

# CITY of MIST

HALLOWEEN SPECIAL 

## DEMONS IN CROSS END

In the heart of the crime-ridden slum of Cross End, a crumbling old church becomes the epicenter of a battle between two almighty Mythoi. The waning Holy Faith, once the revered protector of order and sanctity, is using the last of its power to try and stave off the Stag Head, a deity of uninhibited animal urges. The unaware crew are drawn into this bloody struggle where they will eventually have to choose a side and make an unspeakable sacrifice.



## HALLOWEEN SPECIAL!

This *City of Mist* Case was created for our backers and followers to celebrate our Kickstarter campaign. Follow the link below and help us make *City of Mist* real by backing the project - we have plenty of treats for you!

## CITY OF MIST KICKSTARTER PAGE

<http://kck.st/2ebDOio>

On our Kickstarter page, you can also find links to the **free *City of Mist Starter Set*** required to run this Case, including the rulebook and seven pre-generated characters.

(Please note that due to the expedited process of releasing this Case, typos and mistakes may still be found in this document. We apologize in advance.)

## BACKGROUND

Centuries ago, with the arrival of the first settlers to City of Mist, the church of Santa Teresa de Ávila was constructed over a nearby site sacred to the indigenous tribes in order to reform them and prevent their wild practices from affecting the City. In actuality, it was the Mythos of the Holy Faith that arrived in the City with full force, trying to secure and control the sacred site - actually a location-based Gateway for the Stag Head Mythos (see sidebar). The Holy Faith had its followers construct the church in order to protect this location in the years to come.

As the years went by, however, the power of the Holy Faith waned, the City grew, and a neighborhood was constructed around the site which later became a slum known as **Cross End**, thus named after the church and the district's relatively remote location. With every passing year the church fell further into disrepair until it became little more than a ruin. The church falling apart was in fact the physical manifestation of the the Faith's weakening presence. While the church remained a safe place, the influence of the Stag Head permeated throughout Cross End, turning it into a literal concrete jungle.

## THE STAG HEAD

Bacchus. Pan. The Green Man. Dionysus. The Horned God. Many names were given to the Stag Head over the years: some acknowledging the different aspects of this Mythos, others confusing it with other Mythoi. Whatever the name given to it, it has always been clear that the Stag Head is not exactly looking to tell a story about firm boundaries and self-discipline.

Manifestations of the Stag Head always promote revelry, ecstasy, and abandon. They invite you to throw the burden of cultural restraints off your shoulders and give in to the intoxicating freedom of not caring anymore. Everyone has that feeling in the pit of their stomach, the feeling that they are playing a role and holding their breath. The Stag Head calls you to let go and unleash the most raw version of yourself into the world: only through complete release can you truly experience the meaning of being alive.

Nowadays, only one custodian remains to protect the church, an angelic young gunslinger called **Christina**, deadly as she is dedicated. However, with the Stag Head's growing influence, it has been able to manifest its power through a street gang known as **the Beasts**. While the Beasts still can't enter the church, due to its mystical wards, they have been picking it apart stone by stone and spray-painting psychedelic graffiti of animal forms on its remaining walls, gradually wearing out its protection.

Both parties are aware of the fact that on the eve of Halloween, when the veil between the worlds is thinnest, the Stag Head will make its attempt to break loose of its centuries-old prison and manifest in the City once again. Therefore, Christina has been working tirelessly to restore the church's power. To do so, she requires the heart of a true believer, to be sacrificed at the altar before the clock strikes midnight on All Hallows' Eve. She has been hunting for it on the streets of Cross End for the past week, masking her killings as the work of the Beasts. Furthermore, aware of the Beast's plans to acquire the schematics of the church so they could bring it down altogether, she commissioned a mercenary called **Proximo** to steal the schematics from an art gallery in the Old Quarter and bring them to her for safekeeping.



## HISTORY & CULTURE IN CITY OF MIST

As described in the Starter Set rulebook, p.19, the City of Mist may or may not be a real city in our modern world. However, to keep the game focused on the cinematics rather than on worldbuilding, you can assume that the City of Mist at the very least *appears* to be a modern city in our world. This way, historical and cultural references are still relevant even if the City has no definite location on the planet.

If you choose to place your City of Mist at a specific point on the globe, you should adjust the details of this Case to match the historical and cultural context of your chosen location.

## THE HOOK

The crew may become involved in the investigation in the following ways:

- **Michel Ahmagi**, owner of the Ananda art gallery, approaches the crew and asks to hire them to retrieve the stolen church schematics. Calling his old university chum Declan L'Estrange (or any other connection in the crew), Michel would report that someone *very capable* broke into his gallery the previous night and stole several items. Since one of the items was on loan from the City municipality (the schematics), he is reluctant to call the police and is willing to pay a considerable sum to have the item returned to him, no questions asked. This option would most suit the crew themes of *Dabblers in the Myst* and *The Pros*.
- The crew may hear or read about the barbaric, possibly ritualistic murders in Cross End. As scattered reports of gruesome murders in Cross End reach the media, any crew member can bump into a small and very much downplayed newspaper article on the matter. Characters with contacts on the streets, like Excalibur, Salamander, or Post-Mortem, may even get a call from someone related to the victims or a concerned leader of the community. This option would most suit the crew themes of *Masked Vigilante Investigations* and *Dabblers in the Myst* (due to the ritualistic nature of the killings).

# THE INVESTIGATION

## **'ANANDA' ART GALLERY** *(OLD QUARTER)*

Tucked away in a typical paved side street in the Old Quarter, the Ananda art gallery resides on the second floor of an old two-story house. The crew will be ushered in by a nervous but rather striking middle-aged man in a dark purple designer suit, sporting a heavy French accent: Michel Ahmagi.

The gallery is in a mess: the robust door going up to the roof was ripped off its hinges by a blast and there are the signs of another explosion in the middle of one of the show rooms. However, a quick glance will reveal the job was rather surgical and that nothing was harmed beyond what was necessary for the job.

### **What happened here?**

Proximo is an expert saboteur with the ability to make himself appear a few feet away from his actual location. It was easy for him to reach the roof via the fire escape stairs, blow up the roof security door with an extra potent charge, run down the staircase, then blow up the second security door into the gallery. Once inside, he quickly located the schematics of the church in a glass display, carefully burned a hole in the glass with a special burning gel, and rolled up the schematics into a plastic case he had prepared. Shopping around for a moment, he also picked up two other items to sell later. By the time he was heading out, a security guard showed up, fired a few shots that missed the mark, and then took a swing at Proximo, at which point the burglar seemed to have exploded, knocking the guard out (in fact, he was not standing there at all, and instead had a mine set up where his illusion was). Stepping out of the smoke, Proximo collected everything he needed, went out through the roof, made his way back to the alley behind the building, mounted his bike, and disappeared into the night.

Here is what the crew can discover during the investigation:

### **Three items were stolen:**

- A modern art necklace made of gold and silver (which Michel considered to be utter crap, but had displayed as a favor to a friend);

- A miniature Persian carpet (which he has a personal attachment to as it is a family heirloom);
- The old schematics of a church in Cross End, part of a series of twelve old schematics of city landmark buildings, that were loaned by the City municipality to the gallery. This is the item Michel is most worried about due to the possible implications for his business.

### **The job was done by an expert:**

- The security camera feed shows Proximo in action. He is a swarthy and muscular man wearing a military jacket, combat fatigues trousers, and heavy boots, carrying a backpack and a belt of what seems to be hi-tech explosive charges. His face always seems to be hidden or turning away from the camera (he was using his powers to ensure that). The moment when the security guard goes through him as he 'explodes' is blurry at best.
- Careful study of the explosion sites by an expert can reveal that the charges used were entirely custom-made. The chemical compound used to burn a circular hole in the glass case also seems like a home-brew substance.

### **The burglar is hiding in a loft in the Industrial Zone:**

- The burglar arrived and fled on a motorcycle that was parked in the back alley. If the crew can identify the bike or somehow track it, it will lead them to the loft (see next location).
- The crew can also identify and locate Proximo by calling contacts, hacking military files, etc.

### **The Beasts were also trying to get into the gallery recently:**

- The roof is covered with fresh-looking graffiti of animal and plant motifs in bright colors. The graffiti seems to be centred around the door to the gallery.
- There are signs of previous attempts to break through the roof door that are much less sophisticated than Proximo's explosives - claw marks cover the broken door.
- There are feathers and clumps of fur on the roof. Studying them shows they do not necessarily belong to local cats and birds, but rather to bigger creatures not native to the City (the Beasts).

## Morty

As they investigate the roof or back alley, the crew is being watched by Morty, a corvine member of the Beasts appointed to watch the gallery in case anyone tried to get the schematics. Morty already informed his leader, Bear, about the break-in last night and was told to wait and follow any police or investigators who may become involved. If one of the characters is investigating the roof or back alley on their own and rolls 7-9 on the **Investigate** move, you can decide to expose them to danger: panicked by their presence, Morty may try to flee and report their involvement.

Morty is a 15-year old gang member with a pouting mouth that seems like it's forming into a gray beak and a coarse plume of black feathers growing out of his brow, temples, and cheeks. He is rather panicked and isn't really thinking straight; he might make a lot of stupid moves as he tries to deal with the crew. You can use him as a way to connect the gallery with the Beasts and Cross End but note that Morty doesn't know about the Stag Head or why the church is so important. For him, being a part of the Beasts is simply a way of life. He has heard talks about the Green God as an inspiration to the Beasts' street art. For his Danger stats, use the *use the Beasts Danger* (see below).





## ***PROXIMO'S CONVERTED LOFT (INDUSTRIAL DISTRICT)***

If the characters arrive at Proximo's loft before the showdown on Halloween, they will find him there. He has already delivered the schematics to Christina and was paid, but he still has the other two items. He is getting ready to sell those items for some extra cash, planning to leave town with all the money he made.

Proximo's sombre loft is positioned above a crummy old warehouse laden with crates and boxes; a shaky metal staircase in the warehouse is the main access point to the loft. A dirty skylight lets natural light in from above, overlooking a broad and heavy work bench covered with parts, cans, casting gear, machinery, tools, boxes, etc. Other than that, the place seems quite spartan, with a tiny sink, a small but loud refrigerator, and a cramped bathroom. The only comfort is a gallery with a double bed.

Proximo is expecting trouble. He has the entire place boobytrapped and his powers activated, projecting an image of himself a few feet away. When the PCs secure a line-of-sight, you can assume that whatever the characters are seeing is not the real Proximo. As he is very skilled at using his powers, the illusion will behave exactly as he would have behaved had it really been him: either he is packing up or he listens suspiciously, then hides in the gallery or warehouse and prepares to attack, etc. If anyone attacks the illusion, Proximo uses that moment to attack them from hiding as per his custom move; the player rolls **Face Danger** instead of **Hit With All You've Got**. This can also happen if the PCs are in the warehouse or on the roof, as Proximo has charges all over the place. Crew members can only directly attack Proximo after they make a successful attempt to discover where he really is. They may see a man-shaped disturbance where he is standing, or notice other details in the environment, such as footsteps in the dust or a bend in the floor where he is standing.

If the group fails enough rolls, you may use your move to say Proximo has fled. In that case, the crew can find clues in the loft connecting him with Christina, such as a note with her phone number or a signed contract. Otherwise, if he is caught or if an agreement is reached, Proximo may tell the crew about Christina and the church. However, as a professional, he did not ask and therefore does not know why Christina needs the schematics.



Depending on the tone of your game, you can portray Proximo as downright villainous or as a merely selfish man who is trying to get by but doesn't really want to hurt anyone. This will determine his attitude in case he is somehow confronted with Christina's atrocities.

## GUS

If the crew calls someone for help in dealing with Proximo, they may be referred to the city's Bomb Disposal Unit. When help arrives, it seems somewhat less impressive than the title. The 'Unit' consists of a single young officer named Gus, who arrives on a scooter equipped with a rotating flashing orange light. Mechanically, Gus is more of a tag than a Danger with its own moves. If anyone wants Gus to take a shot at defusing bombs, they can roll **Take a Risk** with the tag Gus adding to the Power of the action.

Narratively, though, Gus is a stand up guy, who is willing to put himself at risk in order to save people from blowing up. If you're short of a true believer, perhaps he is the one.

Gus was conceived in one of the online playtests of this Case; the credit goes to Nicholas Law, James Gantry, Justin Lafontaine, and John Lamb.

## THE MURDERS IN CROSS END

To save the City (as she sees it), Christina needs to simply place the heart of a true believer on the church's altar before midnight on All Hallows' Eve. As she found out in the recent days, that is more easily said than done.

The main problem is, it's not quite clear what constitutes 'a true believer' (see sidebar). Christina tracked down and murdered three different people whom she identified as possible 'true believers', one in each of the previous three nights:

- **Corrina Dulak** (three nights ago), a righteous lady who frequented church regularly and was well-known in the community for her charity work. However, though they will not speak of it openly after her horrible death, her own family knew Dulak as a harsh and domineering matron who demanded the highest standards of purity and self-discipline from everyone, sometimes to the point of abuse.

- **Frank Dalton** (two nights ago), a genuine and kind high-school student who was always welcome anywhere in the neighbourhood thanks to his rolling laughter and ability to defuse any animosity by cracking jokes. For all his love to Cross End's people, Frank always dreamed of leaving the neighborhood and making a better life for himself. Did that make him a bad person? Who knows.
- **Saeed Beshara** ((last night), a local rap singer known for his inspiring lyrics that often talked of a direct relationship with the divine. Saeed may well have been a Gateway in contact with something from beyond the Myst, but studying his lyrics would also show he was terrified of opening up to that greater force.

Needless to say, all three hearts did not yield the result Christina hoped for when placed on the altar, and the guilt for the lives she has taken for naught now hangs over her young shoulders.

### **Christina's Method**

In order to mask the crimes she has committed, Christina decided to pin them on her enemies, the Beasts, in the following way:

- She would make her move when her victim was alone and where she knew she had a few hours before anyone would show up, e.g., at home or in a dark alley, and usually late at night.
- First she would shoot them right through the heart and kill them. She needed the heart for its mystical properties; keeping it biologically intact was not important.
- Next, she would break the victim's ribcage and tear the heart out using an instrument she obtained, made out of a bear's claw. This took some time and made a big bloody mess.
- After acquiring the heart, she made sure to claw away also at the entry and exit wounds of the bullet.
- She would then spread feathers and fur around the body (she collected these from around the church walls).
- She meticulously spray-painted art similar to that of the Beasts all around the body.
- Finally, she would unleash a cage full of rats at the scene and let them tear at the flesh.

## THE HEART OF A TRUE BELIEVER

The question *'What makes a true believer?'* is the mystery at the center of this Case. Does being a true believer mean you are a follower of the Holy Faith? Does it mean being a good person – and in what way? Does it mean having hope? This is not a question for the MC to answer before the game. It's a question for everyone to answer together as the game unfolds.

While it is not advised that the MC spell out this question for the players (a mystery should be, well, mysterious), you can use it to build up suspense.

When one of the players rolls 7-9 on the move **Investigate**, you may choose the option to ask a counter-question. Describing the character's feeling of being watched, either by some higher force or perhaps by something in the Beasts' strange graffiti, you can ask that player a simple question: "Are you a true believer?". There is no need to identify the source of the question; it goes out from the MC to the player, not necessarily from an NPC to the PC. However, it refers to the player's character.

Knowing which character is a true believer, or at least considers herself to be one, could set up the scene for the grand finale. You can assume that Christina or the Beasts (or both) are given this information about the PC through their Mythoi.



By the time the crew arrives, all crime scenes have been sealed off by the police, who left the place and moved the bodies to the morgue for autopsy. If the crew investigates the three murder cases, they will find pretty much the same clues:

- The victim was somehow instantly incapacitated, possibly by a form of cardiac arrest. Were they frightened to death?
- The victim's heart was clawed out and removed whole; subsequently, the entire body was mauled and chewed, with shreds of flesh found around the body.
- The entire crime scene was covered by creepy graffiti depicting beasts in the forest. However, a direct comparison may reveal differences in style, or even that the art was copied.
- Overlooked and hidden somewhere on the crime scene, a single bullet can be found.

### **The Beasts and their Den**

The Beasts hang out in an abandoned office building overgrown with trees and vines. What bare walls remain are densely covered by rich graffiti art of various forest animals motifs. It almost seems alive if you stare at it for too long from the outside; walking inside the Den, one can become lost in the hallucinations of the Stag Head. If relevant, you may ask each affected character's player to make the **Face Danger** move against a status of *Delirious-2*.

The gang counts a total of 63 members. All members display partial transformation into beast forms: half-crows (like Morty), part-stags, semi-boars, quasi-badgers, etc. The ringleader is **Bear**, a towering figure seven foot tall, hairy and brawny beyond what is humanly expected, with a roaring voice and two beady brown eyes. Currently, Bear has decided to keep the gang at a low profile since they have been associated, even if informally, with the loss of three cherished members of the community.

If the characters approach the Beasts' lair, their intentions will determine the way with which they are received. If they come to snoop around or make accusations, the Beasts will try to teach them a lesson, and if things heat up, it could get violent and gruesome. Alternately, if the crew takes a friendly and respectful approach, they might be treated as allies.

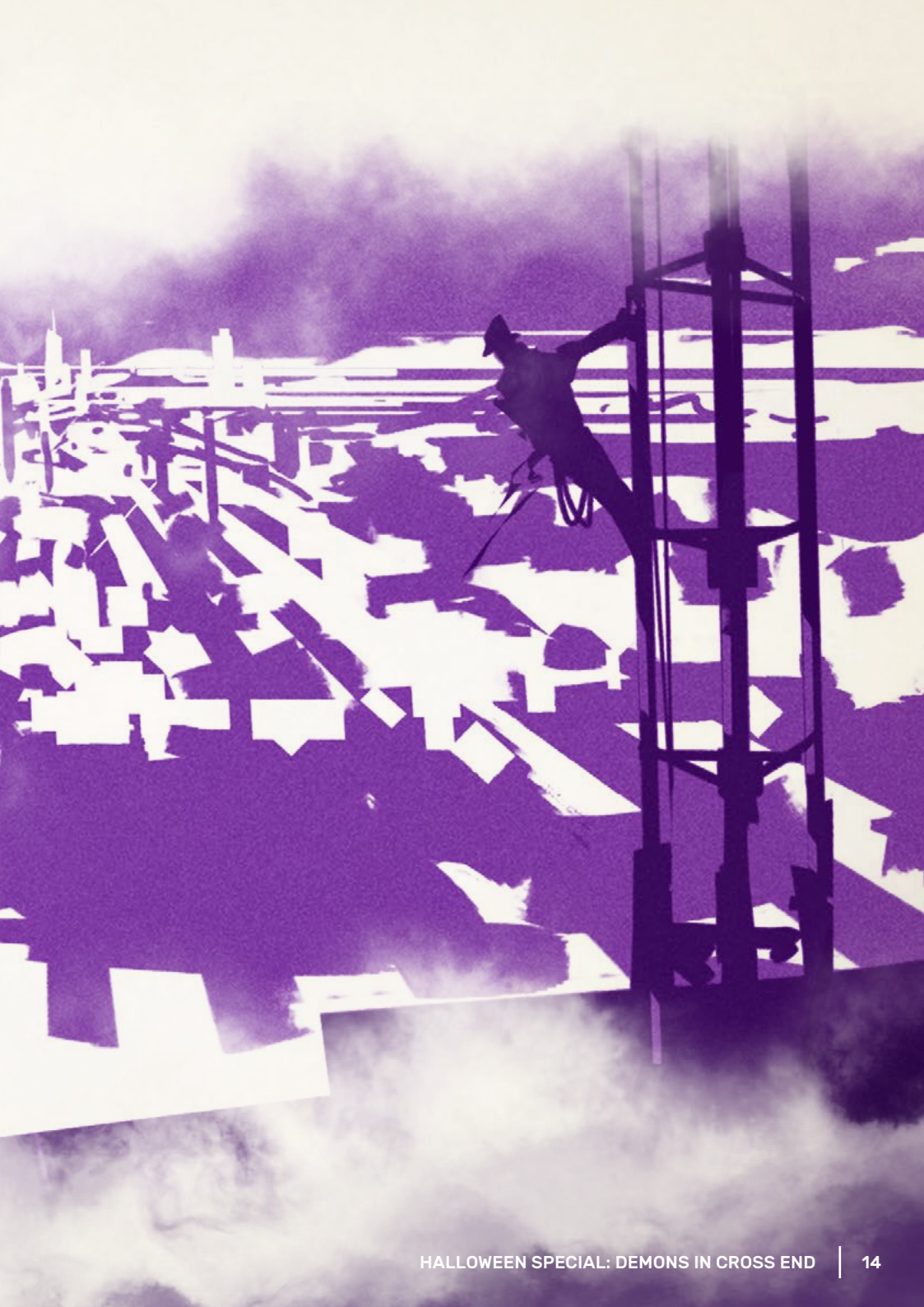
The clues available here are:

- The Beasts are certain that the three murders were pinned on them.
- The Beasts are no saints. Following the laws of the jungle, gang members often leaves a trail of destruction in their wake. Their vices include raiding shops, harassing people on the street, breaking into private property, and a whole lot of vandalizing.
- The Beasts are no demons, either. Unless provoked, they rarely become violent. They are mostly trying to have fun and make sure no-one can impose obedience on them.
- Bear can't prove it, but he thinks Christina is behind the killings. He will only reveal this to a person he trusts.
- The Beasts are preparing to mount one final attack on the church on the night of Halloween, during which they intend to usher their god into the City.

## CLUES AND SUSPENSE

Remember that the **Investigate** move allows you, the MC, to decide how much you wish to reveal with each clue. Even if a player uses the move to ask "who is the killer?", the rules stipulate you owe them nothing more than a single detail that will somehow help them solve this question. This detail could fall anywhere between instantly revealing the truth to merely pointing at a new lead (that must be useful). Depending on how you want to pace the investigation, you can adjust how much is revealed with each clue.

At the same time, do not limit yourself to the clues listed above. If a player finds a clever and reasonable way of gaining more information about the Case, figure out what they discover and grant them the clue they deserve. For example, Declan L'Estrange can use his historical knowledge or business connections to dig up some details about the church and its esoteric history; Flicker can learn similar facts searching the website of a local history buff or wiccan group.





# THE SHOWDOWN

## ***CHURCH OF SANTA TERESA DE ÁVILA*** ***(CROSS END)***

Eventually, all clues should point the crew to the church. Whatever they know about Christina, the PCs probably understand that she is a woman on a mission, willing to go to great lengths to accomplish her goal. They may wish to confront her about their discoveries or to sneak in and find out more about her conflict with the Beasts.

The church is a dramatic-looking ruin situated at the edge of Cross End, where it meets with the airfield; beyond it there is little but a tract of empty land covered with wilting brown grass. Clouds broil overhead as the PCs approach the place; it soon begins to rain. A single column of light breaks through the clouds and illuminates the church, fading out at times.

The church has three distinct areas:

- **The main hall** (including the sanctuary and the nave): This area was recently renovated: new pews were placed in straight rows, the marble altar was polished, all the trappings of worship were set up. Most notably, on the wall behind the altar, the great stained glass window was repaired, depicting an angel spreading her wings. Despite the renovation, the sanctuary is still somewhat exposed to the elements with nothing overhead but a few heavy and crumbling stone arches.
- **The ruins**: Outside, all around the main hall, there are piles of debris and collapsed enclosures, the remains of the various sections that previously made up the church. The ruins are covered with the Beasts' graffiti, especially the walls.
- **The crypt**: Beneath the main hall, accessible through several spiral stone staircases, lies a spacious, dank, and dark basement. In the center of the basement, there is a huge and very old fresco depicting the Stag Head in a circle, studded with many sigils of protection.

Investigating the church can yield several additional clues, in case the crew seeks confirmation to what they may already suspect:

- The altar is stained with blood. If anyone is able to identify the blood, they discover it belongs to Christina's three victims.
- The plastic case with the rolled-up schematics of the church is hidden behind the altar. Touching it, however, may incur the wrath of the holy forces present (see below).
- Christina's fake claw instrument is stashed away in a compartment in one of the pews.
- Beneath the fresco in the crypt lies the Stag Head's point of entry - its Gateway.
- If the heart of a true believer is not sacrificed on the altar by midnight of Halloween, the Stag Head will emerge into the world once again, probably destroying the church in the process.

If **Christina** is around, she will be kneeling at the altar, praying for one last chance to save the City from the Stag Head. She has cropped, platinum blond hair, fair skin, flushed cheeks, and piercing icy-blue eyes. She's usually sporting combat boots, jeans, a tank top, and a leather biker jacket. Under the jacket, she has two oversized pistols tucked into her belt against the small of her back. When she is at the altar, the light going through the stained glass falls on the floor around her in a strange pattern, creating the optical illusion she also has wings.

## ***THE FORCES AT PLAY***

### **THE HOLY FAITH**

Seeing that the crew found her, Christina will try to play out the meeting in one of two ways: ask for their help and possibly their ultimate sacrifice, or, if that fails, take by force the heart of whoever seems to be the true believer in the bunch (perhaps based on the questions you previously asked them, see the above sidebar, **THE HEART OF A TRUE BELIEVER**).

Remember that while this church still stands, it's Christina's turf. Any imaginable divine effect can emanate from her, from the altar, or from the stained glass window; see her moves for some ideas. **Proximo** may also be present, most likely as a hired gun assisting Christina.

## THE STAG HEAD

The Stag Head sees this night as its long-awaited opportunity to reopen the Gateway at this location and manifest as a physical avatar in the City. Whether or not it needs a person to act as this avatar is up to you. If necessary, the Stag Head will communicate with any crew member who may agree to help it take physical form.

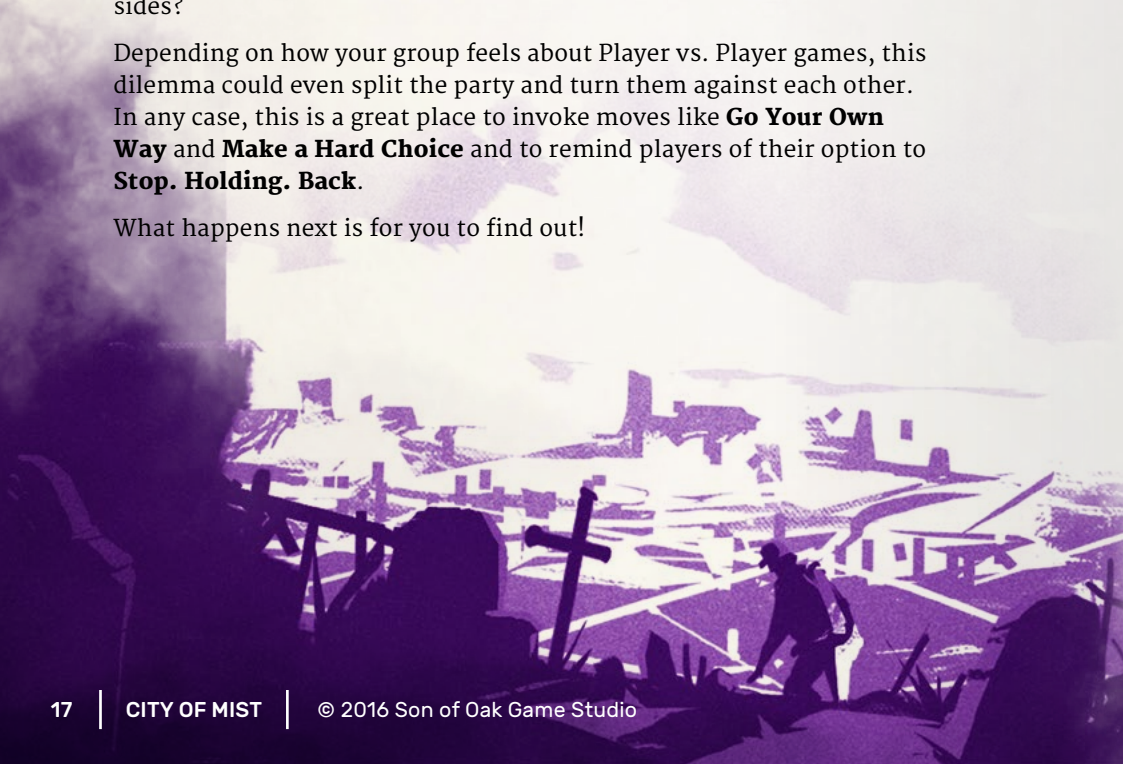
However, until midnight or until the church is destroyed, **the Beasts** are the Stag Head's only physical manifestation. They will mount their attack to try and physically bring down the church and free their god. It doesn't take much to topple down the crumbling walls of this old building. Armed with quads, chains, and hooks, as well as jackhammers, chainsaws, and crowbars, the Beasts can definitely do some damage to the church, if they manage to endure the burning smite of the Faith's presence and make it to the main hall.

## HOW IT COULD GO DOWN

Sooner or later, the party will have to face a decision: who should they help? Does the fear of an avatar of ecstasy tearing through the streets of the City outweigh their possible moral aversion of helping Christina? Or will they find a solution that does not involve taking sides?

Depending on how your group feels about Player vs. Player games, this dilemma could even split the party and turn them against each other. In any case, this is a great place to invoke moves like **Go Your Own Way** and **Make a Hard Choice** and to remind players of their option to **Stop. Holding. Back.**

What happens next is for you to find out!





# THE AFTERMATH

The outcome of the showdown at the church can have a wide spectrum of implications. As you wrap up the Case, you may want to consider the following questions:

- If the Stag Head broke loose, what will be the implications for the City?
- If Christina is still alive, will she be brought to justice?
- What is the fate of the Beasts? Do they see their god for what it is and, if so, does that make them more loyal to him, or less?
- What will happen next with the church or the pile of rubble it's been reduce to? Will it become the Stag Head's new lair? Or a base of operations for Christina's missionary work?
- What about Cross End? How is it affected? Does anyone talk to the families of the victims to let them know the truth? How do they take it?
- And will Michel Ahmagi ever see his precious exhibits again?

# THE DANGERS

## PROXIMO

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You can find Proximo's Spectrums and Moves on pages 65–66 of the free *City of Mist Starter Set* rulebook.

## THE BEASTS

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The Beasts are typical slum gangsters and thugs with one difference: they are transforming into actual beasts, growing feathers and fur, claws and antlers, scales and tails.

**Mythos:** The Stag Head

**Spectrums:** Hurt 2 · Scare 2

**Moves:**

- Bare their teeth or swoop down (*Shaken*–1)
- Claw, bite, or crush (*Injured*–2)
- During the showdown: bring down a part of the church (*Buried*–2)

**Collective:** increase all of the Beast's Spectrums and Moves by 1 for a small group of Beasts, by 2 for a large group of Beasts or for Bear himself, and by 3 for the entire gang.

**Leader:** Bear has also the following moves:

- Preternaturally sniff out the truth (*Exposed-3*)
- Roar to rally his Beasts (remove up to 2 tiers of negative statuses)

## CHRISTINA

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Christina is a modern-day paladin of the Holy Faith. Dedicated and pious, she would do anything to push back the forces she considers dark and unholy. She is an expert gunslinger, always ready to put a bullet through the agents of evil and isn't afraid to get blood on her hands, if necessary.

**Mythos:** Paladin of the Holy Faith

**Spectrums:** Hurt 4 · Guilty 6

**Moves:**

- Rain down bullets from her pistols on an area (*Injured-3*)
- Deadly shot (*Injured-5*)
- Roll with the punch (reduce all physical damage Statuses by 2 tiers)
- Make one wish to change one's moral mistakes and failures
- (*Guilty-2*) Break down and ask for help

At the church:

- The Saints blind the blasphemous (*Blinded-2*)
- Heavenly winds push back the unbelievers (*Pushed-3*)

## THE STAG HEAD AVATAR

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If it emerges into the world, the Stag Head avatar is an enormous creature that can best be described as a walking forest. It's about as big as the church's main hall; it's made of dense foliage, running rivers, and creaking roots; it has eyes like two turbid green ponds in which mesmerising colorful lights flicker. The ruckus of wild beasts echoes from deep inside it along with some deeper, unearthly growl. Antlers as large and as complex as tree branches grow out of its topside. It can grow protrusions to serve it as arms if necessary, but mostly it will just move through things and swallow them whole.

**Mythos:** The Stag Head

**Spectrums:** Banish 6 · Burn 6 · Appease 5

**Moves:**

- Immediately grow back parts of itself that are destroyed, unless the damage was done by holy means (reduce all physical damage Statues that aren't holy by nature by 4 tiers)
- Smash (*Smashed*-5)
- Swallow up something with grasping thorny vines (*Entangled*-4, *Nicked*-1)
- Force someone to unleash the animal within (*No-restraints*-5)
- Spew out more humanoid Beasts
- Change the weather

