 7-9, choose 1. On a 10+, choose 2:

- You manage to achieve your goal, e.g., take something they hold.
- You get them good, giving your opponent a status with tier=Power.
- You block, dodge, or counter their best attempts. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.

HIT WITH ALL YOU'VE GOT

When you have a clear shot and you use your abilities to hit someone or something with all you've got, roll+Power. On a hit, you give the target an appropriate status of your choice with tier=Power. On a 10+, choose 2. On a 7-9, choose 1:

- You take cover or secure a superior position. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.
- You get them good or get many of them (+1 tier).
- You control the collateral damage.
- You hold the target's attention, if possible.
- You gain the upper hand. Take 1 Juice.



CITY of MIST

WHAT'S NEXT?

We hope you enjoyed playing through your first *City of Mist* case! To continue the adventure, here are some options to explore.

Find all of these *City of Mist* products on our website at

www.cityofmist.co

Play the free cases: Download and play the free *City of Mist* cases *V is for Going Viral* and *Demons in Cross End*.

Create your own characters: Find the full rules on character creation, player actions, and character development in the *Player's Guide* book.

Continue to the next case in this story arc: Unravel another aspect of the mysterious mob with the second case in this story arc, *Gambling with Death*.

Expand this story arc: Get all the information on the greater operation, locations, henchmen and secrets behind the mysterious mob, as well as three other arch-villain operations, in the *MC Toolkit* book, which also includes the *Gambling with Death* case.

Create your own cases: Learn how to write your own cases, story arcs, arch-villains, and Dangers with step-by-step guides and examples in the *MC Toolkit* book.

Pick up more ready-to-play cases: For more ready-to-play cases, check out *Nights of Payne Town*, a book containing 10 cases that can be played independently or as a continuous story arc.



CITY of MIST

PEOPLE · LEGENDARY POWERS



THE MASTER OF CEREMONIES



ALL-SEEING EYE INVESTIGATIONS

CITY of MIST

STARTER SET

THE MASTER OF CEREMONIES



YOU, THE MC!

So you've taken the mantle of Master of Ceremonies, or MC, for your group's *City of Mist* game! You will be hosting the game and walking the players through scenes of your first case, *Shark Tank*, and possibly many others to come.

This booklet will teach you how to be the MC and provide you with all the resources you need. To speed things up during the game, it's advised you read through this booklet as well as the players' booklet before your group's first session.

MC SKILLS

Throughout this booklet you will find text boxes explaining different skills useful for the Master of Ceremonies. However, these skills are not critical for playing the game. You can ignore them the first time you run this game and try to master more and more of them as you continue to run cases.

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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.

HOMAGE TO D. VINCENT BAKER AND APOCALYPSE WORLD

The rules of this game are partially based on the "Powered by the Apocalypse" game engine, presented in 2010 by D. Vincent Baker in his revolutionary game *Apocalypse World*. Vincent changed role-playing games forever by introducing a new way to play that emphasized a flowing conversation and a great story. Many great games that use this engine have since been published. We thank Vincent for his contribution to the world of role-playing games which also allowed the creation of *City of Mist*.

CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. It does NOT contain representation of sexual acts. Parental guidance is advised.

THE ROLE OF THE MC

IF YOU'VE NEVER PLAYED AS THE MC BEFORE

As the MC, you run the show at your *City of Mist* game table.

You are the host. You manage the conversation around the table by moving the **spotlight** between players and to yourself. Only a player who has the spotlight can take actions and affect the scene.

You are the narrator. You describe the scenes in your groups' shared story and introduce challenges and complications that the player characters (PCs) have to overcome. You also portray the non-player characters (NPCs) present at those scenes, such as supporting cast, witnesses, people on the street, victims, villains, and other parties of interest.

You are the referee. Whenever there is a doubt regarding the rules, such as which *move* to use or which *power tag* is applicable, you make the final decision.

To do all of the above,

- You go by **the rules** of the game.
- You go by the information given in **the case**.
- You go by what is **fair** (especially when it comes to the distribution of spotlight between the players).
- You **improvise** based on your imagination, cinematic flair, and common sense.

PLAYING THROUGH SCENES

Your *City of Mist* game session begins when you, the MC, **set the first scene**. You describe the time and the place and decide with the players where their characters are at the beginning of the scene.

During a scene, **you give one of the players the spotlight and ask him "What do you do?"** or you ask the entire group, giving the **spotlight** to whoever wants to take action first.

The player who has the spotlight describes an action, using the rules and rolling dice to determine its outcome. Sometimes the rules determine that you or the players get to choose what happened. Whenever the rules state an outcome, you **translate it into the story**, describing what exactly happened in the scene as a result.

After each player's action, you narrate how the scene responds to the outcome, present new challenges, and give the spotlight to the next player, and so on.

When a sequence of events concludes and the players look to you to drive the story forward, you narrate new developments or ask them "What do you do next?"

When the scene exhausts itself, you wrap it up and describe the next scene according to what the players decide to do and according to the case.

HOW TO MC A SCENE

1. Describe the scene
(or what changed in the scene)
2. Ask "what do you do?"
3. Give a player the spotlight
 - The player describes an action and makes a move
 - **Intrude** when the rules allow it
 - **Decide on an outcome** when the rules allow it
4. Make a **hard MC move*** when a player scores a **miss** (or when the rules allow it)
5. Describe what happened as the result of the action
6. Optionally, after the player's move, make a **soft MC move***
7. Go back to the top

* Think of soft MC moves as threats and hard MC moves as consequences.

DOWNTIME

If the player characters take some time apart between scenes to recover and continue with their lives, it's called **downtime**. Downtime has different rules to normal scenes, described in the **Montage (Downtime)** move on page 22 of the players' booklet.

THINK CINEMATIC, THINK NOIR

The case included in this set, *Shark Tank*, provides you with ample ideas for scenes, characters, and clues to keep your players engaged throughout the game.

However, narrating a *City of Mist* game also relies on your imagination and creativity. You can create scenes that are not described in the case by thinking up locations in the City and the NPCs that might operate there. Use imagery and tropes from comic books, movies, books, and TV series.

Emphasize the atmosphere and mood.

Your *City of Mist* game is a gritty neo-noir detective story about a City where no one is who they seem. Keep this mood alive by describing

the neon lights, smoke curling in the alleyways, silhouettes of people in fedoras holding pistols, and the sound of hurried footsteps.

Make your characters real and human.

Give them inner conflicts, make them weak and flawed, and morally gray: make the good guys slip up and the bad guys relatable.

Keep it a mystery.

Avoid revealing clues too soon or giving away the solution. Don't reveal the mythical forces behind the mundane, but instead let your players wonder and investigate.

Ask provoking questions.

Ask the players about their character's feelings and dark past. Let them describe it and then use their answers in the case.

Make the City feel alive.

Describe to your players all the trappings of a bustling, dynamic, crime-ridden metropolis.

MC ACTIONS

As the MC, you and the characters you play follow a different set of rules than those of the player characters. Your actions, called the **MC moves**, represent the ways in which you can affect the story and the player characters.

Your actions spur the PCs into taking action and making moves, rolling the dice to determine the outcome, but you as the MC never roll the dice.

SOFT MOVES

A soft move represents an imminent threat or challenge to the PCs or their investigation.

You can make a soft move before and after each player move and whenever you have the spotlight. There is only one type of soft move:

COMPLICATE THINGS

Introduce a minor threat, complication or challenge (usually in narration only, without using the rules), like police sirens that can be heard from afar, a thug pulling out a gun, or a door being barred from the other side. This is your basic tool for spurring the PCs into action.

You can upgrade a soft move into a **hard move**. This is called **Hit Them After A Fair Warning**. If you've given the PCs sufficient warning about a threat and enough spotlight to respond and they still have not addressed it, you can make a hard move instead of a soft move to represent the threat materializing (e.g., the police arrive, the thug shoots a crew member). You don't have to wait for a player to miss a roll in order to do so.

HARD MOVES

A **hard move** represents a **major complication** or a **significant setback** for a **player character** or the **crew**. Think of it as the consequences of taking (or failing to take) an action.

You can make a hard move whenever a player takes an action and scores a **miss** (6 or less). You can also make a hard move without waiting for a miss – see under soft moves and intrusions.

Choose the move that makes the most sense in the current situation, or the one that adds the most interesting development to the scene.

Except for **Give a Status**, players cannot resist your hard moves, because they are already a consequence of something that went wrong.

GIVE A STATUS

Impose a negative condition on a PC or a group of PCs. You choose the tag and tier of the status (its nature and how dangerous it is) based on the circumstances. The player usually then gets the spotlight to attempt to reduce or avoid the status using the **Face Danger** move (assuming they can attempt to avoid it). Read more about statuses in the players' booklet, page 20.

REDUCE OR REMOVE A STATUS

Reduce or take away a positive condition from a PC or a group of PCs. Decide how many tiers to remove from the status based on the circumstances.

BURN A TAG

Mark one or more PC power tags as burnt, making them unusable until the player chooses to recover these tags during downtime. Choose how many tags to burn based on the circumstances (one is usually enough).

COMPLICATE THINGS, BIG-TIME

Introduce a big story complication, like a major threat to the PCs' lives or investigation (such as the arrival of a new villain or the revealing of a ticking bomb).



DENY THEM SOMETHING THEY WANT

Narrate how an object or a person the crew wants is destroyed, becomes inaccessible, or escapes them. This move declares that it is now too late for the PCs to do anything about it.

MAKE SOMETHING HORRIBLE HAPPEN

Narrate how something tragic (such as a death, a break-up, bankruptcy, or an eternal curse) takes place around the characters or in their lives.

FORCE THEM TO CHOOSE

Narrate a situation where the player must choose between two consequences, each of them a different hard move, e.g., choose between failing to save the reporter (**Make Something Horrible Happen**) or taking the bullet meant for the reporter (**Give a Status**).

TURN THEIR MOVE AGAINST THEM

Describe how the character's action backfires, and make another hard move to represent the consequences.

INTRUSIONS

An intrusion is a short interruption you can apply at any time, even when a player has the spotlight.

When a player is taking an action, you may intrude to:

- Ask him for more details about his action
- Tell him which **Core Move** to use
- Rule which of the tags he invoked are relevant (and which aren't)
- Rule which statuses, his and others' in the scene, affect his action (and which don't)
- Invoke his weakness tags

After a player rolls:

- If the move outcome says you choose the outcome, you may intrude to describe it
- If the player chooses the outcome, let him choose and then intrude to describe the outcome of **the options he did not choose**

When a Danger custom move is triggered:

- Intrude to reveal its outcome

SPECIFIC CORE MOVES INTRUSIONS

Go Toe to Toe: If a player doesn't choose to protect his character, you may intrude to **Give a Status**.

Hit With All You've Got: If a player doesn't choose to protect his character, you may intrude to **Give a Status**. If a player doesn't choose to control the collateral, you can **Give a Status** to another PC or NPC at the scene, as long as it makes sense.

Investigate: If a player scores 7-9 and you choose to expose them to danger, it's the same as making a soft move.

Sneak Around: If a player scores 7-9, each of the options is the same as making a soft move. If you choose to have them leave something behind and that thing is a tag, you may also **Burn a Tag**.

Take the Risk: If a player scores 7-9, he succeeds but you may intrude with **Force Them to Choose**.

MC ACTIONS SUMMARY

HARD MOVES

- Give a Status
- Reduce or Remove a Status
- Burn a Tag
- Complicate Things, Big-time
- Deny Them Something They Want
- Make Something Horrible Happen
- Turn Their Move Against Them
- Force Them to Choose

SOFT MOVES

- Complicate Things
- Hit Them After A Fair Warning

INTRUSIONS

- When a player is taking action
- After a player rolls
- When a Danger custom move is triggered

CHALLENGES

Your job as the MC is to present challenges to the PCs, to make their lives dramatic and the story interesting.

To create challenges, you only need to describe them (**Complicate Things**):

- “The back way into the junkyard is blocked by a chain link fence.”
- “The bartender doesn’t want to buzz you into the backroom.”
- “The Big Bad Wolf grabs the elderly lady, with his claws at her neck!”

When the players try to overcome the challenge by taking an action, have them make a **Core Move** to see if it works:

- To climb the fence, they’ll have to **Take the Risk**.
- They need to **Convince** the bartender, or he won’t buzz them in.
- Getting the old lady out of the Big Bad Wolf’s grip means **Going Toe to Toe**.

If you want to make the challenge harder, you can add a tag or a status to the scene or the NPC, to negatively affect the player’s move. **Tags** are marked in yellow and **statuses** are marked in green:

- It’s raining, so the fence is *wet and slippery*.
- The bartender is *reluctant-to-help-2*.
- The Big Bad Wolf is *alert-3*, so tricking him could be difficult.

When you add a tag or a status, write it on a tracking card and put it in front of you on the table so everyone can see it.

DANGERS

Some challenges are too complex to be resolved with a single Core Move. If the PCs engage in an ongoing conflict with a challenge, be it verbal, physical, or even legal or mystical, this challenge is represented as a **Danger**.

A Danger is a predefined set of rules and suggestions that represents a non-player character, a place, or a situation that poses a threat to the PCs or their investigation. These can be the crime lord’s goons, the Rift of the Big Bad Wolf, or a building on fire.

DANGER MOVES

A Danger has **moves** that you can use to challenge the PCs, usually by making their lives harder.

- **Hard Danger moves** are suggestions for **hard MC moves**. You use them whenever you can make a hard MC move to make the Danger harm the characters.
- **Soft Danger moves** are suggestions for **soft MC moves**. You can activate them whenever you have the spotlight in order to present a new threat to the characters. If the players don’t act on the threat, you can upgrade your next soft move to a hard move (see **Hit Them After A Fair Warning**, page 5).
- **Custom Danger moves** are special rules that make a Danger more challenging and interesting. You can use them whenever they apply, usually as an **intrusion**, such as “When this Danger enters the game, give it *alert-3*”.

OVERCOMING DANGERS (STATUS SPECTRUMS)

Dangers take statuses as PCs do, and PCs can use moves to inflict various statuses on Dangers, from punching a villain to outrunning the police (see *Playing Through a Conflict* in the players' booklet, page 21).

Unlike PCs statuses that always max out at 6, Dangers have different maximums for different type of statuses: physical, social, magical, etc. Each type of status the Danger can be affected by is called a **spectrum** and its maximum indicates how much of that type of status the Danger can take before it is overcome. A spectrum and its maximum are highlighted in red, e.g., *threaten:5*.

When a Danger takes a status with a tier equal to its spectrum maximum, that spectrum is **maxed out**.

Normally, when a Danger's spectrum maxes out, it is overcome or resolved. For example, when a hired thug with a *hurt or subdue:3* takes *broken-bones-3*, she stays down; when a ghost with *banish:2* takes *banished-2*, it vanishes.

A status on a Danger's spectrum doesn't affect the PCs. For example, if a Danger with *subdue:3* has *restrained-2*, a PC can't add this status to his Power as a helpful status.

Statuses that don't fit into any of the Danger's listed spectrums can instead do one of the following, at your discretion:

- **Affect the Danger's moves**, increasing or reducing their effectiveness by a number equal to the tier of the status (e.g., *prone-2* can reduce a Danger that's trying to shoot and inflict *riddled-with-bullets-4* to *fleshwound-2*).
- **Affect the PC's moves against the Danger**, acting as positive or negative statuses to the PC's actions, depending on the circumstances (e.g., giving a Danger *alert-3* can affect the PC's ability to sneak behind the Danger, reducing the PC's Power by 3).
- **Contribute to her defeat** like a normal spectrum (the MC sets a maximum for this new spectrum). This allows the players to come up with their own way to overcome a Danger.

UNDERWORLD ENFORCER ★

HURT OR SUBDUE 3 / THREATEN 4

- **Olympian:** When an Underworld Enforcer takes a status of physical harm, subdual, or suggestion, reduce its tier by 1 if its nature is legendary or by 2 if it is mundane.
- **Tight Lips:** When you **Investigate** an Underworld Enforcer by asking about her employers, she first gets *my-lips-are-sealed-5*.
- Bully (*threatened-2*), grapple and lock (*restrained-3*), beat up (*broken-arm-3*), or shower someone with bullets (*gunshot-wound-3*)
- Eliminate a vulnerable target (*shot-in-the-gut-4*)
- Threaten a debtor to pay up, or else
- Close in on someone, cracking knuckles

Danger Name and Rating

Status Spectrum Maximums

This Danger is overcome when it takes a tier-3 status that represents hurt or subdual, or when it takes a tier-4 threat status.

Custom moves trigger whenever the condition is met.

Hard Danger moves usually invoke the rules.

Soft Danger moves are suggestions for complications.

SHARK TANK YOUR FIRST CASE

WHAT IS A CASE?

A *City of Mist* case is a scenario that you can play through with your group. Each case starts after a crime or a wrong has been committed, drawing the crew's attention. The crew must then investigate to uncover the truth and discover which modern-day legends are behind it all. Just like in any good movie, the truth may motivate the player characters to take other actions, such as attempt to stop the villains.

A *City of Mist* case is built (mostly) out of locations (marked by a blue underline). In each location, the PCs can interact with NPCs, discover new clues, have meaningful dialog, and get into chases and fights. Whenever the PCs arrive at a location, a **scene** takes place.

The order of the scenes is not predetermined, nor is it decided only by you, the MC. When the PCs discover clues in one scene, they might choose to move to another location based on any new leads they've found and how they understand them. They can go back to locations they previously visited and continue to investigate or see if anything changed. You as the MC will try to give them a feeling of a **sandbox game**, a game where they can go around and take actions freely as if it were the real world.

Scenes and locations are divided into Depths according to how close they are to the truth. The greater the Depth, the closer a scene is to the final truth of the case.

The scenes are laid out on a story map called the **Iceberg** according to their Depth. A case begins with a hook scene in Depth 0 and the crew investigate their way down the Iceberg to the final truth at the greatest Depth.

BACKGROUND FOR SHARK TANK

In *Shark Tank*, your crew, "All-Seeing Eye Investigations", is called to help with a crisis in the blue-collar neighborhood of Miller's Square. The good people of Miller's Square have been bullied and steamrolled by the Italian mafia, but the truth runs deeper than that.

This local crime family feeds its goons a substance called **Ambrosia** (the food of the Greek gods) which makes them inhumanly strong, tough, and persuasive. Their *consigliere*, **Honey Lip**, uses this divine charisma to lure people into taking loans and become involved with his mob. To release Miller's Square from the grip of this supernatural mob, the crew must uncover this operation and hit it at its heart.

DIG DEEPER: THE FALZONI

THE BIGGER PICTURE

▲ The information presented here reaches beyond the scope of this case and should not be revealed to the players if you plan to continue this story arc. It is given here for context only.

Anatoli Vidales, the Avatar of Hades (Greek god of the Underworld), is bent on subjecting the City to his will by indebting its citizens and forcing them to become **living dead**, residents of his underworld kingdom. One of his many means of achieving this goal involves supporting local crime bosses, especially those who practice **racketeering** in the form of loan sharking and protection. Vidales supplies crime families loyal (and indebted) to him with a miraculous substance called **Ambrosia**, which is consumed once a year in a grand feast, granting the crime family and its closest confidants Olympian powers.

THE FALZONI MOB

The information here represents the truth revealed at the end of this case.

One organized crime family working for Vidales are **the Falzoni**, an Italian mob who controls several blue-collar residential neighborhoods in the City. The family boss, **Alessandra Falzoni**, passed away a few years ago but that didn't stop her from running the show. She cut a deal with Anatoli to stay alive as a **living dead**. Knowing too well that there is no greater debt than that of a dead city resident with unfinished business begging to be brought back to life, Alessandra plans to give her boss not just a nice cash flow but also a high body count of citizens in debt who would do anything for another chance at life.

WHAT HAPPENED SO FAR

Most recently, the Falzoni have made their advance at the working-class neighborhood of Miller's Square, hitting several businesses. After

the Falzoni name crossed enough lips around the block, their *consigliere* (advisor). **Fabio "Honey Lip" Santorini**, walked into several businesses around the neighborhood central square and offered help with security and liquid cash, using his Ambrosia-given presence and charisma to influence his victims. Almost all of the local businesses were caught in his net, becoming financially involved with the Falzoni. A few weeks later, Honey Lip and his enforcers came back, this time demanding to get their money back and breaking some bones to get the point across. This sent Miller's Square into panic and chaos, cornering the business owners and forcing some of them, who were otherwise good people, to make some very bad decisions. Honey Lip and his crew didn't stop there. They kept pushing the business owners until some of them cracked. In one incident, an enforcer killed business owner **Sam Saddle**. The Falzoni covered it up to look like the shopkeeper took his own life.

MODUS OPERANDI: THE OPERATION ITSELF

The Falzoni operate in the neighborhood mainly through their **enforcers**: burly thugs turned demigods thanks to the grace of Ambrosia. The enforcers do all the hard work for the Falzoni leaders at **the local businesses**: they intimidate or beat up business owners who are late with their payments (which is always the case because Miller's Square isn't a very affluent place and the interest rate on the Falzoni's loans is astronomical), they trash businesses or sabotage their infrastructure to force the owners into additional expenses, and they terrorize the neighborhood to force everyone into submission. When they're not out causing mayhem, the enforcers socialize in Rusty's Bar, a dive not far from the square.

In classic mob fashion, the Falzoni also bought off many of the officers at the local police precinct, Precinct 23 (where the PC Detective Enkidu works). This means police are largely looking the other way when it comes to Falzoni business. When they do attempt to arrest some enforcers, they either fail to do so or set the enforcers free after a few hours.

On top of this, the Falzoni have their hands in a local pawnshop, Second Chance Pawnbrokers, which generates a constant flow of victims. When someone needs to buy back a family heirloom or a trinket of sentimental value, the pawnbrokers double the price and send them to Honey Lip to get a loan.

The entire show is run by Honey Lip from a prohibition-era speakeasy in Rusty's Bar. Honey Lip has entrusted the leadership of his enforcers to **Delia**, a long-time enforcer who has recently awakened as a Rift of the Fijian shark-god Daku-waqa, independently of the Ambrosia. Fashioning herself as the new street-ruler of Miller's Square,

Delia is nonetheless starting to get bored with circling the neighborhood and looks for a bigger challenge to pitch her newfound powers against. She has been spending time at the Old Aquarium, contemplating her next move.

With the year almost up since the last Ambrosia feast, the time draws near for all the Falzoni personnel to wear their finest suits and head over to the Falzoni Villa in the Old Quarter, where they will partake in the yearly feast. With business going well in Miller's Square, they have little to fear. That is, until the crew of "All-Seeing Eye Investigations" come into the picture...

ICEBERG FOR SHARK TANK

The Iceberg diagram on the next page represents the locations in the case and their possible connections.

- **You start the case** by playing through the first scene, the tip of the Iceberg.
- Based on the unfolding of that scene, your crew decides where to go next. You then **play a scene** in the location they chose to go to, and so on.
- **Triggered scenes** and **cutsscenes** are scenes you initiate to make things more interesting. They are explained below.
- **The case ends** when the final truth is revealed, presumably at the final location at the bottom of the Iceberg.



LET'S BEGIN

Read this introduction to the players:

We will now start the first scene of our first case, *Shark Tank*!

During the case, I will describe a scene and then ask you "What do you do?". Before you answer, you can always ask me for more information about the scene: what your character sees, hears, or otherwise senses. (Unless what you want to know is hidden, in which case you'll need to take action to find out.)

On your turn, I will give you **the spotlight**. When you have the spotlight, you can say what your character says and does. You can then take significant actions as your character, and influence the story.

You don't need to know any rules at this point. When the rules trigger for the first time, I will refer you to your booklet to learn about other aspects of the game. Let's start!

DEPTH 0: MEETING THE CREW

This Depth serves as an introduction to the case. It has only one location – the makeshift office of All-Seeing Eye Investigations.

📍 JUST ANOTHER DAY AT THE OFFICE

Read this introduction and/or improvise details of your own:

It's another overcast, somber afternoon in the City. Traffic is nervously crawling through the rain at rush hour, angry drivers honking at the lights while thunder rolls overhead. Somewhere in a residential neighborhood, the camera zooms in on a shabby apartment building, moving up creaky stairs and down a corridor ending in a milky glass door. The glass is inscribed with a pyramid and an eye, above the label ALL-SEEING EYE INVESTIGATIONS.

This is your office, a cramped, dilapidated space that doubles as a bedroom when one of you needs a place to crash. The tiny kitchen is dirty, the floor shudders when the subway passes on the nearby rail, and at night the room is colored red by the crackling neon sign on the side of the building. This office is where you hold meetings with your barely-existent clientele and where you keep most of your stuff, but while you'd like to call it "charming", in truth you can only call it "cheap".

Since you've met, you have been searching for answers. Answers to your own personal questions as well



as to the grand mystery: What the hell is going on in this City? You know there are others like you out there, people with legendary powers, and you know some of them are up to no good. You also know there's something covering up their tracks to make people forget. This is why you started this crew, to reach out to those few who have witnessed strange incidents, investigate them, and search for the truth.

Ask each of the players to briefly describe their character, her appearance, and what she might be doing on such a typical rainy afternoon in the City. Ask them whether their characters are at the office or arrive at the scene at some point.

Encourage the players to interact as their characters, describing what they say or do in the scene at the office. (This is just the introduction, so for now there is no need to make any Core Moves, unless someone does something that could go wrong. As long as their actions are reasonable, just assume they succeed and narrate accordingly).

When the timing seems right, or when players or their characters start wondering what to do next, read this:

The doorbell buzzes with two short, abrupt rings. You look at the milky glass door, but there is no silhouette behind it.

Ask them "What do you do?"

If a player character **opens the door**, read this:

You see a piece of paper slowly floating down to the doorstep, where cut-out letters are arranged to form a message:

"PLEASE HELP US. WE ARE IN DANGER. SHARKS IN MILLER'S SQUARE."

A cutout picture of a shark is glued under the lettering. Miller's Square

is your home, the neighborhood where you live and operate. Consequently, you know it's completely landlocked.

ASKING ABOUT MILLER'S SQUARE

If a player **asks you about Miller's Square**, you can give the following **clues** without asking for a move, based on the character he is playing. To gain access to the other clues, the player must **Investigate** as explained below. In the following locations, **each location's clues are shown in yellow boxes**.

Det. Enkidu works at the Miller's Square precinct, Precinct 23. She's aware that Miller's Square is a crime-ridden neighborhood with a tiny policing budget. Its denizens are often preyed upon by mobsters.

Tlaloc is clued in to what goes on in the criminal underworld of Miller's Square. Word has it that a new crime syndicate moved into the neighborhood recently.

Lily Chow is convinced the note was left by a kid. She doesn't know much about Miller's Square but she knows a child in distress when she sees one.

Job serves as a priest in Miller's Square and has ties in the community, especially through his friend, **Sam Saddle**, the owner of the One Stop Shop corner shop. For the past few days, neither Sam nor his wife, **Linda**, have been answering their phones.

Reading the note again, **Baku has a sense that the sharks mentioned are more than just an allegory.** They're real, maybe even monsters.

INVESTIGATING THE NOTE

If a player investigates the note or whoever left it, have them make the Core Move **Investigate**. Stop the story, and move over to the players' booklet, starting at **Exhibit #6: Taking Action** on page 13.

Once the player rolls the dice, interpret the results according to the move:

On a hit (10+ or 7-9), let them spend their Clues by asking questions. Base your answers on your understanding of the case and try to incorporate some of the following clues.

On a 7-9, you may also choose a complication. In this case, the easiest option is to give them only fuzzy clues by speaking generally or vaguely.

There are **fingerprints** on the note but they do not appear in any database. According to their size, they belong to a kid.

If someone acts quickly enough, they can spot a 10-year-old boy leaving through the building's backdoor. He can be followed to LaZeR HoT Pizza in Miller's Square. This is Willie Bryant; if the crew catches him, he will behave as explained under LaZeR HoT Pizza.

On a miss, choose a hard MC move. Some options may be to...

- **Complicate Things, Big-time** by having the character's personal life demand attention, adding an obligation she has to deal with.
- **Burn a Tag** related to the investigation, if you feel the character may have temporarily exhausted this ability or resource. A burnt tag cannot be used until it is recovered during downtime.
- **Give them a Status** if their investigation got them into trouble. At this point, keep it light and make it a tier-1 status, such as *preoccupied-1* or *suspect-1*. If you choose this option, stop the story and move over to the players' booklet, starting at **Exhibit #7: Statutes** on page 20.

Once you complete one player's move, continue as explained in How to MC a Scene (page 4): describe the outcome, make a soft move (if you wish), describe any changes to the scene, and start over, giving the spotlight to another player.

OTHER ACTIONS

The players may come up with their own actions, such as chasing the person who left the note, or making calls to contacts to ask about Miller's Square. Choose a move for each action and follow the instructions in **Exhibit #6: Taking Action** on page 13.

MOVING ON

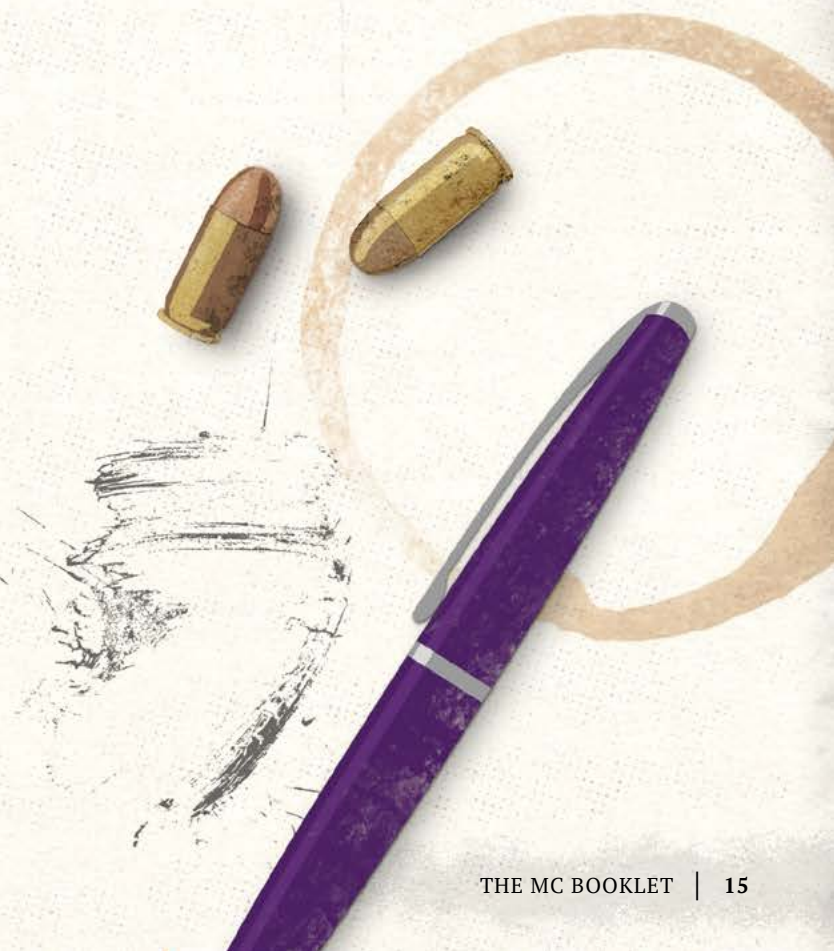
When the players are ready to move to the next scene, discuss where the crew goes next. The players can speak as their characters, enacting the discussion at the office.

Describe the characters picking up their belongings and heading out to hit the rainy streets.



Congratulations, you just MC'd your first *City of Mist* scene!

Move on to Depth 1. If the crew is heading over to Miller's Square without any specific destination in mind, you can start in the square proper. If they are going to a specific location, start there.



DEPTH 1: CIRCLING BACKFINS

In this Depth, the crew come to know of the super-powered thugs that have moved in to Miller's Square and the wrongs they have committed there.

NEW RULES

Taking Action: If the PCs still didn't make a **Core Move**, they will do so during this Depth. When someone makes a move for the first time, stop the story and move over to the players' booklet, starting at **Exhibit #6: Taking Action** on page 13.

Statuses: If the PCs still didn't take or give a status, they will do so during this Depth. When someone takes or gives a status for the first time, stop the story and move over to the players' booklet, starting at **Exhibit #7: Statuses** on page 20.

📍 THE SQUARE

There isn't a lot going on at the square. It serves as a transition to the businesses and to set the mood of this neighborhood in crisis.

Start the scene by describing what the crew sees when they arrive:

It's still early in the afternoon when you arrive. The rain falls softly on Miller's Square, clogged gutters spilling noisily into tight alleys. Countless puddles cover the broken pavement, forcing you to be mindful of your steps.

This rundown working-class neighborhood is a jigsaw puzzle of tenements and townhouses divided into apartments. At the intersection of its two main streets there lies the eponymous square, drab and

lackluster, surrounded by a handful of stores.

The first thing to catch your eyes is the corner shop convenience store, One Stop Shop, which seems to be closed off by police tape, a recent crime scene. Nearby, the only places that show any sign of life are LaZeR HoT Pizza, Century Laundromat, and the Miller's Square Liquor Store. Two more businesses — Los Ramos, a florist shop, and Sandra's Hair Salon, are closed, although it seems a bit early for that.

Ask the players "What do you do?"

The people of Miller's Square vary in what they know about what's going on, in their opinions of the state of things, and in their willingness to cooperate with the crew. Some won't say much for fear of the Falzoni thugs, while others will seize the opportunity to vent about the troubles here.

If the crew is looking for answers from the local population, have them pointed to the local businesses and the NPCs described there, or improvise new NPCs based on the existing information.

TOUGH CROWD

During the investigation the crew may seek information from the residents of Miller's Square and its police force. If you want to make life harder for the crew, give the residents the status *reluctant-to-talk-1*; this reflects the general fear on the street instilled by the Falzoni goons (but don't tell that to the players until they discover this for themselves). Give dirty cops *my-lips-are-sealed-3*; they are covering their own behinds, after all. The only locals who are not intimidated are Willie Bryant in LaZeR HoT Pizza and George Kim at the Liquor Store.

When a character talks to an NPC who has a status, reveal this status when the player declares their move. The player may then decide to avoid going forward if the odds are against him. Once the dice are rolled, though, they're committed.

MC SKILL: USING THE BASIC HARD MOVES

Your hard moves give the story an edge and a sense of danger. When you get a chance to make a hard move, you can use it to make things difficult for the crew (it's up to you by how much). Here are some ideas for hard moves to use in the locations of this Depth.

Remember, you can make a hard move also by warning the PCs with a **Complicate Things** soft move, and then upgrading one of your next soft moves to a hard move if they don't respond (**Hit Them After a Fair Warning**).

Give a Status

- The police is now watching you (**warning-1** or **suspect-2**)
- You hurt yourself while taking the action (**grazed-1** or **bruised-2**)
- The person / people here avoid you (**avoided-1** or **shunned-2**)

Burn a Tag

- **Enkidu:** You're getting tired and sloppy. Your **search for evidence** is no longer efficient.
- **Tlaloc:** People here got the gist of who you are. Being a **relentless schmoozer** won't work for a while.
- **Lily Chow:** You're done running from scumbags like these. You no longer want to **evade pursuers**.
- **Job:** This neighborhood has grown jaded. You need to figure things out before you can **smell guilt a mile away** again.
- **Baku:** You've hit your head hard, impairing your **instinctive dodge**.

Complicate Things, Big-time

- Introduce the **Enforcers Shakedown** triggered scene
- The police catch the crew red-handed, put them on the spot, or try to frame them

Deny Them Something They Want

- A witness clams up until the end of the scene or flees the scene
- An important piece of evidence is stolen or destroyed

TAKE IT FROM HERE

Use your common sense and cinematic flair to decide when to introduce complications and challenges using your soft moves, driving the players to make their moves. With each player's move, follow up on the outcome, deal out hard moves when possible, and let the story unfold.

Whenever a scene concludes, ask the players where they go next and start the next scene there. Have fun!

MC SKILL: PACING

To keep your group engaged, make sure you strike a balance between investigative scenes and action scenes. In the beginning of the case, the crew will naturally focus on investigation, but you can break up the slow hunt for clues with some action: use the **Enforcers Shakedown** triggered scene or the suggested fight in the **Liquor Store**.

📍 LOS RAMOS

Los Ramos is a beautiful and vibrant florist shop, perhaps the only bright spot in the dreary gray life of Miller's Square. But now it stands in ruins with its storefront broken and boarded up, and wilted flowers floating in rain-filled buckets at the front.

Los Ramos is the site of a clash between Honey Lip's enforcers and **Julio Ramos**, the dashing and hot-blooded owner. Since flowers are a luxury for many, the store was struggling even before the Falzoni moved in. Nonetheless, Julio stuck to his principles when Honey Lip showed up and, being the hothead he is, got into a fight with the enforcers. He is currently hospitalized in the City General Hospital with multiple fractures and a concussion, emotionally crushed and despondent. His 16 year-old niece, **Clara Ramos**, is barricaded in their apartment above the store, terrified to even step outside after what the enforcers did to her uncle.

Questioning Ramos or Clara won't be easy. Ramos is *concussed-2* and too much excitement could destabilize his condition, while Clara is *barricaded-2* behind her door and *terrified-2*. They both *don't trust the cops*.

The locals love Julio, the tall, romantic owner who always shines with love and smiles at anyone who stops to enjoy the flowers. They will also say **he's a hothead**, too furious to think of what's best for him and his family, which landed him in the hospital. No one saw who beat him up.

Only Julio or Clara know his attackers were Falzoni thugs, the kind who hang at Rusty's Bar.

Julio can describe the smooth-talking leader of the thugs, the loan shark who offered him money, but he doesn't know his name (Honey Lip). He remembers him as being almost hypnotic, but, seeing the Devil in him, Julio gathered all his strength to push back, which is when the fight started.

Julio is convinced the thugs have the Devil in them. Despite his rage and his ability to hold his own in a fist fight, his blows didn't seem to scratch them.

Clara reported the incident to the police, but has not heard from them since.

Searching by the storefront would turn up something from Rusty's Bar: a matchbook, a beer bottle from a brand sold there, or a napkin with the logo, a phone number, and a lipstick kiss.

📍 LAZER HOT PIZZA

The only hopping place in the neighborhood, LaZeR HoT Pizza constantly attracts many of the locals with steaming scents of mozzarella and fresh tomato sauce. Running around from kitchen to counter and back is a young curly-haired man in a bright red apron. A young kid in a similar apron is proudly operating the register and shouting orders over the speaker.

LaZeR HoT Pizza is a relatively new enterprise run by the young and industrious **Michael Bryant**. Michael's ambition and lack of experience played right into Honey Lip's trap and he borrowed a hefty sum. Just recently he missed a payment, begging the enforcers for more time, which they granted (with increased interest, of course). It's just a matter of time before he becomes their next target.

- On their last meeting, Michael has been *influenced-3* into keeping his lips sealed by Honey Lip's godlike charisma. The effect has still not worn off.
- If the crew tries to talk to him, reveal the status but do not reveal its source or nature without further investigation (the same status may be achieved with a mundane persuasion trick).
- If anyone scores a miss (or as a complication on a 7-9), Michael may flee or even call Honey Lip at the number he has (Rusty's Bar) and let him know about the snoops in hope of gaining his favor and some extra time.



- Freeing Michael from Honey Lip's influence requires a **Change the Game** move with a relevant tag (presumably Lily Chow's *knowledge of the arcane arts* or Baku's *adapt to my prey's abilities*). If no PC can do so, they may be able to **Convince** George Kim from the Liquor Store to try, once they discover he's a Rift.

Michael is convinced he doesn't need help. He already has a friend (Honey Lip) who he sees as a role model, a stand up guy who does nothing but help the community where city hall and the banks fail them. He describes him as "a godsend", and won't give him up to the crew.

Michael is brainwashed. This becomes more evident as the crew learns about his involvement with Honey Lip and his enforcers, and after they find out his "friend" is a manipulative crook.

Lily Chow's or Baku (or George Kim) can detect a mystical influence working on Michael. It seems the pizza man came in contact with the enthralling power of a deity.

If the PCs release Michael from the hypnosis, he can tell the crew about Honey Lip. He can name the *consigliere* by his alias and describe him. Michael has a phone number where Honey Lip can be reached, but he doesn't know where he stays.

If the crew discovers Michael has a number for Honey Lip, they can trace it to Rusty's Bar or even talk to Rusty (see the entry for Rusty's Bar).

Michael's ten-year-old kid brother, **Willie**, is the one who left the note for the crew. He's worried about his older brother, especially since he heard about what happened to Sam Saddle of One Stop Shop. Michael has sworn Willie not to talk to anyone about Honey Lip, so Willie is *keeping-his-mouth-shut-1*, despite wanting desperately to talk to the crew.

Willie swore to Michael not to say anything and may also be afraid of the crew, which is why he has not approached them face-to-face.

Willie overheard his brother and Sam Saddle talk about "loan sharks" (he thinks they said "lone sharks"), which eventually made him leave the note at the All Seeing Eye Investigations doorstep.

To help his brother, **Willie has pawned his rare comic books at Second Chance Pawnbrokers.** When Michael refused his help and tried to buy them back, the price was doubled, which forced Michael to borrow more money.

📍 ONE STOP SHOP

There's a subdued sadness in the air around the One Stop Shop corner shop, which is sealed off with police tape as an active crime scene. Something horrible happened here, but all that is left is a thundering silence, drowning in the rain.

The One Stop Shop Cornershop has the most tragic of stories. A few days ago, the well-loved plump owner, **Sam Saddle**, was found dead



hanging from a cord in the back room of the store. Apparently, Sam borrowed a ridiculous amount of money from Honey Lip. When the mobster's influence wore off, Sam realized the disastrous consequences of his actions. Seeing no hope, he seemingly took his own life, leaving a wife and two teenage kids deep in debt (see The Back Room below for what really happened).

The cornershop is now closed off with police tape, although the cops at [Precinct 23](#) are just waiting for the drama to die down so they can stop pretending to investigate. At the Saddle home, an apartment two blocks away, **Linda Saddle** knows the full story on how Honey Lip lured her husband into taking a cash loan and later sent his goons to dog Mr. Saddle's every step.

Entering the crime scene may be easy if Det. Enkidu is present, but without her, the others would be breaking the law. You can let it slide or emphasize it by asking them to **Take the Risk** if they enter. On a miss, you can have the cops arrive or tack a *watched-by-the-police-1* status on the crew.

Investigating inside the store, talking to locals, talking to Linda Saddle (at her home) or talking to the police could yield the following clues:

The store was closed recently after the owner, Sam Saddle, committed suicide in the back room. The products on the shelves are still fresh.

Sam Saddle was a kind and well-loved member of the community, but a lousy businessman. He would regularly give folks a discount. He was always happy and smiling, so it came as a shock to hear of the manner of his death.

Locals can divulge that Sam Saddle recently had recurring visits from unsavory thugs.

Checking the store ledger or computer, or talking to Linda Saddle, will reveal Mr. Saddle was facing bankruptcy, had a sudden unexplained windfall, but then rapidly lost what he just gained. Further investigation will show he received money in cash.

THE BACK ROOM

This dank storage room is where the dear old Mr. Saddle took his own life. What drove him to such an act of despair? The cord he used was cut by the police when they took his body down, but half of it is still solemnly hanging from the support beam. An overturned chair tells the rest of the tale.

Surprise, surprise – Sam Saddle didn't take his life, he was murdered by **Delia**, the leader of the Falzoni enforcers and the Rift of a shark god. Delia has the ability to drown her victims even in an empty room but it will take the crew some investigating before they can uncover this truth. For now, let them discover a handful of creepy clues.

The knot on the cord seems haphazard. It's unclear if it could have supported Sam Saddle's weight long enough to kill him.

There's a damp puddle under where the body was hanging. It's sea water.

To learn more about the cord or the water, one would need to see the body, presumably at the morgue in [Precinct 23](#).

Otherworldly senses could pick up a trace of a malign force that was present in the room. Sam Saddle's spirit is strangely absent from this place (see The Aftermath on page 42).

📍 CENTURY LAUNDROMAT

Century Laundromat is no more than a glorified hole in the wall, awash with flickering fluorescent lights, the sound of old washing machines, and the smell of detergent. A gray-haired lady in an austere dress keeps a watchful eye on the place and dispenses change. There's something calming about watching clothes tumble, but you can't help but wonder if, like the people

of Miller's Square, they too wish to escape their circular fate.

Century Laundromat appears to be the least-affected business in the Square. Owned by not-very-nice but decent-enough **Catherine Boyle**, a distinguished elderly lady, this is where most everyone in the neighborhood washes their laundry. Catherine tried to refuse Honey Lip, but he manipulated her into accepting his protection offer. She's been struggling to keep up with payments, or at least that's what she tells the enforcers.

Catherine has been doing her own investigation of Honey Lip. She knows he and his crew hang together at Rusty's Bar. She tried to scope out the place, but she was sniffed out by the leader of his thugs, whom she describes as "a brutish woman" (Delia).

Catherine is on the verge of a mental breakdown. She simply can't explain to herself how, despite being strong-willed and disciplined, she was swayed by someone like Honey Lip. She couldn't help but find him irresistible, and this makes her question her own sanity.

Folks here like to gossip. Clues from other Depth 1 locations that are public knowledge can be revealed here through gossip. A chatty or stealthy PC can hear whispers about Sam Saddle killing himself in One Stop Shop, about Carlos Ramos fighting with the thugs and being hospitalized (Los Ramos), and about Sandra skipping town due to relationship problems (Sandra's Hair Salon).

📍 **SANDRA'S HAIR SALON**

At the corner of the square, under a large sign spelling SANDRA'S, stands a confused woman, gazing at the "CLOSED" sign hanging on the other side of the glass door of a hair salon. The lights are out. "But I made an appointment..." she mumbles to herself, walking away.

Sandra's Hair Salon has been closed for over a week, ever since Sandra Khoury, the owner, fled Miller's Square to avoid Honey Lip and his men. Sandra, a chain-smoking beauty who loved to dazzle the locals and give them something to talk about, became romantically involved with Honey Lip's. The hypnotic loan shark had her pawn her jewelry at Second Chance Pawnbrokers to pay for his drinks at Rusty's Bar. When she realized what uncanny influence he had over her, she decided to cut her losses and skip town, abandoning her business.

Rumors about Sandra and her escape can be picked up from locals around Miller's Square, or from worried clients hanging outside the salon. Some say she was in debt, others talk about her connections to the mob, and others yet say an old flame came back and whisked her away to a life of riches and fame.

Breaking into the salon, the crew may find a receipt from Second Chance Pawnbrokers for a nice sum of money (paid for the jewelry) but the cash register and the small safe in the back are empty.

📍 **MILLER'S SQUARE LIQUOR STORE**

If anything can drown the sorrows of Miller's Square, it must be here. The bell at the door of the Liquor Store keeps ringing as clients come and go. Amidst beer fridges and cases of wine there's a narrow counter, where a tall quiet man in glasses and a leather jacket is reading a book. When you enter he gives you a long, hard look.

The only business in the square to have endured the Falzoni mob, **Miller's Square Liquor Store** is a dense warren of beer six-packs, wine bottles, exotic liqueurs, and hard spirits. One of those hard spirits is the owner himself, **George Kim** (Sansin), outwardly a mild-mannered tattooed eccentric in his thirties brandishing a stylish emo haircut, inwardly a Korean mountain spirit friendly with tigers. When the enforcers first

showed up at his place, he gave them the shock of their lives and kicked their butts so hard they never came back. Even Honey Lip's charismatic charm failed to convince him, and the *consigliere* left the place enraged. But Mr. Kim knows there's another enforcer in the neighborhood (Delia) which may prove to be stronger than him, and that sooner or later she'll come around to pay his store a visit. He's been *on-edge-2* since.

The Liquor Store offers an opportunity to have a fight scene, if you did not have one yet. George knows about the supernatural nature of the Falzoni mob, but since his awakening he has not met any Rifts other than the mobsters, so there's a good chance he'll mistake the crew for Honey Lip's hired muscle and start throwing punches around. If a player rolls a miss or 7-9 while **Investigating** here, this could be a great complication to introduce. If this evolves into the crew's first fight, refer the players to **Exhibit #8: Playing Through a Conflict** on page 21 of the players' booklet (see also **MC Skill: Running a Fight Scene** on page 25 of this booklet).

Once the air is cleared (give or take a few bruises, if a fight ensued), the crew can garner the following Clues from George. The same clues can be learned from locals, but as Sleepers, bystanders have missed all the juicy details.

George had a fight with the uncanny Falzoni enforcers. He can confirm their godlike strength, describing how they broke through walls, bent the barricade on his store front, and endured slashing attacks that would tear a man's chest open.

Honey Lip then paid George a visit, but George resisted his hypnotism and the *consigliere* left the place in rage. George knows Honey Lip by his alias and can describe him, but he has no idea where to find him.

George recently became aware of a "little god" living inside him, but he didn't know there were others like him before he met the enforcers, Honey Lip, and the crew.

Neighbors told George that **the last person to visit Sam Saddle in his store (One Stop Shop)** was a dangerous-looking female enforcer. George has never met her.

George blames himself for not being there to save his friend, Sam Saddle.

According to George, the cops in Precinct 23 have done nothing to investigate Sam's death.



ENRAGED GEORGE KIM ★★

George Kim is a tall and awkward shopkeeper – until he channels Sansin. When this happens, the very air in the room seems to be drawn towards him, a brisk wind straight from the cool mountain tops. Usually, a sense of harmony and stability takes over the place, but when Sansin is angry the earth itself seems to shake under your feet.

HURT OR SUBDUE 4 / CALM DOWN 3

- **Hard Spirits:** When George Kim takes a status of physical harm, subdual, or suggestion, reduce its tier by 2.
 - **Immovable Mountain Technique:** When you try to forcibly move George Kim, you instead take one of his martial arts statuses (see below).
 - **Meet My Friend:** As a hard move or when he exceeds tier 1 on his *hurt-or-subdue* spectrum, George Kim can summon his tiger spirit to his help (Introduce a new Danger: White Paw).
 - **Bodyguard:** When George Kim takes a status from which his tiger can protect him, the tiger takes the status instead.
-
- Use quick and accurate Taekkyeon (martial art) moves to neutralize a threat (*prone-2*, *dislocated-limb-3*, or *can't-breathe-3*)
 - Threaten to hurt someone if they don't leave his store at once

WHITE PAW ★★

George's tiger spirit, "White Paw", usually enters the scene by stepping out from around a corner or through a door, accompanied by the same brisk mountain wind that follows George. He manifests as a regal and ferocious Siberian tiger, 15 feet long and weighing hundreds of pounds.

As a spirit, White Paw possesses many powers unknown even to George, but he did reveal his ability to walk through walls and physical barriers. If White Paw is hurt to the point of defeat, he vanishes like a cool mountain breeze.

HURT OR SUBDUE 4

- **Formidable:** When White Paw enters the scene, everyone present but George Kim takes *apprehensive-2*.
 - **Hard Spirits:** When White Paw takes a status of physical harm, subdual, or suggestion, reduce its tier by 2.
-
- Throw someone around like a rag doll (*disoriented-3*)
 - Pounce at someone seriously threatening George Kim, clawing and biting (*mauled-3*)
-
- Menacingly approach, growling and ready to pounce

TRIGGERED SCENES

Some scenes start not because the crew chose to visit a location, but because you make trouble come to *them*. These triggered scenes take place wherever the crew is.

Start a triggered scene when you think it would be **most interesting**. To do so, simply wait until you have the spotlight and then narrate the complication as a soft move.





ENFORCERS SHAKEDOWN

Suddenly, you hear loud voices coming from a nearby alley. You spot a handful of burly thugs in buttoned shirts and dress slacks corner someone. "Honey Lip says it's time for you to pay up. You got the money?" As their victim cowers with fear, one of the thugs breaks out a brass knuckle buster.

Sooner or later, the crew will run into the Falzoni enforcers in action. It might happen in one of the following ways:

- The crew can walk right into the enforcers' shakedown as the thugs try to squeeze more money out of the NPCs at LaZeR HoT Pizza or Century Laundromat, at Julio Ramos' hospital bed, or at the home of Linda Saddle (Sam Saddle's wife).
- The enforcers hear about the crew snooping around and come find them at a local business, their office, or even their homes, with the intention of shutting them up for good, either by threats or by action.
- The crew unexpectedly crosses paths with the enforcers on the streets of Miller's Square, and the enforcers decide to teach them a lesson for snooping around.

Choose the number of enforcers at the scene; it can range from two to the number of PCs currently present. Treat each enforcer as a separate Danger. If this is the crew's first fight, stop the story and move over to the players' booklet, starting at **Exhibit #8: Playing Through a Conflict** on page 21 (see also **MC Skill: Running a Fight Scene** on the next page).

The enforcers behave like gods who own the streets, as they've faced no resistance so far (except for George Kim, for whom they have a solution in Delia). An interaction with them can escalate into a fight very quickly. However, there are other ways to get around the enforcers,

such as tricking them, threatening them, or even striking a bargain with them.

In a conversation, the enforcers are mean-spirited, proud, and superior. See also their custom move **Tight Lips**, which can make it hard to **Investigate** them.

Asked about what they are doing in Miller's Square, the enforcers will feign innocence with mocking legal terms and claim they are merely "running errands" or "having a discussion with their employers' debtors"; they are "not at liberty to say" who this employer is.

The enforcers won't say a word about Honey Lip or the ranks above him. They know how their employer deals with betrayal so it would be hard to get them to talk.

If frisked, one of them has something from **Rusty's Bar**: a matchbook, a beer bottle from a brand sold there, or a napkin with the logo, a phone number, and a lipstick kiss.

If threatened with arrest, the enforcers will chuckle and suggest the crew call **Officer Kaminsky**, a beat cop from **Precinct 23**, who seems to be their ally.

In a fight, the enforcers are soon revealed to be stronger and tougher than humanly possible. They seem to brush off most physical harm; even lethal gunfire leaves mere bruises on them.

Mythically-sensitive characters can discern that the enforcers' bodies are invigorated and vitalized by some divine force with faint hints of immortality.

If defeated, the enforcers will spit and curse, threatening the crew that "the sharks now caught their scent."

UNDERWORLD ENFORCER ★

HURT OR SUBDUE 3 / THREATEN 4

- **Olympian:** When an Underworld Enforcer takes a status of physical harm, subdual, or suggestion, reduce its tier by 1 if its nature is legendary or by 2 if it is mundane.
- **Tight Lips:** When you **Investigate** an Underworld Enforcer by asking about her employers, she first gets *my-lips-are-sealed-5*.
- Bully (*threatened-2*), grapple and lock (*restrained-3*), beat up (*broken-arm-3*), or shower someone with bullets (*gunshot-wound-3*)
- Eliminate a vulnerable target (*shot-in-the-gut-4*)
- Threaten a debtor to pay up, or else
- Close in on someone, cracking knuckles

MC SKILL: RUNNING A FIGHT SCENE

Intrude to reveal custom moves when they trigger:

- Whenever a Danger's custom move is triggered, narrate the outcome to the players and follow its rules.

Use soft moves to announce a threat:

- Before and after each player action, you may announce an incoming threat from the Danger with **Complicate Things**. Do this to spur the players into taking action.
- You can use the soft move suggestions in the Danger profile or describe your own based on the circumstance.
- If the players ignore the threat or fail to respond to it, make good on it with **Hit Them After a Fair Warning**, upgrading one of your next soft moves into a hard move.

Use hard moves to harm the PCs:

- Dangers can only harm the PCs by making a hard move (usually **Give a Status**).
- Most commonly, this happens when a player rolls a miss or when a player chooses not to protect themselves during their own action, when **Going Toe to Toe** or **Hitting With All They've Got**, etc.
- You can use the hard move suggestions in the Danger profile or describe your own based on the circumstance.

DIG DEEPER: THE MYTHOI IN THIS CASE

Hades (as Anatoli Vidales): Hades is the Greek god of the underworld, which is named Hades as well. He presides over the souls of the dead. Though technically not an Olympian (since his home is in the underworld), Hades is nonetheless a sibling of many of the Greek gods who reside on mount Olympus.

Ambrosia: Ambrosia is the food consumed by the Greek gods of Olympus. It grants immortality to those who eat it.

Dakuwaqa (as Delia): Dakuwaqa is a Fijian shark-god who is also the protector of fishermen. An aggressive and ferocious fighter, he originally set out to attack and conquer a Fijian island before an octopus goddess bested him and forced him to become the protector of the seas.

Sansin (as George Kim): Sansin is a revered Korean mountain spirit, which usually appears as an aged man accompanied by tigers. This mountain spirit protects local villages from evil spirits and ensures good harvest, but when angered it can send its tiger to wreak havoc.

The Fox and the Cat from Pinocchio (as Dwight and Lyle Wilson): In *The Adventures of Pinocchio*, the wooden boy is deceived by a pair of con “men”, a fox and a cat, who try to rob him and even kill him while pretending to be his friends.

Cerberus (as K9): Cerberus is the monstrous three-headed dog that watches over the gates of Hades, making sure no living mortal enters Hades and no soul of the dead leaves it.

Cerberus and Delia: In Greek mythology, Delia is also the name of a mortal who is associated both with sharks and with Cerberus. Cerberus fought and killed a shark that had caught Delia and the two then became close. Later, while Cerberus was away, Hades had a different monster kill Delia. Cerberus agreed to serve Hades as his guard for a thousand years in return to freeing Delia’s spirit from the underworld. In your *City of Mist* case, you can choose whether this means K9 and Delia have a relationship that is more than professional.

MC SKILL: USING A HARD MOVE TO BUILD UP DRAMA

You can use the hard move **Make Something Horrible Happen** to emphasize Miller’s Square’s miserable fate and the grave danger hovering over its residents physical and moral well-being. When you use this hard move, the tragic event you describe happens in the absence of the crew or when it’s too late for the crew to help. You can then play a scene where the crew arrives in time to pick up the pieces and let the drama ensue.

Make Something Horrible Happen

- Century Laundromat: Catherine Boyle suffers a stroke and is in critical condition.
- LaZeR HoT Pizza: The pizzeria goes up in flames, torched by the enforcers.
- Los Ramos: Enforcers kill Julio Ramos at his hospital bed.
- Miller’s Square Liquor Store: Delia overcomes George Kim (takes him to the Old Aquarium). The crew finds the scene of their fight scattered with torn, wet tiger fur.
- One Stop Shop: Linda Saddle and her kids are out on the streets after the bank took their home to cover Sam Saddle’s debt.
- Rusty’s Bar: The bar goes up in flames, torched by Michael Bryant (whether or not his pizzeria burned too), who is then arrested.
- Sandra’s Hair Salon: Sandra Khouri is seen back with Honey Lip, retaken by his Olympian charisma.

DEPTH 2: DIVING DEEPER

In this Depth, the crew follows up on some of the key leads to uncover more of the work of the Falzoni divine mob.

By the time they reach this Depth, the crew has at least a clue about the illegal racketeering operation in Miller's Square and its supernatural twist. If they don't, they may have to return to locations in Depth 1 to complete the picture.

NEW RULES

Downtime: This may be a good point for the crew to break away from the case and focus on recovery and on their personal lives. Stop the story and move over to the players' booklet, starting at **Exhibit #9: Downtime** on page 22.

Weakness Tags: It's time to increase the difficulty level. The next time a player makes a move, head over to the players' booklet, starting at **Exhibit #4: Character Development** on page 10. From here on, when the PCs make a move and you think they are having it too easy – or simply when it feels appropriate – invoke their weakness tags. When they gain enough **Attention** from invoking weakness tags, they can choose improvements.

CUTSCENE: HONEY LIP

To build up the suspense as you begin playing in this Depth, you can take the spotlight and describe a scene that occurs away from the crew and without their knowledge (the players know, but only as the audience). Player characters cannot normally act during a cutscene.

Somewhere in a dank brick basement, lit only by a single dangling light bulb, a door opens and shuts and hurried footsteps are heard. The

camera pans sideways to reveal a cocktail table with a crystal bottle of whiskey, a low-ball glass packed with ice, and a long-fingered masculine hand holding a smoking cigarette between two gold rings, hovering over an ashtray. An old pistol rests on the table nearby.

"They're snooping around, boss." The messenger says.

The hand goes up and out of the frame as the man is heard taking a long drag, and then blows out a swirling jet of cigarette smoke.

The hidden man says with a silky, reverberating voice, "Tell Delia to deal with it. She's been looking for something to sink her teeth into."

The screen then fades to black.

COUNTDOWN STATUS: DELIA

Following the cutscene, take a tracking card and mark it with "Delia". Tell the players:

This is a countdown status. When it maxes out, Delia will find you and it will mean trouble. Whenever you slip up I will add to it, but you won't know at which tier it maxes out until it's too late.

You can add tiers to the status as a hard move whenever the crew is doing things (even unintentionally) that help Delia find them, such as wasting time (1 tier), pissing off corrupt cops (2 tiers) or getting into a loud fight (3 tiers). Remember to give the crew a fair warning before doing so.

Delia's countdown spectrum maximum is 4 (shhh, don't tell the players). When this status reaches tier 4, Delia will find the crew and you can play the triggered scene Shark Attack.

📍 SECOND CHANCE PAWNBROKERS

Second Chance Pawnbrokers is just a short dip in the rain away from the square. Inside, you find yourself beset from every direction by dust-gathering memorabilia, antiques, and other personal prized possessions. A long glass counter lines the back, twinkling with precious memories sold by people with no other choice.

Second Chance Pawnbrokers is run by brothers **Dwight and Lyle Wilson** (the Fox and the Cat from Pinocchio), a pair of no-good con men who are collaborating with Honey Lip: by setting a high price on repurchases of pawned possessions, they drive clients to seek loans from Honey Lip. Honey Lip then pays the Wilsons a cut. (Ultimately, Honey Lip and the Falzonis are interested in indebted souls, not their money).

Dwight and Lyle are greedy hustlers who also dabble in various forms of swindling people out of their money; the pawnshop is just one of their fronts. Although their Mythos powers are only awakening, they already have a penchant for luring people into making bad decisions.

While the crew is here for answers, the Wilson brothers will try to swindle them out of their prized possessions, such as Det. Enkidu's *police badge* or *standard issue pistol*, Job's *silver cross*, or Baku's *nunchaku*. Note their custom moves that help them do so. **Smells Fishy** particularly refers to a type of incense they concoct and burn at the pawnshop, which has the effect of loosening up hard negotiators and sentimental victims who clench to their possessions.

If the crew get Dwight and Lyle to talk, here's what they know:

The Wilson brothers have a deal with Honey Lip to send desperate and broke people his way. All of those they send end up getting loans. Honey Lip and his crew can be found at Rusty's Bar.

The brothers wish they had Honey Lip's incredible powers of persuasion; they both envy and idolize the mobster.

The cops of Precinct 23 never bother them here. Honey Lip seems to have struck some deal with them.



Items pawned: Out of the Miller's Square business owners, Sandra from Sandra's Hair Salon pawned her jewels, Michael Bryant's kid brother (Willie) from LaZeR HoT Pizza pawned his rare comic books (but Michael bought them back), and Sam Saddle from One Stop Shop pawned his wedding ring.

LYLE AND DWIGHT ★★

HURT OR SUBDUE 2 / THREATEN 3

- **Smells Fishy:** When in Second Chance Pawnbrokers, Lyle and Dwight start with *suggestive atmosphere*. If this tag is burned, the MC may renew it as a hard move.
- **You Could Use The Cash:** As a soft move, Lyle or Dwight convince a victim to give or sell them an item for practically nothing. The MC may burn one item tag for every two tiers in your *trusting* or *distracted* status and then remove the status.
- **Cheap Trick:** As a hard move, one brother distracts you while the other escapes (**Deny Them Something They Want**) or sets you up for an attack (*distracted-2*).
- **Groveling:** When you attack or threaten Lyle and Dwight, they first beg for their lives, regaling you with stories of medical conditions. You become *remorseful-2*.
- Talk someone into making bad choices (*too-trusting-2* or burn one moral tag)
- Clobber someone on the back of their head when they're not looking (*seeing-stars-3*)
- Rub their hands in anticipation for a deal



PRECINCT 23

The Miller's Square police station, also known as Precinct 23, is a three-story red brick building set in the very heart of the neighborhood. Squad cars pulling in and beat officers going in and out of the double glass door at the front make this place look like a beehive of stand up police work. You wonder how much of it is just for show.

The **Precinct 23** police station is a ticking time bomb. With a third of the officers on the Falzoni payroll, **Captain Sheehan** is struggling to keep law enforcement in Miller's Square together. An internal clash seems inevitable following the suspicious death of Sam Saddle, one of the community's most beloved business owners.

A scene at the precinct can unravel in many different ways, depending on the crew's intentions when they arrive here. The dirty cops can be exposed, the crew can be arrested, Internal Affairs may be alerted, and so on.

Here are the major players at the station:

Officer Brian Kaminsky, a podgy and amicable beat cop, and **Officer Julal Patel**, his tough and silent partner, are on the top of Honey Lip's payroll. They know the Falzoni run Miller's Square now, although the Mist doesn't allow them to comprehend or even remember the mob's Olympian powers. These dirty cops and their co-conspirators will try to cover up their sins by any means necessary, including lying, deflecting, false arrest, framing others, and even murder. In addition to the details in the **Beat Cop** Danger profile below, the dirty cops have a *my-lips-are-sealed-3*.

Captain Sheehan is a stern but clearly exhausted woman in her fifties. She knows there are a few bad apples in her squad but she's turning a blind eye to how bad things really are. The captain will back her officers and try to get rid of any unwanted accusers (if **Convinced**, she'll opt to take a status over acting against her

subordinates). If the crew manages to open her eyes (see Exposing the Corruption below), she will need some time to process and eventually invite Internal Affairs to take the entire precinct apart and weed out the dirty cops. Use the **Detective** Danger profile below for the captain.

EXPOSING THE CORRUPTION

The drama of exposing the corruption in Precinct 23 can be played purely through role playing or it can be resolved by incorporating the rules:

- Give the dirty cops as a whole a status of *exposed* with a maximum of 5.
- When the PCs gain an important piece of evidence, give them a temporary story tag such as *incriminating evidence* or *a witness willing to talk*.
- When the PCs try to blow the lid on the corrupt cops, have them **Go Toe to Toe** if the cops are aware of it and are fighting back (e.g. with false allegations, distractions, lawyers, etc.) or **Hit With All They've Got** if the dirty cops don't see it coming. The crew may use their evidence tags to boost this action's Power.
- Each such action ends with the PCs inflicting a status on the *exposed* spectrum such as *raised-suspicions-1*, *watched-by-IA-2*, or *forced-leave-of-absence-4*. The tier of the status determines how much of the cops' corruption was exposed by that action.
- To completely expose the corruption, the crew needs to max out the cops' *exposed:5* spectrum. Until then, there are doubts and the matter is "still under investigation". If the crew fails to do this on their first attempt, they may collect new evidence and try again.

BEAT COP ★

CORRUPT 2 / HURT OR SUBDUE 3 / OVERRIDE AUTHORITY 1

- Physically subdue a target (*subdued-2*)
 - Open fire using semi-automatic pistols or revolvers (*flesh-wound-2*)
-
- Call for backup
 - Close in on a target
 - Order someone to leave the premises or "freeze!"

DETECTIVE ★★

CORRUPT 5 / HURT OR SUBDUE 3 / OVERRIDE AUTHORITY 3

- **Powers of Deduction:** When the Detective 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 Detective knows your answer, even if your character didn't speak it.
 - **On the Ball:** When the Detective enters the scene, give her *alert-1*.
-
- Put someone on the spot (**Force Them To Choose:** tell the truth or take *pressured-2*)
 - Shoot a suspect or a threat with a firearm (*gunshot-wound-3*)
 - Cuff a suspect or tighten the handcuffs (*handcuffed-2*)
-
- Observe a scene quietly
 - Find a piece of evidence
 - When alone, call for backup

THE MORGUE

The morgue holds the body of Sam Saddle, which is key to discovering what happened to him. Getting to inspect the body isn't easy: the crew must illegally break into the precinct or convince the captain to allow it. Furthermore, the coroner is a dirty cop paid to keep her mouth shut so she hides behind the confidentiality of the case, sharing information with no one (*my-lips-are-sealed-3*).

If the crew asks the right questions, they may uncover the unsettling truth: Sam Saddle didn't kill himself, he was murdered.

The coroner's report shows Sam Saddle died of asphyxiation caused by hanging. However, this is a revised report, not the original.

Retrieved from the computer or the dustbin, the original autopsy report also states asphyxiation as the cause of death, but this was caused by drowning. Sam Saddle's lungs were full of water.

The water found in Sam Saddle's lungs and that soaked his clothing is sea water. The closest sea water can be found at the Old Aquarium. The docks are on the other side of town.

There are no signs of struggle, leading the coroner to believe Sam Saddle either drowned at sea and was brought back to Miller's square or drowned in sea water while unconscious.

The electric cord was tied on Sam Saddle posthumously. There are no ligature marks on his neck showing strangulation.

If the coroner cracks, she reveals the murder was covered up by officers Kaminsky and Patel, but judging by the evidence she doubts they were the ones who committed the murder.

📍 RUSTY'S BAR

Covered wall-to-wall with wooden panels and cheap wallpaper, and reeking of spilled beer, this mostly-empty old dive has the air of a Wild West saloon in a ghost town. You notice a few up-to-no-good hoodlums leering at you from their table at the back as you walk inside. A freckled ginger man in a black shirt is swabbing the bar intensively.

Rusty's Bar is just a front for Honey Lip's base of operation, a speakeasy at the back. The redhead

owner-slash-barman, who unsurprisingly goes by the name of Rusty, keeps watch here with a handful of Falzoni thugs. They have explicit orders from Honey Lip: get rid of any unwelcome attention, first by playing dumb (Rusty) and then by playing tough (the enforcers, use the Danger profile on page 25). Rusty also has a **panic button** behind the bar to alert Honey Lip of intruders.

Searching the walls in the back room of the bar is the only way to find the entrance to Honey Lip's Speakeasy without first knowing of its existence. There's a gap in the wallpaper marking the frame of the door.

While keeping their mouths shut, Rusty or the thugs may still betray the speakeasy by involuntarily looking at the back of the bar.

If the crew somehow threatens him into talking, Rusty will tell them about the escape tunnel that goes from the speakeasy into the sewers.

RUSTY ★★

HURT OR SUBDUE 2 / THREATEN 4

- **Answer With a Question:** When you spend a Clue to ask Rusty about him or his bar, the MC will ask you one question. You must reply with a straight answer or a solid lead. Rusty knows your answer, even if your character didn't speak it.
- **Tight Lips:** When you **Investigate** Rusty by asking about his employers, he first gets *my-lips-are-sealed-5*.
- Call the police (**Complicate Things, Big-time**)
- Call Delia (**Give a Status** to instantly max out her countdown status and have her arrive)
- If provoked, defend himself with the sawed-off shotgun behind the bar (*gunshot-wound-3* to main target, *flesh-wound-2* to anyone standing close to target)
- Pretend not to know

SHARK ATTACK

Delia may find the crew before they find her. A ruthless wanna-be despot, she perceives herself as the new protector of Miller's Square. She's eager to test her newfound powers against a worthy opponent so she's been waiting for other Rifts to show up in Miller's Square.

Delia is the Rift of the Fijian shark-god Dakuwaqa, who allows her not only to move and kill like a shark in water, but also to bring the sea to the streets of Miller's Square and fill up the space around her with sea water. Despite being a protector god, Dakuwaqa is nonetheless a ferocious killer who started his career as an aggressor against anyone in his domain. This aggression found a home in the heart of the violent enforcer.

When Delia arrives, she is accompanied by a handful of enforcers, who will join the fray only at her command (if she's losing). Delia will open by drowning her victims and then proceed to disable them, all the while mocking their grave mistake of messing with the Falzoni mob.

With her skin grey and slick, the muscular mob bruiser stands poised in front of you, thumbs under her suspenders. Many pointed teeth line her smug grin. Oddly, the gills under her ears seem to open up; just then you notice the air around you has turned into cold, briny water.

"The people of Miller's Square are now under MY protection. Don't you see? We are not just a mob. We are gods, we are the new pantheon of this place. Our mortal followers will pay tribute to us and only to us. Come, little fish, let's play!"

Delia will stop the submersion effect around anyone who is incapacitated (tier-5). If she and her thugs overcome the crew, they will take any survivors to the Old Aquarium where she can both teach them a lesson and get rid of them more discreetly, bite after bite.

If the crew overcomes Delia and her thugs and wishes to question her, she'll have *my-lips-are-sealed-5* unless they do so at the Old Aquarium, where they can have some privacy from Honey Lip's spies.

DELIA ★★★

HURT OR SUBDUE 5 / THREATEN 5

- **Submergence:** When indoors, Delia can fill up an entire room with sea water (the room does not have to be sealed). When outdoors, she can only fill her own space, and the space of one other person. Sleepers cannot see the water, but they can drown in it. Delia can breathe underwater.
 - **Drowning:** As a soft move, anyone in a submerged area takes *drowning-3*.
 - **Supreme Underwater Predator:** When you attack Delia in close quarters while underwater, you cannot choose to take a secure position to avoid a counter attack. Delia gives you *bleeding-gash-3*.
 - **Shark Instincts:** When Delia takes a status of physical harm or subdual that she can dodge, while also being underwater, reduce its tier by 3.
 - **God Complex:** When you first try to talk to Delia, give her *condescending-3*. The MC can renew this status as a hard move.
-
- Bite limb muscles to prevent her prey from escaping (*hobbling-3*)
 - Tear at someone's flesh (*bleeding-gash-3*)
-
- Circle around her prey, with teeth flashing



DEPTH 3: BETWEEN THE DEVIL AND THE DEEP BLUE SEA

If the crew has made it so far, they are getting close to uncovering the entire Ambrosia-powered mob operation at Miller's Square. They already learned about at least one of the two local leaders of the mob – the enforcer, Delia, or the *consigliere*, Honey Lip.

NEW RULES

In the upcoming showdown, the player characters may need to make sacrifices to give an extra boost to some of their actions. If you have not learned about burning for a hit and **Stop. Holding. Back.** yet, move over to the players' booklet, starting at **Exhibit #10: Burning for a Hit and Stop. Holding. Back.** on page 23.

CUTSCENE: SAM SADDLE'S FUNERAL

You can play this scene as a cutscene, if the PCs are indisposed, or as a triggered scene, if one or more of the PCs attends the funeral.

Church bells solemnly toll in the background as a modest car caravan makes its way through the rain to the cemetery. The people of Miller's Square stand struck by grief, clutching their umbrellas and supporting the widow, as the priest utters "ashes to ashes". From afar, the groundskeeper is watching, holding three black dogs who stare intently, silently. He turns and vanishes in the curling mist.

📍 THE OLD AQUARIUM

This place has been neglected for years, as evidenced by the rusty gate, the crumbling graffiti-covered walls, and the briny tanks covered in algae. There's a strange, dark feeling in the air, the sense of a festering threat, but that could just be your imagination.



Delia has made **the Old Aquarium** her home, or rather, her lair. If the crew arrives here as Delia's captives, she'll throw them into the big tank; if they arrive as her captors or come looking for her, they may trigger the trap (see below). Even if she promised to talk when they arrive here, Delia will delay her answers until the trap triggers. When the crew enters the Old Aquarium add the tags *dark and damp*, *debris everywhere*, and *caved-in walls*.

THE BOOBYTRAP

Delia paid a demolitionist to have her lair boobytrapped. Triggered by well-hidden motion sensors, explosive charges line the glass side of one of the smaller tanks, and set to detonate automatically if someone wanders the aquarium without first disabling the trap (via a keypad in one of the rusted power boxes). Once the tank shatters, its content floods the room and sweeps anyone nearby into the big tank, which is set in the floor at the center of the room.

Give the PCs at least one soft move warning before detonating the trap. This could be as vague as "you have a bad feeling about this" or a thicker clue such as "you see a blinking light in the dark". This should spur the PCs to **Investigate** or brace themselves somehow. Then:

- If they find the trap, trying to disable it requires **Taking the Risk**.
- If the trap is set off,
 - » Anyone forewarned about the coming tidal wave can attempt to **Take the Risk** to avoid being hit and washed into the big tank.
 - » Anyone unaware when the tank bursts takes *disoriented-3* and ends up in the big tank (**Complicate Things, Big-time**).
 - » Mechanical gears screech and rumble, as the reinforced glass lid of the big tank starts sliding back into place, sealing in whoever is inside. This glass is a Danger with a *break* spectrum with a maximum of 6 and a custom move: it ignores tier-1 and tier-2 statuses.
- If Delia was captive, she will take this opportunity to set herself free; remove or reduce any statuses she can reasonably shake off.

THE BIG TANK

Once in the big tank, the crew is at a great disadvantage. Delia is at her best while underwater and she has two great white sharks prowling the water in case anyone tries to escape (the sharks yield to her as a superior predator, if she is present).

As long as she's interested in talking, Delia can keep a bubble of air around her victims' heads by pushing the water away; once the talking is done, she'll do away with her victims and feed them to the sharks.

TALKING TO DELIA

When Delia has the crew captive in the big tank, or if her trap failed, she's ready to talk. Remove her *my-lips-are-sealed-5* status if she has it. When they get her to talk, the crew can learn the following truths:

Delia will confess to drowning Sam Saddle. She can recount how, when she visited him without Honey Lip, he refused to pay her any more money, how he stood up to her and said he would go to the police, to the newspapers, wherever it takes to expose them. She lost her composure at his insolence and drowned him to death. Honey Lip then had the police clean up the mess.

While Delia expected Honey Lip to be angry, **Honey Lip was strangely pleased with Sam Saddle's death.** Delia got the impression it sat well with some twisted plan or agenda he had.

Delia is not afraid to talk about the Falzoni operation. She knows once a year the mob family throws a grand gala for all the enforcers and *consigliere* in their service and that on that occasion they all consume a delightful dish called **Ambrosia**, which grants them godlike powers for another year, allowing them to better serve their boss, **Alessandra Falzoni**.

The next Ambrosia feast is set to take place two weeks from now, at the Falzoni Villa in the Old Quarter.

Talking about herself, Delia will reveal that she started out as an enforcer running on Ambrosia but the more she worked for Honey Lip, the more she began realizing she is more than just a mob bruiser. Her senses sharpened and she felt a draw to the great blue sea, often driving down to the docks to be alone. When she found the sharks in the neglected old aquarium, Dakuwaqa awakened in her, driving her to become “the biggest fish in the pond.” Honey Lip promised her just that, so she still follows him.

If tricked or if she becomes an ally, Delia will rat out her boss, telling the crew about Honey Lip’s Speakeasy under Rusty’s Bar, and about his escape tunnel to the sewers.

REPENT, MY CHILD

Delia is an arrogant and aggressive mobster with a god complex, not to mention a killer, but in her mind she sees herself as protector of her little pond – Miller’s Square. If the crew can pierce through her superiority, they may even change her mind about working for Honey Lip. It won’t be easy: give Delia a new spectrum, *inspire*, with a maximum of 6. This represents a new possible way of “defeating” her by inspiring her to redeem herself.

A LITTLE HELP HERE!

If the crew is about to become shark food, and you’d like to give them a little hand, have George Kim show up at the scene and assist. As an ally, the mountain spirit Rift and his tiger are represented as an additional temporary crew theme. Its tags can be invoked by anyone in the crew.

Power Tags: *immovable mountain spirit*, *Taekkyeon (martial arts)*, *White Paw*

Weakness Tags: *shy*

Special Improvement: Fateful Moment: You can burn the *White Paw* tag for a hit (normally, crew theme tags cannot be burnt for a hit).

GREAT WHITE SHARK ★★

HURT OR SUBDUE 4

- **Underwater Predator:** When you attack a Great White Shark in close quarters while underwater, you cannot choose to take a secure position to avoid a counter attack. The shark gives you *bleeding-gash-3*.
- **Shark Instincts:** When a Great White Shark takes a status of physical harm or subdual that it can dodge, reduce its tier by 1.
- Tear at someone’s flesh (*bleeding-gash-3*)
- Swim rapidly towards its prey, ready to attack

📍 HONEY LIP’S SPEAKEASY

The secret doorway leads you down a narrow corridor and a circular staircase lined with flickering mining wall lights. Behind another door lies a spacious lounge. Old music is playing on a gramophone that is set next to a well-stocked cocktail table. In the back of the room, there is a big safe and a gun rack. Looks like you found the place, all right.

Under Rusty’s bar lies Honey Lip’s minimalist headquarters. If the crew shows up uninvited, he will flee the scene; they must get the drop on him (preventing Rusty from hitting the panic button) or find the back exit of the speakeasy (which connects to the sewers) ahead of time and block his escape. If Honey Lip escapes the crew, they will get a chance to settle the score in the Falzoni villa, during the Ambrosia feast.

Searching the speakeasy can reveal the following:

Most of the money taken from the Miller Square businesses is here, in the safe (unlocked when Honey Lip is present), along with a ledger that tracks payments, outstanding debt, and the ridiculous interest rate. The ledger also contains a payroll of the dirty cops Honey Lip has bribed. This is enough to put him away for many years.

An invitation to the Falzone villa for the annual Falzone Private Charity Gala, code for mafia dinner, that is to take place two weeks from now.

A faded flyer of the Old Aquarium is pinned to the wall by the phone.

HONEY LIP IN PERSON

When you set your eyes on the tall and distinguished man sitting comfortably in his armchair, you almost drop your guard. Even though you have this nefarious loan shark cornered, he seems cooler than the Long Island Iced Tea he's twirling in his glass. Something about him exudes respectability and trust. He speaks to you in a voice as smooth as velvet and as decisive as a bullet to the heart, and you... you listen.

Fabio "Honey Lip" Santorini, the Falzone *consigliere*, is the real shark in this neighborhood. While his enforcer Delia can tear at people's flesh, he tears apart their lives and the lives of their loved ones without ever batting an eye. What turned him into such a sociopath? Was it a life of hardship and poverty growing up? Abusive parents? Corrupting ambition? Or is it his morbid fear of the sinister power behind the Falzone family and a willingness to survive at any cost? To answer this question one must first crack his flawless mask.

The crew is facing a master deceiver whose guile is further enhanced by Ambrosia. **The consigliere will try to talk his way out** with his Olympian charisma. He is adept at striking deals.

- He'll find out what the most vulnerable PC wants (using **Good Judge of Character**), focusing on their Identities or Mysteries.
- He'll then make them an offer they can't refuse against one of the Identities or Mysteries (using **Make Me an Offer I Can't Refuse**).

- To refuse him, the PC must resist his influence but also, presumably, mark Crack or Fade (see Exhibit #3, page 8 in the players' booklet).

Some PCs may strike a deal with Honey Lip or even join him. This is a good dramatic twist, as it will give these players a chance to play both sides, and give their friends a chance to save them.

Even if captured and contained, **Honey Lip won't reveal much about his employer** due to his **Tight Lips**. If the crew somehow gets him to talk, he'll tell them about the Ambrosia feast in the Falzone villa in two weeks (as described under Talking to Delia, page 34).

As a way out or a trading card, Honey Lip will rat out his enforcers, the dirty cops, and even Delia, revealing how she killed Sam Saddle (also under Talking to Delia, page 34).

MIND CONTROL

In *City of Mist*, mind control is represented as a status, in this case *swayed-3*. If repeated, this status can reach tier 4, 5 or even 6. Whenever a PC with this status attempts any action that her controller opposes, the status is considered to be impeding that action. That includes not doing what her controller asks of her, which requires successfully **Taking the Risk**. Therefore, a PC may keep her inner will intact; the difficulty lies in acting upon it. At tier-5 the PC is completely under the controller's command and should be played as such. At tier-6, the brainwash is permanent.

MC SKILL: CREATING HARD CHOICES

You can bring the PCs' motivations – their Mysteries and Identities – into the limelight by creating a hard choice. A hard choice is a choice between two or more options where each option:

- Reveals something about one of the character's Mysteries
- Honors one of the character's Identities
- Promotes one of the character's goals in this case

When the player chooses one, he will betray the other, so by creating a hard choice you are asking the player to choose what is more important for his character. This is how we discover who the character truly is deep down inside.

Going against a Mystery or an Identity may lead the player to mark Fade or Crack; it's the player's choice. If this adds up to a PC replacing a theme, move over to the players' booklet, starting at **Exhibit #12: Replacing Themes** on page 25.

DETECTIVE ENKIDU	
Honey Lip: "You could become my enforcer, and truly let your beast come out. Now wouldn't that be a relief?"	
AGREEING MAY CONFLICT WITH	DECLINING MAY CONFLICT WITH
"I never leave a case unsolved." "Mess with Miller's Square, you mess with me."	"What does it feel like to be wild?"

LILY CHOW	
Honey Lip: "There are detectives asking about a runaway teen all over the City. Run back to the Industrial Zone before someone lets them know you're here."	
AGREEING MAY CONFLICT WITH	DECLINING MAY CONFLICT WITH
Her goal to solve the case	"I'm never going back to my parents!"

TLALOC	
Honey Lip: "A man like you could become a Falzoni consigliere. Isn't it time you were respected? Just know that the Falzoni demand absolute loyalty and no questions asked."	
AGREEING MAY CONFLICT WITH	DECLINING MAY CONFLICT WITH
"Who threatens to blot out the Fifth Sun?"	"Business on the street is a game of give and take."

JOB	
Honey Lip: "Such a desperate man. What if I told you you don't need to be desperate at all? You see, your family is still alive (!!!). If you'd like to see them again, you will have to do as I say."	
AGREEING MAY CONFLICT WITH	DECLINING MAY CONFLICT WITH
"I have nothing left in this world." "This community is my ticket to whoever killed my family." "These kids need me."	His wish to see his family again

BAKU	
Honey Lip: "I hear your dojo is in trouble. This money should keep you going for a few months. Take it. We wouldn't want you to lose control and prey on your friends."	
AGREEING MAY CONFLICT WITH	DECLINING MAY CONFLICT WITH
"How am I different from those I hunt?"	"I need this place to keep me grounded."

HONEY LIP ★★★

HURT OR SUBDUE 3 / THREATEN 6

- **Good Judge of Character:** As a soft move, one player whose character is present reads out his Identities and Mysteries. The MC chooses which one Honey Lip knows or senses.
 - **Make Me an Offer I Can't Refuse:** When you refuse Honey Lip's suggestions, you are **Taking the Risk**.
 - **Bodyguards:** When Honey Lip takes a status his bodyguards can protect him from, the bodyguards (Underworld Enforcers) take the status instead.
 - **No Need for Violence:** When you attack or threaten Honey Lip, you first take *amicable-2*.
 - **Olympian:** When Honey Lip takes a status of physical harm, subdual, or suggestion, reduce its tier by 1 if its nature is legendary or by 2 if it is mundane.
 - **Tight Lips:** When you **Investigate** Honey Lip by asking about his employers, he first gets *my-lips-are-sealed-5*.
-
- Flee the scene (**Deny Them Something They Want**)
 - Speak to one's reason or feeling and suggest a course of action in a disarming fashion (*swayed-3* or *amicable-2* or *off-guard-2*)
 - Reach for a (concealed) pistol and shoot up to two targets at point blank, especially if they're off-guard (*shot-in-the-gut-4*)
-
- Casually start a conversation

Now it's time to pause the case. If the crew survived both Delia and Honey Lip, the Falzoni operation in Miller's Square may have been shut down or at least crippled.

Whatever happened to the Miller's Square sharks, the next stop is the mafia dinner at the Falzoni villa in two weeks. The crew should rest up and prepare (during downtime) and take the time to patch up their own personal lives in the wake of recent events. If Honey Lip beguiled some of the crew members, perhaps the remaining crew members want to find them and rescue them.

When you've resolved all of the above, fast forward two weeks to the final Depth.



DEPTH 4: WHAT GODS FEAST ON

In the final depth, the truth is revealed about how Honey Lip and his thugs gained their inhuman abilities and were able to take over Miller's Square with barely any opposition.

Emphasize to the players that the Falzoni mafia dinner is the crew's only chance of uncovering the Ambrosia supply chain.

Depending on the way things wrapped up in the previous Depth, the Falzoni may be aware that the crew knows about the event. They won't cancel it, though, since that would show weakness to their employer, Anatoli Vidales (Hades). Instead, the Falzoni have a little insurance policy described in the custom move **Corruption Runs Deep** below.

HELP IS ON THE WAY

If the crew managed to convince George Kim to leave the Liquor Store and help the cause, he would be there with White Paw to assist (see page 23). If the crew somehow managed to convince Delia to redeem herself by protecting Miller's Square, she can be represented as a temporary crew theme as well:

Power Tags: *submerge a room*, *underwater superiority*, *ferocious bite*

Weakness Tags: *bloodthirsty*

Special Improvement: Fateful Moment: You can burn the *ferocious bite* tag for a hit (normally, crew theme tags cannot be burnt for a hit).

NEW RULES

The showdown at the Ambrosia feast may involve fighting swathes of Underworld Enforcers. If you have not learned about collectives yet, move over to the players' booklet, starting at **Exhibit #11: Collectives** on page 24.



📍 THE FALZONI VILLA

Forlorn Sicilian music echoes throughout the luxurious villa and washes over the silent, well-tended gardens, where armed guards patrol. The meager light flickering through the ballroom's tall glass windows makes it almost impossible to see inside. A slow procession of black limos silently brings the guests from the gatehouse to the mansion, reminding you of poor Sam Saddle's funeral. For a celebration of immortality, this party reeks morbidly of death.

The Falzoni villa is guarded by a mere handful of Underworld Enforcers patrolling the grounds (see page 25 for their Danger Profile). The other parts of the villa are purely residential and contain no incriminating evidence on the donna **Alessandra Falzoni** or other clues about the Falzoni operation or its relation to other players in the City, except for one:

While this is the residence of Alessandra Falzoni, **this house does not seem lived in:** there are no hairs on the bed pillows, no food in the fridge, no used towels in the shower.

The focal point of this scene is **the ballroom** where the feast is being held. When the crew gets closer, they can see what is happening inside:

Amidst lavish upholstery, the exquisite ballroom is in complete silence as the dozens of men and women therein watch the Ambrosia being prepared and served, their gazes transfixed on the red-glowing pudding. At the main table sits an elderly lady, her face hidden by a wide-brimmed black hat draped with a mourner's veil. Not far from her, next to the crate from which Ambrosia is being dispensed, stands a man in dirty rags, holding three black dogs on a leash. The Falzoni mobsters all lick their lips, eager to consume

the substance that would grant them another year of godlike power.

The present company consists of:

- **K9 (Cerberus)**, one of Anatoli Vidales' minions, a hobo holding three vicious-looking dogs on a leash. K9 is actually the three dogs, not their walker, who is merely a magical construct. K9 is here to deliver the Ambrosia and watch over the feast.
- **Alessandra Falzoni**, the elderly Falzoni donna. Alessandra is a **living dead**, a person who died and was allowed to return to life with the grace of Anatoli Vidales (Hades). Essentially a materialized spirit, she cannot be killed by ordinary means, but K9 can undo her with a snap of his fingers and send her soul back to Hades. Unlike her enforcers, she was not graced with Ambrosia and is as physically weak as she was in her life.
- **The entire host of Falzoni enforcers**, numbering almost 100 trained bruisers, both men and women. Their current Ambrosia powers will last until dawn.
- **Honey Lip** will be here if he escaped, at the right hand of his mistress.
- **Delia** will also be here if she is still loyal to the Falzoni. She has awakened to her own Mythos, so she doesn't need or want the Ambrosia anymore, but she still has a role to serve. Whichever side she's on, note that the ballroom is too large for Delia to submerge, so it should be treated as an outdoor location for the purpose of her **Submergence** custom move.
- **Mind-controlled crew members** will be used as muscle, guarding the feast.

THE SHOWDOWN

The crew may try different approaches to this scene. An all-out attack could succeed, but may also take a heavy toll. Sneaking around the ballroom would also be challenging under the watchful snouts of K9. The crew may choose



to try a diplomatic approach, or even join the Falzoni mob – anything goes.

The Police: Any police assistance that the crew mustered for the raid will abandon them just before the showdown starts. Read this custom move:

CORRUPTION RUNS DEEP

Just before moving in on the gala, all police personnel are ordered to fall back and are urgently called to a crisis on the other side of town. If your crew has lined up police assistance as tags or statuses, remove them now. You're on your own.

K9: K9 will not show its full strength here. At the first sign of trouble, it will send the Underworld Enforcers forward to tackle the threat. If this proves to be ineffective, it will take a small team of enforcers and fall back with the Ambrosia crate to its van, then vanish into the night. Use **Deny Them Something They Want** to make K9 and/or the Ambrosia slip the crew's grasp, leaving this villain for the next case.

Alessandra Falzoni: The donna will stay almost motionless throughout the fight, allowing it to unfold but also signaling her men on how to proceed with the slightest nods. She isn't worried about being arrested or killed, so she's content to let this play through.

FOOD OF THE GODS

Consuming Ambrosia has a different effect on Sleepers than on Rifts.

Rifts have their own Mythos, so they are not so receptive to Anatoli's powers. A Rift who eats a full portion of Ambrosia receives an ongoing story tag (player's choice): *increased stamina*, *uncanny strength*, *otherworldly beauty*, or *irresistible charisma*.

Sleepers who eat Ambrosia are awakened by Anatoli's Mythos; they can see Mythos powers in action. They also gain the **Olympian** custom move as well as one of the above qualities, for an entire year.

The Falzoni enforcers: The Falzoni enforcers as a whole are a Collective with a size factor of 3. Since it's unlikely they will all act as a single unit, you can treat them as 2-3 collectives with a size factor of 2, or up to a dozen collectives with a size factor of 1.

Honey Lip and Delia: If they are still in the game and working for the Falzoni, the two sharks of Miller's Square will make their final stand here, with Honey Lip facing the crew and trying to sway them again and Delia leading the enforcers in an attempt to crush the crew once and for all.

K9 ★★★★★

K9 appears as three large and violent dogs walked by an innocuous individual. The walker is a phantom, one of the Living Dead souls K9 devoured; K9 itself is actually the dogs. It can speak and interact normally through its walker, although it is rather brusque and crass, displaying the mannerisms of a pack of feral dogs.

HURT OR SUBDUE 4 / HURT THE WALKER 4

- **Collective:** This collective has a handful of members and a size factor of 1.
 - **Keeper of the Dead:** A Living Dead cannot turn incorporeal in the presence of K9, unless K9 allows it. K9 can impose an *incapacitated-5* or *devoured-6* status on a Living Dead as a hard move, ignoring any defenses they may have.
 - **Unleashed:** When you attack K9, if one of the dogs can reach you, you first take *ghost-bite-3* or *crippling-bite-3*.
 - **Sacrifice Walker:** When K9 takes a status of physical harm, if the walker can protect the dogs, he takes the status instead. When the *hurt the walker* spectrum is maxed out, the walker is destroyed. K9 can form a new walker as a hard move.
 - **Dog Senses:** When K9 enters the scene, give it *alert-3*. If it loses this status, the MC can renew it as a soft move after one player makes a move without it.
-
- Leap at someone, clawing and biting (*mauled-4*)
 - Bare its teeth at someone, showing them visions of death (*terrified-4*)
-
- Remind a Living Dead that it can destroy them
 - Slowly form its new walker, fibers of ghost matter coalescing around it
 - Growl at someone

THE AFTERMATH

For better or for worse, this case is now closed. To wrap things up, play through a few scenes that tie up loose ends, possibly going back through skipped or unfinished locations. Here are some questions to consider:

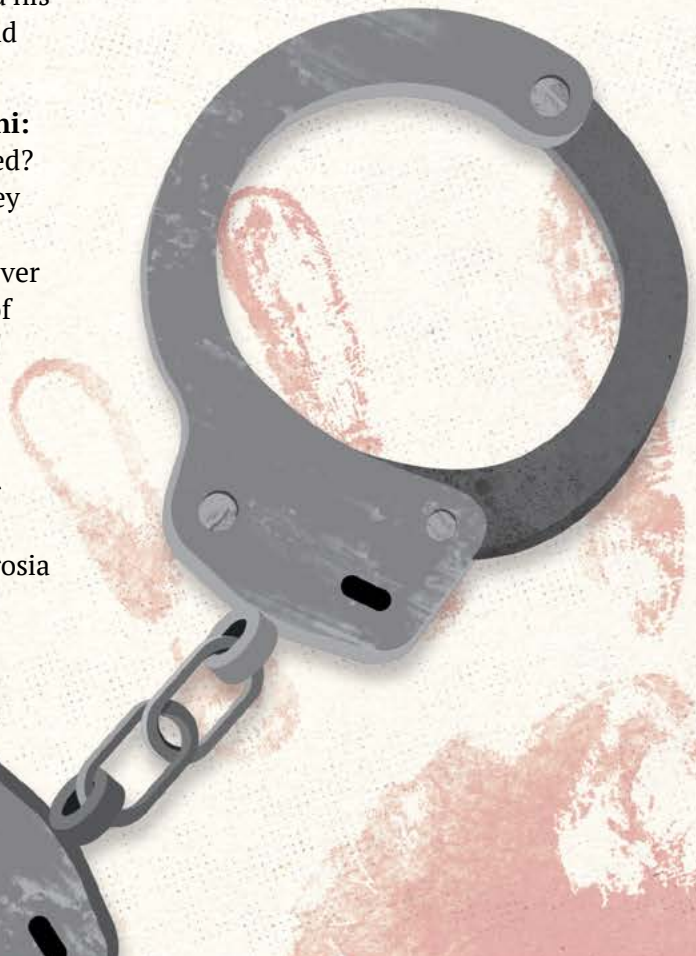
- **Miller's Square:** Was the crew able to save Miller's Square? Or is it just a matter of time until the Falzoni mob, or someone else, moves in on the neighborhood? If left unchecked, the corruption at Precinct 23 or the cunning Wilson brothers at Second Chance Pawnbrokers would return to their old ways, so maybe a visit is due.
- **Business Owners:** How did each of the business owners come out of this case? What happened in the end to Julio Ramos the florist, Michael and Willie Bryant at LaZeR HoT Pizza, Sam Saddle's family, Catherine Boyle and her laundromat, and Sandra Khoury and her salon? What happened to the Rift George Kim and his tiger White Paw? And what about Rusty and his bar?
- **Honey Lip, Delia, and Alessandra Falzoni:** Did these crooks escape? Were they arrested? Or put in the ground permanently? If Honey Lip or Delia escaped with some enforcers, they may try to re-establish their control over the neighborhood, even without the help of Ambrosia.
- **The crew:** How did this case affect the personal stories of each crew member?
- **The greater picture:** Will the crew go after the Falzoni's employer? If so, what is their lead? Are they going to delve into the Ambrosia supply chain or try to track down K9?

- **Death:** If one or more of the PCs was killed (or captured and then killed), perhaps "Death" (Anatoli Vidales) offers her a second chance at life through his representative K9 – in return to her service, of course. That would be one hell of a hard choice to make.

CUTSCENE: SAM SADDLE RETURNS

To leave the players with a taste for more, you can foreshadow the existence of the Living Dead with this final cutscene:

Miller's Square. The camera zooms slowly in on the darkened One Stop Shop, where the police tape has been torn and cast aside. From inside, loud clatter of objects shuffled around can be heard. Suddenly, the lights at the store go on. The flickering neon sign outside comes to life: ONE, STOP, SHOP, ONE, STOP, SHOP, 24/7, 24/7. At the glass door, a heavyset figure turns over the CLOSED sign to OPEN. The camera pans upwards and reveals the face of Sam Saddle, harrowed, but very much alive.



WHAT'S NEXT?

We hope you enjoyed playing through your first *City of Mist* case! To continue the adventure, here are some options to explore.

Find all of these *City of Mist* products on our website at

www.cityofmist.co

Play the free cases: Download and play the free *City of Mist* cases *V is for Going Viral* and *Demons in Cross End*.

Create your own characters: Find the full rules on character creation, player actions, and character development in the *Player's Guide* book.

Continue to the next case in this story arc: Unravel another aspect of the mysterious mob with the second case in this story arc, *Gambling with Death*.

Expand this story arc: Get all the information on the greater operation, locations, henchmen and secrets behind the mysterious mob, as well as three other arch-villain operations, in the *MC Toolkit* book, which also includes the *Gambling with Death* case.

Create your own cases: Learn how to write your own cases, story arcs, arch-villains, and Dangers with step-by-step guides and examples in the *MC Toolkit* book.

Pick up more ready-to-play cases: For more ready-to-play cases, check out *Nights of Payne Town*, a book containing 10 cases that can be played independently or as a continuous story arc.





DET. ENKIDU

MYTHOS.1 LOGOS.3



HOW TO PLAY

When you take action as your character:

- 1 DESCRIBE YOUR ACTION
- 2 CHOOSE A MOVE that matches the action you are taking.

CHANGE THE GAME
Give an advantage or remove disadvantage

FACE DANGER
Avoid harm or resist a malign influence

HIT WITH ALL YOU'VE GOT
Hurt someone in the worst way you can

SNEAK AROUND
Act discretely or deceptively

CONVINCE
Get someone to do something they wouldn't

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
Perform a feat of daring

- 3 CHOOSE TAGS relevant to your action:

EACH POWER = TAG **+1 POWER**

EACH WEAKNESS = TAG **-1 POWER**

+1 ATTENTION

EACH STORY = TAG **+1/-1 POWER**

- 4 APPLY STATUSES

HIGHEST HELPFUL STATUS

ADD TIER TO POWER

HIGHEST IMPEDING STATUS

SUBTRACT TIER FROM POWER

- 5 ROLL+POWER

Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:

6 OR LESS >MISS
THE MC MAKES A MOVE

7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS

10 OR MORE >HIT
GREAT SUCCESS!

Look at the move description for the exact outcome.

IMPROVEMENT When you mark three Attention on a theme, reset its Attention to zero and choose one improvement for that theme:

- ☒ CHOOSE A NEW POWER TAG OR ☒ UNLOCK THE THEME IMPROVEMENT

TAG COMBOS

STUDY A CRIME SCENE

Investigate:
police work +
search for evidence
POWER 2

GO BERSERK ON SOMEONE

Go Toe to Toe or
Hit With All You've Got:
unleash the beast within +
thorny tentacles
POWER 2

THREATEN TO ARREST SOMEONE

Convince:
police work +
police badge +
you're in my jurisdiction
POWER 3

CHASE SOMEONE DOWN AN ALLEY

Go Toe to Toe:
streets of Miller's Square +
you're in my jurisdiction +
thorny tentacles +
feral athleticism
POWER 4

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG "ALL-SEEING EYE INVESTIGATIONS" STARTER SET, AVAILABLE AT CITYOFMIST.CO

Expression

WILD

ATTENTION FADE

Mystery:
"WHAT DOES IT FEEL LIKE TO BE WILD?"

In the dark recesses of her soul, Detective Enkidu harbors a feral creature, the heroic beastman Enkidu of ancient Mesopotamia. Can she trust its animalistic wisdom?

POWER TAGS

Unleash the beast within
Thorny tentacles
Feral athletics

NEW POWER TAG OPTIONS

☐ Single combat champion
☐ Pheromone control
☐ Instinct over reason

WEAKNESS TAGS

Uncouth brute

THEME IMPROVEMENT

☐ Contain the Surge

When you make the move Stop. Holding. Back. with this theme's powers, if you roll 6 or less, treat it as 7-9 instead.

Training

HARD-BOILED DETECTIVE

ATTENTION CRACK

Identity:
"I NEVER LEAVE A CASE UNSOLVED."

The detective has seen her fair share of rainy crime scenes surrounded by yellow tape. She knows the job, and she knows she shouldn't get involved, but she always does.

POWER TAGS

Police work
Search for evidence
Drive with lights and sirens

NEW POWER TAG OPTIONS

☐ Veteran's hunch
☐ Excessive use of force
☐ Promoted to Sergeant

WEAKNESS TAGS

Don't get too personal

THEME IMPROVEMENT

☐ Broad Training

Once per session, you can create a temporary story tag that reflects a useful method or detail covered by your training.

Possessions

STANDARD ISSUE GEAR

ATTENTION CRACK

Identity:
"I TRUST MY GUN BETTER THAN I TRUST ANYONE HERE."

A badge and a gun are all a cop needs, according to Detective Enkidu. People may betray you, but well-maintained gear can always be trusted.

POWER TAGS

Police badge
Access to police armory
Standard issue pistol

NEW POWER TAG OPTIONS

☐ Higher stopping power rounds
☐ Concealed holster
☐ Squad car

WEAKNESS TAGS

Gear screams "police"

THEME IMPROVEMENT

☐ Quartermaster

Once per scene, you can let another player use a power tag from this theme describing an item. You do not need to Change the Game to do so.

Turf

PRECINCT 23

ATTENTION CRACK

Identity:
"MESS WITH MILLER'S SQUARE, YOU MESS WITH ME."

For the last decade, Enkidu has been a part of Precinct 23, the police station watching over Miller's Square. Anything that happens on the streets of this neighborhood is her business.

POWER TAGS

Streets of Miller's Square
Local small-time crooks
You're in my jurisdiction

NEW POWER TAG OPTIONS

☐ Incorruptible
☐ Push someone for answers
☐ Call for backup

WEAKNESS TAGS

Corruption everywhere

THEME IMPROVEMENT

☐ (No) Loyalty Knows No Limits

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

CITY OF MIST



TLALOC

MYTHOS • 2

LOGOS • 2



HOW TO PLAY

When you take action as your character:

1 DESCRIBE YOUR ACTION

2 CHOOSE A MOVE

that matches the action you are taking.

CHANGE THE GAME

Give an advantage or remove disadvantage

CONVINCE

Get someone to do something they wouldn't

FACE DANGER

Avoid harm or resist a malign influence

GO TOE TO TOE

Fight someone for control over something

HIT WITH ALL YOU'VE GOT
Hurt someone in the worst way you can

INVESTIGATE

Get answers or gain useful information

SNEAK AROUND

Act discretely or deceptively

TAKE THE RISK

Perform a feat of daring

3 CHOOSE TAGS

relevant to your action:

EACH
POWER =
TAG

+1
POWER

EACH
WEAKNESS =
TAG

-1
POWER

+1
ATTENTION

EACH
STORY =
TAG

+1/-1
POWER

4 APPLY STATUSES

HIGHEST
HELPFUL STATUS

ADD TIER
TO POWER

HIGHEST
IMPEDING STATUS

SUBTRACT TIER
FROM POWER

5 ROLL+POWER

6 OR LESS >MISS
THE MC MAKES A MOVE

7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS

10 OR MORE >HIT
GREAT SUCCESS!

Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:

IMPROVEMENT

When you mark three Attention on a theme, reset its Attention to zero and choose one improvement for that theme:

CHOOSE A NEW POWER TAG OR UNLOCK THE THEME IMPROVEMENT

TAG COMBOS

ESCAPE BEFORE SOMETHING HAPPENS

Take the Risk
turn myself into water +
flow through narrow
spaces

POWER 2

SWEET-TALK SOMEONE INTO HELPING

Investigate (for
information) or Convince
relentless schmoozer +
small-time fixer +
driven self-promoter

POWER 3

SMITE SOMEONE WITH LIGHTNING

Hit With All You've Got
call upon a storm +
thunderbolt manipulation

POWER 2

PICKPOCKET SOMEONE IN THE RAIN

Sneak Around
turn myself into water +
travel between bodies of
water + sticky fingers +
shadow and observe

POWER 4

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG "ALL-SEEING EYE INVESTIGATIONS" STARTER SET, AVAILABLE AT CITYOFMIST.CO

Expression

GOD OF RAIN AND LIGHTNING

ATTENTION FADE

Mystery:

"WHO THREATENS TO BLOT
OUT THE FIFTH SUN?"

In his divine purview, Tlaloc controls storms and lightning. But with his newfound powers came a growing need to find those who would ravage the Earth, a need he's been trying to stifle.

POWER TAGS

Call upon a storm
Thunderbolt manipulation
Electrifying gaze

NEW POWER TAG OPTIONS

The perfect storm
Rain knives of sleet
Immunity to weather effects

WEAKNESS TAGS

Indoor spaces

THEME IMPROVEMENT

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 marking that tag as burnt.

Mobility

WHEREVER THERE IS WATER, THERE I AM

ATTENTION FADE

Mystery:

"WHAT DOES IT MEAN
TO BE EVERYWHERE?"

As the god of all watery things, Tlaloc can turn his person into water and reform it wherever a body of water exists, if it's big enough for him to go through.

POWER TAGS

Travel between bodies of water
Turn myself into water
Flow through narrow spaces

NEW POWER TAG OPTIONS

Merge with a large mass of water
Instant liquidation
Turn others into water

WEAKNESS TAGS

Clothes always wet

THEME IMPROVEMENT

Hit the Brakes

Once per scene, when you score a 7-9 on Take the Risk, after hearing the MC's hard bargain or ugly choice, you can choose to forego your feat and walk away unharmed.

Personality

A DIAMOND IN THE ROUGH

ATTENTION CRACK

Identity:

"THIS WILL BE THE
LAST TIME, I SWEAT!"

Perfusing smiles, sweet talk, and hand gestures, Tlaloc has a slick way of getting what he wants. Deep down, though, he has a heart of gold. But it takes some digging!

POWER TAGS

Good, deep down inside
Relentless schmoozer
Sticky fingers

NEW POWER TAG OPTIONS

Distract with chitchat
Teflon rap sheet
"I'm better than that."

WEAKNESS TAGS

Pangs of remorse

THEME IMPROVEMENT

Reinvent Myself

When you replace this theme, you can choose to take a new Personality theme instead of a Mythos theme. Your new personality must be different.

Routine

WHEELER & DEALER

ATTENTION CRACK

Identity:

"BUSINESS ON THE STREET IS
A GAME OF GIVE AND TAKE."

A disreputable organizer of small-time criminal operations, Tlaloc has dabbled with illegal gambling, bootlegging, fencing, and forgery. It's just a matter of time before a bigger fish will take interest in his work.

POWER TAGS

Small-time fixer
Shadow and observe
Driven self-promoter

NEW POWER TAG OPTIONS

Playing with the big boys now
I know a guy
Local dens of inequity

WEAKNESS TAGS

Small fish in a big pond

THEME IMPROVEMENT

Good Memory

Every session, you can get up to 3 Clues on a location or person related to your routine. The first is free. For the second, the MC gets to ask you a question back. The third Clue exposes your to danger.

CITY of MIST



LILY CHOW

MYTHOS:2 LOGOS:2



HOW TO PLAY

When you take action as your character:

- 1 DESCRIBE YOUR ACTION
- 2 CHOOSE A MOVE that matches the action you are taking.

CHANGE THE GAME
Give an advantage or remove disadvantage

FACE DANGER
Avoid harm or resist a malign influence

HIT WITH ALL YOU'VE GOT
Hurt someone in the worst way you can

SNEAK AROUND
Act discretely or deceptively

CONVINCE
Get someone to do something they wouldn't

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
Perform a feat of daring

- 3 CHOOSE TAGS relevant to your action:

EACH POWER = TAG **+1 POWER**

EACH WEAKNESS = TAG **-1 POWER**

+1 ATTENTION

EACH STORY = TAG **+1/-1 POWER**

- 4 APPLY STATUSES

HIGHEST HELPFUL STATUS

ADD TIER TO POWER

HIGHEST IMPEDING STATUS

SUBTRACT TIER FROM POWER

- 5 ROLL+POWER

Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:

6 OR LESS >MISS
THE MC MAKES A MOVE

7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS

10 OR MORE >HIT
GREAT SUCCESS!

Look at the move description for the exact outcome.

IMPROVEMENT When you mark three Attention on a theme, reset its Attention to zero and choose one improvement for that theme:

☒ CHOOSE A NEW POWER TAG OR ☒ UNLOCK THE THEME IMPROVEMENT

TAG COMBOS

TAKE COVER INSIDE HANS

Face Danger
indestructible energy body +
encase Lily in protective energy
POWER 2

FIGHT BACK-TO-BACK WITH HANS

Go Toe to Toe
indestructible energy body +
strength of a thousand men +
basic self-defense
POWER 3

RESIST ADULT INFLUENCE

Face Danger
good advice +
indignant +
punk outfit
POWER 3

HAVE HANS CONJURE SOMETHING USEFUL

Change the Game
conjure fantastical creatures or objects +
knowledge of the arcane arts
POWER 2

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Bastion

MY GREEN MAGICAL GIANT

ATTENTION FADE

Mystery:

"WHO AM I WITHOUT HANS?"

Lily unleashed a ferocious magical giant into the world: Iron Hans. Ever since she freed him, Hans has been protecting Lily from whatever threat she comes across; a handy service, because Hans is virtually indestructible.

POWER TAGS

Indestructible energy body
Encase Lily in protective energy
Strength of a thousand men

NEW POWER TAG OPTIONS

☐ Protection from magic
☐ Axe made of magical energy
☐ Shelter an area

WEAKNESS TAGS

Fades when overextended

THEME IMPROVEMENT

☒ Got Your Back

When you burn a tag in this theme for a hit in order to Face a Danger affecting you and your allies, allies who can benefit from your protection can use your result instead of rolling to Face Danger separately.

Conjuration

SORCERER SUPREME

ATTENTION FADE

Mystery:

"WHO OR WHAT IS IRON HANS?"

Iron Hans is more than just a shaggy giant – he's a master of the magical arts, capable of conjuring goblins and fairies, summoning magical objects, transforming matter, and manipulating magic.

POWER TAGS

Conjure fantastical creatures and objects
Knowledge of the arcane arts
Transform the environment

NEW POWER TAG OPTIONS

☐ Conjure an army of giants
☐ Hans's old magical shackles
☐ Transport to a safe place

WEAKNESS TAGS

Lily must call Hans three times to summon him

THEME IMPROVEMENT

☒ Banish Resistance

Danger effects that burn tags are reduced by one when applied to your Conjuration power tags or story tags created through them.

Defining Relationship

AN UNUSUAL BIG BROTHER

ATTENTION CRACK

Identity:

"HANS IS ALL I HAVE."

When Lily found herself alone and lost in the world, Iron Hans became her best friend and confidant. Through Hans, Lily learns how to be smart, how to live free, and how to fend for herself.

POWER TAGS

Good advice
Comforting embrace
Basic self-defense

NEW POWER TAG OPTIONS

☐ Adventurous
☐ Stands up to Hans.
☐ Hold her own in a clinch

WEAKNESS TAGS

Too dependant on Hans

THEME IMPROVEMENT

☐ Forever

When you have downtime and you choose to give this theme attention, you can choose to remove one Crack from this theme instead of receiving Attention.

Defining Event

RUNAWAY PUNK

ATTENTION CRACK

Identity:

"I'M NEVER GOING BACK TO MY PARENTS!"

Lily Chow was living in a fancy pent-house with her parents, enjoying the high life, when a stranger prompted her to unlock her mother's safe and find out what her parents really did for a living. She's been on the run ever since...

POWER TAGS

Indignant
Punk outfit
Evade pursuers

NEW POWER TAG OPTIONS

☐ "Do you know who I am?"
☐ Friends on the fringe
☐ Stay sharp

WEAKNESS TAGS

On the run

THEME IMPROVEMENT

☒ Touchy Subject

When your defining event is mentioned and it agitates you, you can choose to go into an emotional state and take an ongoing tier-2 status of your choice. When it's over, the MC will give you an ongoing tier-1 status to reflect the aftermath.

JOB

MYTHOS.1

LOGOS.3



HOW TO PLAY

When you take action as your character:

- 1 DESCRIBE YOUR ACTION
- 2 CHOOSE A MOVE that matches the action you are taking.

CHANGE THE GAME
Give an advantage or remove disadvantage

FACE DANGER
Avoid harm or resist a malign influence

HIT WITH ALL YOU'VE GOT
Hurt someone in the worst way you can

SNEAK AROUND
Act discretely or deceptively

CONVINCE
Get someone to do something they wouldn't

GO TOE TO TOE
Fight someone for control over something

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Get answers or gain useful information

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Perform a feat of daring

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HIGHEST HELPFUL STATUS

ADD TIER TO POWER

HIGHEST IMPEDING STATUS

SUBTRACT TIER FROM POWER

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7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS

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GREAT SUCCESS!

Look at the move description for the exact outcome.

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TAG COMBOS

SURVIVE A BULLET

Face Danger
...but you can't take my life and soul +
endure any punishment
POWER 2

RESIST AN IMMORAL SUGGESTION

Face Danger
...but you can't take my life and soul +
righteous man +
"listen, son"
POWER 3

GET INTO A FISTFIGHT

Go Toe to Toe
nothing left to lose +
punch out their lights
POWER 2

GET SOMEONE TO CONFESS

Investigate
smell guilt a mile away +
compassionate +
have a heart-to-heart
POWER 3

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Destiny

DEVIL, DEVIL, TAKE IT ALL...

ATTENTION FADE

Mystery:

"WHAT IS THE PURPOSE TO MY SUFFERING?"

Job simply cannot die (he tried). Like his biblical Mythos, he is at the center of a bet between God and the Devil that has ruined his life but keeps his body alive and his soul untarnished.

POWER TAGS

...but you can't take my life and soul
Endure any punishment
A righteous man

NEW POWER TAG OPTIONS

☐ Know the Devil's servants
☐ Diatribe of despair
☐ Bounce back

WEAKNESS TAGS

Magnet for misfortune

THEME IMPROVEMENT

☐ 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.

Defining Event

CRASH AND BURN

ATTENTION CRACK

Identity:

"I HAVE NOTHING LEFT IN THIS WORLD."

In another life, Job was a successful and honest business and family man. But when he refused time and again to cooperate with the criminal underworld, calamity struck: his company was taken over and his family was brutally murdered.

POWER TAGS

Nothing left to lose
Devil-may-care
Punch out their lights

NEW POWER TAG OPTIONS

☐ Knucklebuster
☐ Urban survival
☐ Hard-earned respect

WEAKNESS TAGS

Panic attack

THEME IMPROVEMENT

☐ Over it

Whenever the MC or another player invokes one of this theme's weakness tags, you can say "I'm over it" and count the tag as a power tag instead. Mark Crack.

Mission

MAN ON A MISSION

ATTENTION CRACK

Identity:

"THIS COMMUNITY IS MY TICKET TO WHOEVER KILLED MY FAMILY."

A god-fearing man, Job isn't after revenge; he's after judgement. He took the cloth to make contacts in the crime-ridden community of Miller's Square, vowing to find those who shattered his world and rain God's fury on them.

POWER TAGS

The congregation
A silver cross
Smell guilt a mile away

NEW POWER TAG OPTIONS

☐ One-man Judgement Day
☐ Arsenal of firearms
☐ Bishop of Miller's Square

WEAKNESS TAGS

Temptations

THEME IMPROVEMENT

☐ Gung Ho

Tell everyone your mission's next objective and take a *gung-ho* status (supports actions that help you achieve that objective). When you complete the objective, remove the status and mark Crack.

Personality

FATHER FIGURE

ATTENTION CRACK

Identity:

"THESE KIDS NEED ME."

Job is a reliable and friendly middle-aged man, the kind of role model many young people in Miller's Square need. He has a knack for getting people to open up and spill their guts.

POWER TAGS

Compassionate
Have a heart-to-heart
"Listen, son..."

NEW POWER TAG OPTIONS

☐ Tough love
☐ Teamwork coach
☐ Amateur mechanic

WEAKNESS TAGS

Sees a victim in everyone

THEME IMPROVEMENT

☐ This Is My Moment

Once per session, you can impose +1 tier when you *Convince* or get +1 Juice when you *Change the Game* using tags from this theme.

BAKU

MYTHOS.3 LOGOS.1



HOW TO PLAY

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TAG COMBOS

TACKLE A SUPERNATURAL FOE

Go Toe to Toe
claws, horns, and husks +
nightmare-devouring maws +
Mixed Martial Arts sensei
POWER 3

SNEAK UP ON A SUPERNATURAL FOE...

Sneak Around
meld into the dark +
throw off a monster's
senses
POWER 2

...THEN POUNCE AT THEM!

Hit with All You've Got
claws, horns, and husks +
nightmare-devouring maws +
Mixed Martial Arts sensei +
pounce from the shadows
POWER 4

ADAPT TO A FOE'S ABILITIES

Change the Game
adapt to my prey's
abilities
POWER 1

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Adaptation

DREAM-EATING CHIMERA

ATTENTION FADE

Mystery:

"WHO CREATED THIS MONSTROSITY?"

Baku is a chimera, a magical being made out of leftover parts of other animals. Created to devour nightmares, he can change himself to counter any dark or phantasmal entity he encounters.

POWER TAGS

Adapt to my prey's abilities
Claws, horns, and husks
Nightmare-devouring maws

NEW POWER TAG OPTIONS

■ Rearrange organs
■ Elephant hide
■ Ravage otherworldly beings

WEAKNESS TAGS

Harder to transform in direct sunlight

THEME IMPROVEMENT

■ Tap into The Source

Once per session, you get a free batch of 2 Juice with a method that relates to this theme and to the circumstances of the current scene. You cannot add this batch to another batch.

Divination

MONSTER HUNTER

ATTENTION FADE

Mystery:

"WHERE IS MY PREY?"

A strange creature who preys on nightmares, Baku was endowed with supernatural senses that allow him to stay one step ahead of those he hunts.

POWER TAGS

Sniff out monsters and nightmares
Instinctive dodge
Predator senses

NEW POWER TAG OPTIONS

■ Intuitively know a monster's abilities
■ Enter someone's dreams
■ Find a weakness

WEAKNESS TAGS

Less effective against Sleepers

THEME IMPROVEMENT

■ Ahead of the Game

Once per scene, you get one free Clue.

Subversion

NIGHTMARE OF NIGHTMARES

ATTENTION FADE

Mystery:

"HOW AM I DIFFERENT FROM THOSE I HUNT?"

When Baku strikes, it's already too late for his prey. Pouncing out from a mantle of darkness, he strikes swiftly and deadly, and vanishes back into the night just as fast.

POWER TAGS

Meld into the dark
Pounce from the shadows
Throw off a monster's senses

NEW POWER TAG OPTIONS

■ Turn into shadow
■ Stalk the stalker
■ Interfere with dream powers

WEAKNESS TAGS

Mistaken for a monster

THEME IMPROVEMENT

■ Go for the Jugular

You have a knack for catching people off guard. If your Subversion powers can affect your target, you always have the clear shot or opening required to make a Hit With All You've Got move (you don't need to make another move to get it).

Routine

TIGER CLAW DOJO

ATTENTION CRACK

Identity:

"I NEED THIS PLACE TO KEEP ME GROUNDED."

When he's not prowling the City, Baku teaches Mixed Martial Arts in small classes. He's holding on to his dojo despite its money problems, not only because of his love for this place, but also because he's afraid of what he'd become without human interaction.

POWER TAGS

Mixed Martial Arts sensei
Nunchaku
Loyal students

NEW POWER TAG OPTIONS

■ Renovated training space
■ Recovery meditation
■ Coordinated attack

WEAKNESS TAGS

Financial problems

THEME IMPROVEMENT

■ Incidental Shuteye

When you have some downtime, if you do not choose to recover all your burnt tags, you still recover one burnt tag.