

SACRED  
LAND

# CITY of MIST

## OVERLOOKED ATTRACTIONS

ENCOUNTERS IN THE CITY

# *CITY of MIST*

## **OVERLOOKED ATTRACTIONS**

### **ENCOUNTERS IN THE CITY**





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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.

### CONTENT WARNING

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





YOUNG LADY, WOULD YOU KNOW ANYTHING ABOUT THE SEER WHO LIVES HERE?







I DON'T THINK  
WE'RE IN HONOLULU  
ANYMORE, KID.

GREETINGS, RAIN GOD  
AND BEARER OF GREAT  
SUFFERING.

YOU SEEK ANSWERS.

HOW CAN I  
HELP YOU?



WE BELIEVE  
OUR FRIEND IS  
STUCK IN THE  
DREAM REALM.

HE'S... LOST  
CONTROL. WE  
WERE TOLD YOU  
KNOW EVERYTHING  
ABOUT THAT REALM



I DO.

BRING FORTH THE  
BLOOD OFFERING  
AND I WILL ANSWER  
YOUR QUESTIONS



BLOOD!  
ABOUT THAT -

WOULD YOU  
CONSIDER ANY  
OTHER FORM OF  
PAYMENT?



NEXT TIME  
I CHOOSE THE BAR!





# OVERLOOKED ATTRACTIONS

ENCOUNTERS IN THE CITY



CHAPTER

2





There's more to this City than meets the eye – this you already know. Strange magic is blowing in the back alleys and service elevators, in abandoned subway tunnels and derelict tenements. If you stick to the old beaten path, the same roads Sleepers frequent daily, you won't find what you're looking for. You must let the question lead you and step out of your comfort zone. Out there, in the parts of the City veiled by the Mist, that's where Rifts live out their stories.

This chapter lists dozens of City locations and random Rifts your crew may stumble upon as they conduct their investigation. You can incorporate these into your cases or use them as unexpected encounters and scenes whenever appropriate. Each location or Rift includes Danger stats, custom moves, or theme kits, and suggestions on how to use it in your series.

- **Accommodation:** Housing and shelter for those who need a place to stay, such as PCs or NPCs who leave home, are evicted, or go on the run or into hiding
- **Contacts:** Fixers, movers, and shakers in the Rift underworld
- **Information:** Locations and NPCs that the PCs can seek out when the investigation hits a dead end or for knowledge that is difficult to obtain
- **Meeting Places:** Neutral meeting grounds in which to set your strained negotiations or secretive meetings
- **Recovery:** Locations that can help the crew recover fast or shake off unusual conditions, for a price
- **Rivals & Troublemakers:** Individuals and groups who can interfere with an investigation but are not the crew's direct enemies
- **Security:** Rifts that protect a location, person, item, etc.
- **Shopping:** Locations in which the crew can procure rare items or possibilities
- **Street Encounters:** Monsters, gangs, and other phenomena that prowl the streets of the City
- **Transportation:** Means by which PCs can get somewhere fast or reach places that exist outside of this world or the Mist
- **Workshops:** Workspaces that help PCs or NPCs build or prepare something special



# ACCOMMODATION

Housing and shelter for those who need a place to stay, such as PCs or NPCs who leave home, are evicted, or go on the run or into hiding

## THE NIGHT LINE

*Heimdallr and Gulltoppr of Norse mythology*

A golden motorcoach, great for avoiding pursuit – if you can handle the other passengers

The busy streets of the City are filled with buses but one in particular stands out from the rest, provided you can see it. Always on the move and bound for no destination in particular, this sun-bleached yellow motorcoach offers comfortable leather seats, a small restroom, and even a few clean beds, all for individuals who are on the run.

This bus, known as **The Night Line** (Gulltoppr), has been navigating the streets for as long as anyone can remember, offering a safe and reasonably comfortable place to stay for passengers with no destination and nowhere else to lay down their head. The bus is piloted by a hunched-over old man with shiny skin named **Henry** (Heimdallr), who is quick to give a grin of golden teeth.

Perhaps The Night Line's most attractive feature is its ability to move faster than most powers in the City can track. When it is not stopping for passengers to come on board and alight, the bus travels at untold velocity leaving nothing but a faint rainbow trail in its path. While for passengers the bus seems to be merely meandering the streets of the City, there's hardly anything outside the bus that can pinpoint its exact location while it's traveling. Tracking devices and Rift divination powers attempting to get a lock on any of the passengers come up short, except in those brief moments when the bus stops.

This trait makes The Night Line a sought-after hiding place for Rifts on the run, which is precisely what makes this ride so dangerous. When you board the bus, you never know what other passengers could already be on board – and none of them want to be found. Henry does not allow for violence on board, and kicks off any passenger who begins a fight, no matter the reason.

The Night Line has no set route and no marked bus stops. When someone is desperate and in need of shelter, the bus has a way of finding them, appearing from around a corner and coming to a halt along the sidewalk. Henry charges no fee for the ride but warns all passengers of his rule against violence while on board. The Night Line is not great if you're looking to be transported to any specific place, but Henry might be convinced to drive somewhere in particular if the need is great enough.

### THE NIGHT LINE ★★

#### OUTRUN 6 / DECOMMISSION 3

- **All-Seeing Henry:** When Henry enters the scene, give him *all-awareness-4*, renewable as a soft move.
  - **A Moving Refuge:** When you board The Night Line, take *off-the-grid-4*. This status can't be reduced as long as you ride the bus. No one can find you unless they have a tier-4 awareness status or are able to locate and follow the bus after it makes a stop.
  - **Enough, Get Off:** Immediately after you act in a violent fashion on board the bus, Henry stops and kicks you out to the sidewalk as an intrusion.
- 
- A dangerous passenger or one of the PC's Nemesis boards The Night Line, or shows up out of a bed or the bathroom (**Complicate Things, Bigtime**)
  - Staying in the cramped bus becomes overbearing (*cabin-fever-1*)
  - Henry refuses new passengers or refuses passage to someone in particular (**Deny Them Something They Want**)
  - A pursuer travelling at legendary speeds starts catching up with the bus (as per their moves or *catching-up-2*)
- 
- Stop to pick up new passengers
  - Henry or a fellow passenger begins to discuss weather, sports news, or politics



## OUT OF THIS WORLD, SPA HOTEL

*Faerie mounds*

A tempting temporary housing solution which offers every possible comfort, but is very hard to leave

The **Out of This World spa hotel** (faerie mounts Enclave) is one of the least-kept secrets in the City. It sits at the back of a beauty salon, past several dank passages lined with the salon's noisy appliances and storage cabinets – a carefully placed facade, designed by the spa's (and salon's) owner, **Dana** (Touched by the Enclave). Years ago, she discovered that the hard-to-reach mystique works well with word-to-mouth marketing, and Sleepers have been flocking to the “secret” spa on a regular basis ever since.

Sleepers who pass the secret around also warn their friends that the spa allows visitors to stay two hours at most; to stay any longer, they are required to check into one of the hotel's suites, but there are only a handful of these and they are usually at capacity. Many visitors thus find themselves “banished” despite wanting more, for weeks reliving the experience in their dreams.

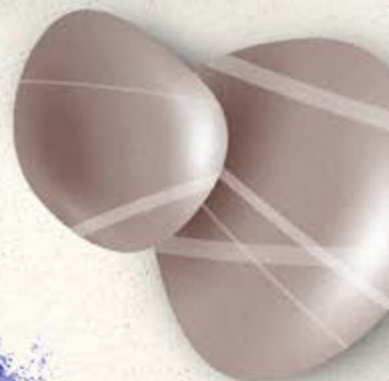
The spa is full of comforts and temptations, all at surprisingly reasonable prices: treatment rooms, saunas, fresh food and sparkling wine, all presented by strangely pleasant, graceful servants, who avoid all conversation with dismissive laughter. The suites are even more luxurious and include room service, personal yoga trainers, and private shows. Usually once during each client's visit, Dana shows up to ensure their enjoyment; the grande dame is a slender, sly lady of indistinguishable age with high cheekbones and eyes like pools of starlight.

Once you're in the Spa Hotel, you needn't ever come out again. The longer you stay, the more you become susceptible to the comforting charm of the place – which will eventually overcome your common sense, and you will simply never wish to leave. Dana knows this, of course, and pushes Sleeper customers out once they get their money's worth. Rifts are a different story, though: she makes sure to leave a suite or two free for such clientele, and allows them to stay for as long as they want. Those who forget themselves and stay for too long are kept as her pets or companions until she chooses to let them out into the City once again, disoriented and wondering how much time has passed.

## OUT OF THIS WORLD SPA ★★★

### TRASH 6 / EMPTY PANTRY -

- **Overstay Your Welcome:** When you enter Out of This World Spa Hotel, take *captivated-1*. This status negatively affects all attempts to leave the spa. At *enthralled-5* you are an enchanted servant of Dana, the owner. At *spirited-away-6* you are lost to the faerie mounds, never to be seen again.
  - **Just a Dream?:** When you exit Out of This World Spa Hotel, if you have a *captivated* status with a tier higher than 2, reduce it to tier 2.
  - **Every Worldly Delight:** When you partake in a spa treatment or try the food and drink, remove up to three tiers of physical, emotional, or mental statuses and take *captivated-3*.
  - **The World Moves On:** When the crew takes a **Montage (Downtime)** move while in the spa, the fairy magic allows them to recover from even magical statuses, but time passes and the investigation gets out of their hands. The MC makes two hard moves to represent offscreen developments (such as **Complicate Things**, **Bigtime**, **Deny Them Something They Want**, or **Make Something Horrible Happen**). The *captivated* status can't be reduced with this Montage (Downtime) move. Each member of the crew takes *captivated-3*.
- 
- Allow for a pleasant time to be had (give *captivated-2* to everyone in the spa)
  - Present a temptation in the form of comfort and delight
  - Present someone who's stayed for far too long







## THE PIGEON COOP

*The Simurgh, legendary ancient bird of Iranian myth*

A quiet rooftop hovel far above the City, where you can regain perspective after experiencing loss, catastrophe, or defeat

There's a place on the rooftops above, where one can find some peace and quiet. Climb the fire escape, slip through the broken window, past a rickety "bridge" made of old planks, crossing over from roof to roof. Follow the birds to their nest, and eventually you'll find it – it's never far.

The sound of thirty or so pigeons welcomes you as you walk past a wide pigeon coop toward what seems like a ramshackle shack, but is actually more akin to a fortress. The small cabin is just one part of a large habitat, extending into an abandoned elevator shaft and stealing some space from a neighbouring roof. It even has a small vegetable garden behind the giant billboard.

One finds this high place only when one hits rock bottom. After a fall from grace, an accident or battle that leaves you unrecognizably scarred, or losing the person dearest to you, a strange loft of pigeons, exactly thirty in number, leads you here. Anyone can find the pigeon coop but to be invited to stay you must truly feel this need, a desire to be left alone by the world, of escaping responsibilities, of being nowhere and required to do nothing by no one.

Here you'll have time to process, to sit and think while watching the busy streets from above, hanging between heaven and earth, staring at a thousand life paths crossing each other. You'll have little to do but consider every decision you made in your life that has led to this point. If you are broken, the pigeon coop will slowly nurse you back to life. The world will try to call you out to play again, and every day this call will intensify, but you have a purpose set before you. Contemplating on your past, you will learn from your mistakes, accept what you cannot change, and finally envision a new future for yourself.



## THE PIGEON COOP

A PC may find the pigeon coop when they lose a theme, take a tier-5 or -6 status that spells their demise or defeat, or narratively hit rock bottom. Time spent in the coop accelerates the character's overall transformation and growth (with Fade/Crack and Build-Up), but she is regularly being called back to life. You can resolve the PC's return narratively or use the *time-to-go-back* countdown spectrum, whose maximum you can adjust to allow for a shorter or longer stay.

While a lead character is in the coop, she effectively cannot take action and comes into play sporadically as we see her progress and her deliberation of when to return to the City, on what terms, and how to recreate herself. During this time, suggest to the player to create and play a temporary second character, **the Shadow**, with which they can act. The Shadow could be a nemesis of the original PC, the actual PC slipping out and acting in disguise or under a pseudonym, or a new player in town which reflects everything the PC is not and threatens to take her place. Most often, the actions of the Shadow stand in contrast to the character's previous behavior and create problems that eventually draw the character out of the coop, while at the same time remind the character who she truly is or how she must improve.

### TIME TO GO BACK 4

- **Leave Me Alone:** When you find the coop and get settled in it, take *away-5*. Remove this status when you leave.
- **Between Above and Below:** While in the pigeon coop, when your crew makes the **Montage (Down-time)** move, instead mark Fade/Crack once on one theme and choose one, two, or all three of the following:
  - » **Seed of the World Tree:** Remove one tier of your worst status, at your option.
  - » **Contemplate your life:** Gain one point of Build-Up.
  - » **Send out the pigeons:** Gain 3 Clues about what is happening in the City through pigeon Familiars that allow you to remotely see, hear, smell, etc. (but not act)
- **Optional: Bittersweet Gratitude:** When *time-to-go-back* maxes out, you leave the coop.
- Call you back to life through a visitor, an occurrence in the City, or something or someone that's waiting for you (*pressing-matters-1* or **Force Them to Choose**)
- Something you see in the City captures your interest

## THE PROJECTS

A rundown tenement for the down-and-out, that desperately needs a hero

**The Projects** was one of the first housing projects built in the Cross End slums, with several twins later popping up in blue-collar residential neighborhoods such as Whitecliff and Miller's Square. It's a block-wide shoe box for people, constructed decades ago, poorly and quickly, by Payne Construction Company. Today, the walls are dilapidated, broken down to the beams in places, while burst pipes and broken locks keep the old caretaker overworked. The stench of desperation is everywhere.

Folks live here if they can't afford anything else or if they feel that they must stay to take care of their loved ones. Most of the Projects are populated by families, sometimes several generations living in the same household, but there are a handful of loners as well. Life in the Projects produces its own share of drama and happy moments, and the walls are thin, so everybody knows everyone's business.

While it is hard to make ends meet in this part of town, the Projects share a sense of community that few other neighborhoods can boast. Spending any time here, even in a one-month rent or when crashing on a friend's couch, means sharing your living space with hundreds of other individuals. Every day sees fights breaking out and truces reached, love blooms and passions ignited, kids run around playing, laughing, and annoying everyone, and thus the daily hardships are endured. The creaky corridors, the secretive boiler rooms, the rusty fire escapes, the quiet roof, and the rundown playground in the yard – all these serve as the theatre for the microcosm that is the Projects.

But the clock is ticking on this community and everyone knows there's a catastrophe waiting to happen. Sooner or later, a negligent accident could bring this old ramshackle building down and City Hall has threatened the association with eviction more than once. While at first a newcomer might rue their bad luck for ending up here, over time they learn to love this place. Maybe one day, someone will love it enough to fight for a better future for the Projects.



## THE PROJECTS ★★

### COLLAPSE 6 / EVICT 4

- **Loose Boards, Burst Pipes:** When you enter the Projects, give it the tags *derelict building* and *snoopy neighbors*.
  - **Just as You're About to Leave:** At the end of each **Montage (Downtime)** spent in the Projects, the MC makes one of the Projects' hard moves.
  - **Creeping Attachment:** When you take a tier-6 status representing attachment to the Projects, replace one theme or extra theme with a Logos theme related to the Projects (e.g., *Defining Relationship*, *Routine*, *Turf*, or *Base of Operations*).
- 
- A neighbor makes contact (create a new Danger: *Hopeless City Resident*, *MC's Toolkit* page 142). Every subsequent activation of this move, increase the collective size of this Danger by one.
  - A new potential disaster looms over the Projects: fire, flood, gas leak, heating breaks, electrical problems, threat of eviction and/or demolition (**Complicate Things, Bigtime**).
  - The residents make a plea for someone else's sake or for the community as a whole (*moved-1*, increased by collective size to *caring-2*, *part-of-the-community-3*, *heart-of-the-community-4*, etc.).
  - The residents surround and protect someone with their bodies (**Complicate Things, Bigtime**).
  - Someone living in the Project is revealed as a Rift. Give them a Mythos Power Set (*MC's Toolkit* page 152) and have them make a hard move.
- 
- The ruckus in the next apartment grows quiet, as if someone is listening
  - A neighbor shows up snooping around the crew's business
  - A resident gets caught up in the crew's business

## ONI NEIGHBOR ★★★

The Oni neighbor is that Projects neighbor everyone is afraid of and no one wants to approach. Rarely seen picking up the newspaper in his shorts and sleeveless shirt, he keeps to himself unless you disturb him by making a noise or loitering, or, gods forbid, intentionally knocking on his door (for example to ask for milk or collect fees). Naturally ill-tempered, the Oni neighbor is quick to anger and reveals his demonic horned face, so most visitors end up running down the corridor screaming. He's a firm believer in educating intruders, so those who dare stand their ground and face him end up getting a beating.

### HURT OR SUBDUE 4

- **Demonic Invulnerability:** When the Oni Neighbor takes a status of physical harm or subdue, reduce its tier by 3.
  - **Get Lost:** Once per scene, the Oni Neighbor shouts at a PC or NPC (or a group of them), trying to scare them away with his terrifying visage (*terrified-3*).
  - **Grouchy Neighbor:** When the Oni Neighbor enters the scene, give him *infuriated-3* if you made him mad or *grouchy-2* if you didn't.
- 
- Get even angrier than before, revealing his demonic face (*terrified-3*)
  - Punch, slam, kick, throw, or bash someone (*sore-all-over-3*)
  - Reach for his *unbreakable baseball bat*, a kanabō club Relic
  - Use his horns and claws to tear through defenses (burn one appropriate tag)
- 
- Shout at someone through the walls or door to shut the hell up, or he'll come out





# CONTACTS

Fixers, movers, and shakers in the Rift underworld

## 1-800-KINGSMEN CLEANERS

*All the King's Horses and all the King's Men who couldn't put Humpty Dumpty together again*

A life repair service for Rifts who have neglected their personal lives for too long

Flapping in the wind all across town are faded flyers of a prosaic cleaning and repair service. Sleepers ignore them and let them fly by or wash into a drain, but Rifts at risk of destroying their private lives serenely hold out their hands just in time to catch one. At the top, block letters spell out "IF IT'S NOT HUMPTY DUMPTY, WE CAN FIX IT!" followed by the 1-800-KINGSMEN number. The rest of the text strangely appeals to the reader's particular crisis: "Want your boyfriend back?" "Need to roll back time on that temper tantrum?" "Must get your job back before rent is due?" Testimonials of pleased customers drive the sale home.

If called, **the Kingsmen** (of all genders or none, all Touched by this Mythos) will show up to undo any imaginable mess a Rift has made in their private life. Arriving in a white van with a trite broken egg logo, they swoop in wearing white overalls and jumpsuits and sweep up the shards of one's broken life. The Kingsmen Cleaners will clean up a space and restore it to its former state (getting rid of any bodies and putting skeletons back in the closet); speak to individuals involved and provide crisis counseling (for which they are professionally trained) to undo the damage of interpersonal mistakes; exploit legal and financial loopholes to revoke any harmful outcome of recent actions taken by their customer; and more. The restorative powers of their work are staggering – fixed property and relationships feel brand new and there is no trace for whatever mistakes have been made. In a matter of hours, the customer's life is back on track.

The Kingsmen warn Rifts in advance that they cannot do much about other Rifts in their lives; the service is limited to fixing a Rift's mundane life and Sleeper relationships only. The caveat is in the slogan – if it's not legendary, we can fix it. They also cannot turn time back, per se, although their handiwork appears as if it might as well could. Finally, as given in the fine print on the clipboard-attached contract they hand to customers to sign, anything the Kingsmen fixed is prone to break again.

The price for the service is high: the customer signs a transferable bond of servitude that the Kingsmen then sell to the highest bidder. The owner of these bonds becomes the effective 'king' of the customer and can command her to perform a single service. The customer must comply, or her life falls back apart. Many of the Kingsmen are themselves past customers called upon to help clean up a mess.

What exactly powers the company's incredible abilities remains a mystery. Most customers are too preoccupied with their life crisis to care while others simply accept that it's the Kingsmen special Rift magic. But with methods and results so similar to those of the Mist, bordering on memory rewriting and uncanny de-escalation, veteran Rifts who have followed this service wonder if the Kingsmen are somehow associated with the Gatekeepers, or at least, found the means to harness the hidden powers of the gossamer veil.

## 1-800-KINGSMEN CLEANERS

- **Flyer in the Wind:** When you would mark Crack on a Logos theme or lose a Logos theme, you first receive a Kingsmen flyer. If you choose to hire the Kingsmen, remove all Crack from the theme and prevent its loss, if applicable. You may also use the Kingsmen to remove any non-lethal mundane status up to tier 5 such as *broke-5* or *wanted-5*.
- **Glued Together:** When you mark Crack on a Logos themed restored by the Kingsmen, mark one additional Crack.
- **Bonds of Servitude:** When you hire the Kingsmen, take *indebted-6*. As an intrusion, the MC may reveal the owner of your bond of servitude, your 'king'. If you refuse the task your 'king' appoints to you or if you fail to perform it, you lose the Logos theme restored by the Kingsmen, gain the removed Crack back, or regain the removed status. If you complete it, you are free and clear. In either situation, remove the *indebted-6* status.

If it's not  
humpty dumpty,  
we can fix it!  
1-800-Kingsmen Cleaners



## AUNTIE PAY

*Tio Supay, Andean Underworld god syncretized as the Devil, Protector of Miners and Bringer of Luck*

A savvy agent, well-connected in the Rift underworld, whose employment is hard to leave

Nobody in the Rift underworld knows who **Auntie Pay** (Tio Supay) really is, but she knows everyone. It is said that her true face is that of a red horned devil, but when you meet her all you see is the wrinkled countenance of an old lady. This fabled mask of flesh is often pierced by her sharp eyes, menacing grin, and wicked wit. Rumors on the street about Auntie Pay are myriad, though the two most popular are that she was once a nun or that she once worked hard labor mining for silver. She certainly has the calluses of a miner.

Long done with either the mines or the nunnery, Auntie Pay is now known only as the Rift underworld's forewoman. When an influential Rift has a job they need performed on the down-low, Auntie knows about it and is ready to find the right team for the job. Her connections run through and through the secret world of Rifts, particularly working class Rifts looking for a paid gig. Once a job has been arranged, Auntie Pay takes her cut and slips away, seeking neither recognition nor the favor of the employer. For now, her reputation does not precede her, which is just the way she likes it. She doesn't need to work hard for opportunities – her Mythos already has her in the right place, at the right time, with the right information.

When you fit the bill for one of Auntie Pay's jobs, you get a call. When you have a job to offer, she'll contact you with a proposal. She'll meet exclusively in one of her basement-offices, politely refusing to meet elsewhere. If you want something from her, you need to go to her. Naturally, she has a slew of Rift bodyguards in case things go south.

Working with Auntie Pay can be lucrative, but she has some peculiarities her clients must accommodate. Rather than cash, she'll take her cut in alcohol, tobacco, high-end sweets, gems, and, especially, flowers: rare, fragrant or exceptionally beautiful flowers, with which she adorns her basement facilities. Second, once you started working with her, she expects a cut from *any* of your gigs, and also expects you to take all the gigs she offers you. Don't refuse her too many times and *never* skim her of her share. She hates disloyal, lazy, or cowardly workers. If you ever cross her, she'll curse you so bad you'll never work in the Rift underworld again.

### AUNTIE PAY ★★★★★

#### HURT OR SUBDUE 3 / THREATEN -

- **Forewoman of the Underworld:** As a hard move, or once per scene as an intrusion, Auntie Pay reveals one of her Rift employees. Create a new Danger (such as Cat Burglar, Con Artist, Hired Thugs, Hitman, Smuggler, etc., *MC Toolkit*, starting on page 145) with a Mythos Power Set (*MC Toolkit*, starting on page 152).
  - **Bodyguards:** When Auntie Pay takes a status her bodyguards can protect her from, the bodyguards take the status instead.
  - **Seasoned Negotiator:** When you **Convince** Auntie Pay, reduce the tier of the status you give by two. When Auntie Pay makes you a good offer and you refuse, you are **Taking the Risk**.
  - **Wrath of Supay:** When you deny Auntie Pay for the third time, or when she discovers you have betrayed her, you take *unlucky-laborer-2*. This status impedes all paid work you do for another Rift, cursing it with misfortune.
  - **Mining Accident:** When your *unlucky-laborer* status is at tier 4 or higher, Auntie Pay can convert its tag to *buried-alive* or *crushed-under-rubble*.
- 
- Call you with an offer she expects you to take (**Complicate Things, Big Time**)
  - Explode in a diatribe of wrath and fury, cursing an employee she's unhappy with (*unlucky-laborer-2*)
  - Grant an employee *worker protection blessing*
- 
- Offer you a job with a leer



## MARQUIS WARD AND THE TORTOISE COURT

*Ekwensu, Igbo trickster god of bargains and the tortoise*

An underworld arbitrator and mediator with the power to hold Rifts to their word

Survive long enough on the streets of the City and you'll learn that not every confrontation is best concluded with brute force. Veteran Rifts, well-established Legendaries, and even a few Avatars have learned the hard way that, in certain situations, open war only weakens them while a compromise serves them much better.

Upon this premise, master mediator and top-class negotiator **Marquis Ward** (Ekwensu) built his career. A formidable, smileless man, Marquis is not the forthcoming people's person one would expect as a mediator. The bald, designer-wear-donning alpha male delivers quick and cutting judgements and aggressive and unequivocal proposals. With years of experience dealing with the thugs, outcasts, and criminal masterminds of the Rift underworld – or worse, split-personality Borderliners and Touched – Marquis taps into the ruthless yet objective nature of his Mythos to cinch a deal or an agreement that is always hard for both parties to stomach, yet still keeps them sitting at the table.

Ekwensu doesn't just make Marquis a powerful arbitrator, he makes him an apex predator of Rifts. His ability to exact punishment on Rifts both living or dead, and even on spirits and other gods, allows him to bend Mythoi to his will, sometimes even to tear them right out of a Rift's soul (what exactly this means is beyond mortal understanding). Combined with his powerful warding abilities and reign over bargains and oaths, this makes him perfectly suited to serve as a high judge for crimes and conflicts in the Rift underworld.

Powerful Rifts that want a fair arbitration or mediation come to Marquis' **Tortoise Court**, an Enclave that looks like an oval refinery silo to the Sleeper eye, but behind the Mist appears as an amphitheater-sized tortoise shell. Inside, once all parties are heard, this unruly underworld court is taken over by silence whenever Marquis is about to make a ruling. He inspires not only true fear but also deep respect in the hearts of Rift who know his judgement is not only fair, but also the best they can hope to get. It helps to know that the punishment for breaking a deal presided over by Marquis is the utter oblivion of Sleep.

## MARQUIS WARD ★★★★★

HURT OR SUBDUE - / OVERPOWER SPIRIT 6 /  
MAKE A CASE 5

- **Apex Predator of Spirits:** When Marquis Ward takes a spiritual, emotional, or mental status, reduce its tier by 3 and apply any remaining tiers to *overpower-spirit*.
  - **Apex Predator of Tricksters:** When Marquis Ward enters the scene, give him *can't-be-fooled-4*. The MC can renew this as a soft move.
  - **Punish the Oathbreakers:** When you partake in an agreement or oath blessed by Marquis Ward, you take *supernatural-oath-6*. You may only **Face Danger** with trickery. When you break an agreement or oath blessed by Marquis Ward, if you still have the status, he kills a part of your Mythos. Replace a Mythos theme.
  - **Convincing Case:** Treat *make-a-case* as a swing spectrum, which can shift towards either party in the mediation process. When *make-a-case* maxes out, Marquis rules in favor of the party that maxed it out. The winning party gains *Marquis's-favor-3* if they are Dangers, or the Favor of Marquis Ward extra theme.
- 
- Deliver quick and decisive ruling that now must be honored (**Complicate Thing**, **Bigtime** and trigger **Punish the Oathbreakers**)
  - Ward off all other spirits in the area with his tortoise drum, snuffing out unwanted legendary powers (*banish-5* or *suppressed-Mythos-powers-5*)
  - Strike down anyone who causes trouble in his court (*on-deathbed-5* or *crushed-spirit-5*)
- 
- Listen to both parties with a cold, smileless face
  - Write off an unfounded case made by one party

The **Favor of Marquis Ward** extra theme represents a temporary state where a PC or the crew are on Marquis' good side and can use this to their advantage. This allows them to influence the outcome of negotiations, arbitrations, and mediations Marquis is involved in. However, Marquis remains an NPC and a Danger, and his Danger moves continue to be under the MC's control.

If gained through the custom move **Convincing Case**, this extra theme should be temporary and limited to a single visit to the Tortoise Court or to a single service rendered by Marquis. By gaining Attention for this theme and choosing the **Courthouse Regular**, a PC or the crew can secure Marquis' favor for their next encounter as well.



## FAVOR OF MARQUIS WARD



Ally

### IDENTITY

*My ruling is final.*

### POWER TAGS

*rule in my favor, underworld arbitrator, bind Rifts to their agreements, sees the point in my stance, smite legendary beings, ward against legendary, see through trickery, the Tortoise Court, objective and fair*

### WEAKNESS TAGS

*objectivity is a two-edged sword, demands a compromise, stern and exacting, disgruntled Rifts*

### THEME IMPROVEMENT

☐ **Courthouse Regular.** Next time you enter the Tortoise Court or meet Marquis, you gain the extra theme Favor of Marquis Ward automatically, but without this improvement.

## INFORMATION

Locations and NPCs that the PCs can seek out when the investigation hits a dead end or for knowledge that is difficult to obtain

### HELEN GREEN

*Pythia, the Greek Oracle and high priestess of the temple in Delphi*

A hard-to-reach yet reliable soothsayer who predicts more than you asked for

**Helen Green** is a 40-something real estate agent that has become a much sought after consultant in the Rift underworld in the last few years thanks to her ability to give accurate prophecies. Despite her growing Rift customer base, Helen holds on to her mundane job, preferring to answer the questions of Sleeper house buyers than those of modern-day monsters and goddesses.

Those who approach her for a prophecy find that, as a busy career woman, she can spare very little time for unexpected intrusions on her schedule. She tends to be curt with strangers; landing an appointment takes some convincing. Once she becomes reasonably convinced she's not in danger, she'll string the prophecy-seeker a little longer, just to feel important and needed. She actually quite enjoys the prophetic procedure itself, as it's an opportunity to take a break from her busy life. Recently, she's been slowly coming to the realization that she could become a real celebrity in the circles of the City's legendary underground.

A prophecy session with Helen is a scheduled appointment paid in advance. Upon meeting on a busy street, customers are impressed by the middle-aged chain-smoker, whose every movement is accompanied with a rattle of a dozen pieces of cheap jewelry. The prophetic ritual must be performed on the street, over an exhaust vent of the City's subway system. First, Helen listens to the subject of the inquiry. Then, she burns a hallucinogenic herb and imbibes the smoke, after which she steps into the billowing vapor rising from the vent opening. As the cloud of vapor covers her, Helen changes to resemble a young, beautiful woman, just post-puberty – the way she looked more than thirty years ago. She declares her prophecy while in this state.

The trouble with Helen's service is the inherent problem of prophecy: you never know what you're going to get. When Helen speaks as the Pythia, you always get two prophecies: one related to what you asked about, the other completely unrelated. The future they foretell is often more grim than you'd hoped for. Both will invariably come true.







## HELEN'S PROPHECIES

When you, as the MC, create the prophecies Helen relates to the PCs, whether on-the-fly or in advance, consider the following points:

- **Ask questions that promote the investigation:** Guide the players to use Helen as a tool to propel the investigation onwards rather than as a means to look ahead in the storyline. For example, the question of "Where will the killer strike next?" could galvanize the PCs into action, while "Who will win, the killer or us?" has little cinematic value, unless it is phrased dramatically as "If I confront the killer, will I survive?"
- **Ask questions about the future, not the present:** Helen's vision cannot answer questions about inaccessible information, unless it becomes accessible in the near future. For example, she cannot answer "Who is the masked vigilante, La Águila de Plata?" unless there is a moment in the near future where she can see this person unmasked.
- **The visions are clear on the main subject, but vague on the details:** The question presented to Helen should be answered accurately in her vision, but the details around the circumstances of the answer should be vague to allow interpretation.
- **At least one prophecy describes something undesired by the recipient.** For example, "Where will the killer strike next?" can be answered with "Your home".
- **Both prophecies should be on the same scale:** If the PCs asked about a minor investigation detail, the second vision should reveal something of equal importance. For example, asking "Where will the killer strike next?" should not be accompanied by a prophecy about the end of the world, unless this gap of scope has dramatic value.
- **Prophecies work best when the players are in on it, too:** Don't sweat it trying to enforce the prophecy by yourself. Agree with the players that the prophecy is a given and that they will steer their characters towards the prophesied fate, even if it means trying to fight it all the way but ending up realizing it. If someone wants to alter fate, give them *fated-5* or *fated-6* as a compelling status that drives them to fulfill the prophecy; if they can find a way to remove it, they will be free of the grip of destiny.



## THE LEVINSON BAKERY

*Gamayun, an all-knowing prophetic bird of Slavic folklore*

The perfect place to learn about events in the City, if you're willing to let the City learn about you

**The Levinson Bakery** is a local legend, known both for its delicious pheasant pot pies and sweet pastries and for the pleasant demeanor of the owner, **Zachari Levinson** (Gamayun). The pastries and good vibes would probably be enough to keep the bakery open, but Zachari's penchant for gossip makes this a place to get news about the City and its inhabitants.

Conversations are surprisingly candid in the bakery. The white-tiled room is decorated with gorgeous brightly-colored flowers and plants and it's always clean, as if somebody just went over it with a mop and towel. Between the white fixtures and fluorescent lights, you can sometimes hear the rustling of leaves and chirping of birds. A sense of calm permeates the place, like a pleasant spring day, but with the feeling that you're forgetting something of importance. Once you've been there for more than a few minutes, the relaxed atmosphere brings your walls down and your mouth starts blathering, candidly expressing thoughts and feelings. The Levinson Bakery is no place for hiding the truth.

This is doubly true for Zachari Levinson, who seems to have no personal boundaries. If he has you in his sights, he can size you up quickly and accurately. Above all, he's a huge blabbermouth. He'll ask you about your family, your friends and your personal details, and he's not shy with the stories he's heard, either. If you ask about anything juicy, like scandals, stories and secrets, he'll happily divulge, probably with more details than you asked for. However, he tends to turn those questions back at their source, inquiring into any interesting detail, not letting go until he gets an honest answer.

For those who want to chit-chat, the best way to get his attention is to buy a pheasant pot pie and take a table. He likes to meet customers, sit and get to know them, with or without invitation, especially if they like his pies. Right now Zachari Levinson is just a Touched baker and gossipmonger, but if he continues to heed the song of the Gamayun, prophecy and indeed omniscience are just around the corner.

## THE LEVINSON BAKERY ★★

### TRASH 4 / HURT ZACHARI 3

- **Open Up:** When you enter the Levinson Bakery, take *relaxed-3* and *big-mouthed-3*.
- **Ooh, Have I Got A Story For You:** When you chat with Zachari Levinson, you **Investigate**. On a hit, Zachari can ask you a question back. On a 7-9, if the MC chooses to ask a question back, Zachari may ask a number of questions equal to the tier of your *big-mouthed* status.
- Intensify the atmosphere of free sharing of information (everyone but Zachari takes *relaxed-3* and *big-mouthed-3*)
- Zachari discovers a personal detail or secret which now becomes public knowledge in the Rift underworld (**Complicate Things, Bigtime** and give those who would exploit it *exploiting-knowledge-2*)
- A patron discovers another patron's personal detail or secret and is driven to take action, e.g. reveal the secret, avenge a murder, etc. (**Complicate Things, Bigtime**)
- The lights flare and flicker, dazzling those who act violently (*dazed-3*)
- Tantalize the patrons with pheasant pot pies and fragrant sweet pastries
- Zachari pulls up a chair and joins the PCs' table, uninvited







## MERGEN BOOKMAKERS

*Mergen, Turkish archer god of knowledge, wisdom, and abundance*

An unofficial underworld information exchange, where the only currency is wisdom and skill

A curling fogbank of cigarette smoke and constant chatter fill the air of this obscure den of iniquity, located somewhere in the Old Quarter. Below the smoke, this old-timers' betting hall snugly holds a dozen round tables, where an assortment of unscrupulous gamblers of every description sit and discuss their wagers. Several TV screens scattered around the hall show a live feed of the odds offered by the house and the bets placed. Every now and then someone shouts angrily at a screen. At times, a strange, tense silence takes over the room for a while, until cries of joy and sighs of loss fill the air for a moment and the place regains its zest. Around the corner, a party of patrons plays darts to pass the time until their bets are called.

Every now and then, a patron ganders as casually as they can to a hatch in the wall where, behind an armored glass screen, sits a heavysset man in a dress shirt, with strong hairy arms and a dark bristling moustache.

This kindly character is **Kahraman** (Mergen), the bookmaker, who quickly takes their bets and pays out their winnings with a wink and a jest.

Beyond the smoky veil of the Mist here, one finds the patrons are all paragons of great wisdom: gods, legendary creatures, and literary figures like Hermes, the Sphinx, and Holmes. They are betting on the state of affairs in the City, the progression of a prominent Rift's mythical destiny, or the encroachment of one Avatar's operation upon the other. But the discussion is underhanded; behind inane chit-chat, the wise encode what they know into a game of riddles, or darts, or chess. In order to become savvy to what they know, one must engage in betting or in one of the pastime games, and show smarts and great skill.

Tricksters and brutes are not wanted here. If anyone tries anything, Kahraman knocks them down with a single dart or a straightened out paper clip. His hobbling arrows break a vital tendon, gear, or stream of essence and make his target collapse like a lifeless ragdoll or a marionette whose strings were cut. The offender soon finds themselves in a smelly Old Quarter gutter, unable to ever regain entry to the dubious establishment. If they somehow manage to anyway, Kahraman's next shot would be to kill.



## MERGEN BOOKMAKERS' GAME OF SKILL

### DEFEAT X

- **Place Your Bets:** When you engage in a game of skill to gain information at Mergen's Bookmakers, place your bet by saying how many Clues you'd like to obtain. Your opponent's *defeat* spectrum maximum is equal to the number of Clues you seek.
- **Game On:** When you play a game of skill to gain information at Mergen's Bookmakers you are **Going Toe to Toe** with your opponent, but add the following option to the move: *You infer information from your opponent about major Rift players in the City. You gain 1 Clue.*
- **A Shot at Victory:** If you choose *You manage to achieve your goal*, and secure a position of advantage, you may **Hit With All You've Got** in your next move instead of **Go Toe to Toe**.
- **Don't Insult My Intelligence:** At the beginning of your match, you take *watched-by-the-wisest-4*. This status can be renewed by the MC as a soft move.
- **Time to Collect:** When *defeat* is maxed out, you gain the number of Clues you wagered, minus any Clues you collected, and a *solvent-2* status. When *losing* hits tier 5, you lose; remove the status and take *humiliated-2* or *short-on-cash-2*. If you showed arrogance during the match, *humiliated-3* or *broke-3* instead.
- The opponent makes a surprising move or exploits an unforeseen weakness (*losing*, with a tier equal to the number of Clues in the opening bet)
- The opponent infers valuable information about the PCs, which will find its way around the hall and beyond it (**Complicate Things, Bigtime**)
- The opponent rubs her chin, curls her whiskers, or raises her eyebrows
- The opponent laughs haughtily

## KAHRAMAN

### HURT OR SUBDUE 6

- **Wisdom Untold:** When Kahraman enters the scene, give him *mystical-awareness-4*. This status cannot exceed tier 4. The MC may renew this status as a soft move.
- **Archer God Instincts:** When you try to harm someone at Mergen's Bookmakers, Kahraman first hits you with one of his hard moves.
- **Divine Physique:** When Kahraman takes a status of physical harm or subdual, reduce its tier by 2.
- Shoot an improvised projectile – a dart, a straightened out paper clip, or a toothpick – with such accuracy that the target is disabled on the spot (this also affects dematerialized or spiritual threats):
  - » **Demonstrative shot:** burn one bravery tag and then *fear-of-death-5*
  - » **Hobbling shot:** burn three defensive tags and then *incapacitated-5*
  - » **Killshot:** burn three defensive tags and then *dead-6*
- Joke and laugh loudly about an attempt to trick him, stripping all enchantments and trickery with his laughter (burn up to three trickery tags or status tiers)
- Introduce a newcomer to a table where a game is starting (create Danger: Mergen Bookmaker's Game of Skill) or offer to play himself (bets of 4 or more Clues)
- Shout from across the room at a sneaky visitor, letting them know they're being observed
- Suspiciously eye someone new who is wandering around his establishment



## SACRED LAND TIKI BAR

Hawaiin goddesses Madam Pele (volcanos) and Hi'iaka (dancers, chant, sorcery, and medicine)

A reliable source of arcane, magical, and medicinal information, guarded by a wrathful goddess and a hungry Enclave

Sipping umbrella-decorated Mai Tais and Dakiris, the locals at the “**Sacred Land**” Tiki Bar (*luakini* temple, where animal and human blood sacrifice was made) rock and swing to the sound of pahu drum music without leaving their bar stools. They are too drunk to care that the tacky establishment is merely a badly-executed imitation of an imaginary exotic Pacific holiday destination. Bamboo-lined bars are nestled in outdoor courts lush with palm trees or in red-lit cavernous rooms of fake rock, waterfalls, and lava. Hiding in the vegetation are ten-foot-tall carved wooden figures of rage and terror. Shirtless waiters and waitresses in grass skirts have a spring to their step as they serve the happy clientele, who are completely oblivious to the fact that they are sitting on the mouth of an active volcano.

The owner is **Ailani Jack** (Pele), a pregnant woman in her late 20s dressed in a weathered plain dress. Always wearing a stern face and replying in brusque brevity, Ailani's demeanour seems in contrast to her bar's chill atmosphere. Streetwise individuals can discern she's running another business here, trading in something illegal: her unborn child's mystical abilities.

Ailani's fetus is awakened with the Mythos of Hi'iaka, a goddess of profound mystical knowledge. Just as Pele incubated the egg from which her sister Hi'iaka was born, so is Ailani protective of her gifted child. Hi'iaka can communicate telepathically with anyone nearby (and perhaps further) and enjoys dispensing her wisdom. She can advise on any magical, arcane, or spiritual subject and is especially knowledgeable in medicine and cures for legendary conditions and ailments.

Such information is invaluable in a City of magic and Rifts, and so Ailani has to work hard to protect Hi'iaka from grubby clients or criminal elements who might covet her child and her wisdom. Her main defense is the volcano temple Enclave, which she can ignite at the first sight of danger, burning to cinders all and everyone therein. Hi'iaka and Ailani are unaffected by the volcano's eruption, as are the “Sacred Land” patrons, who feel a little warm at most. Unfortunately, the Enclave needs blood to keep raging, so the price tag Ailani has reluctantly put on a consultation with Hi'iaka is human blood sacrifice; most often the donor doesn't die, but they can come quite close. Ailani has learned to set aside her aversion to this grisly procedure; she'll do what it takes to protect her sister-child.

### SACRED LAND ENCLAVE ★★★★★

SEAL 6 / OUT OF BLOOD 4


- **Massive:** Reduce by 3 the tier of statuses intended to affect the entire Enclave.
- **Wicked Heart of a Volcano:** When you try to invade the Enclave without invitation, in body or spirit, you first take *lava-burns-4* or *mystical-shock-4*. The Enclave takes *spent-blood-1*.
- **Eruption:** As an intrusion, Ailani can make the volcano erupt and incinerate the Enclave. Everyone inside, except Ailani, take *incinerated-6* (or *lava-burns-4*, if Ailani is just demonstrating her power). The Enclave takes *spent-blood-2*.
- Take the blood sacrifice of a willing, restrained, or incapacitated person (*bleeding-out-5* without **Facing Danger**, and *bleeding-out-5* again if the status is untreated at the beginning of the next downtime; reset the Enclave's *out-of-blood* spectrum)
- Spew dark clouds of smoke and pyroclastic ash from the glowing maw of the volcano





## AILANI JACK ★★★

HURT OR SUBDUE 3 / ENRAGE-BESEECH 3 /  
OVERPOWER HI'IAKA 5

- **Fierce Mother:** When there is an imminent threat to Hi'iaka, give Ailani Jack *ferocious-2*.
  - **Rough Exterior:** When Ailani Jack takes an emotional or social status or a status of physical harm or subdual, reduce its tier by 1.
  - **Out of the Mouth of Babes:** When you try to **Sneak Around** or **Investigate** using trickery against Ailani or Hi'iaka, if Hi'iaka is conscious, you first take *seen-for-what-you-are-3* and Ailani takes *enraged-2*.
  - **Fury/Love of Pele:** *Enrage/beseech* is a swing spectrum.
    - » When *enrage* maxes out, you anger Ailani and she erupts in a volcanic conflagration (everyone around takes *lava-burns-3*) or triggers her Enclave's **Eruption** move.
    - » When *beseech* maxes out, Ailani opens up about her predicament. At the MC's option, she allows you to ask Hi'iaka one question and you gain one Clue.
- 
- Draw out a stashed machete and strike (*slashed-3*) or spit volcanic fury out of her mouth (*lava-burns-3* in a small area)
  - Become visibly irritated by the conversation (Ailani takes *enraged-2*)
- 
- Cut straight to business
- 

## MEETING PLACES

Neutral meeting grounds in which to set your strained negotiations or secretive meetings

### MUNICIPAL AIRSTRIP ONE-TWO

*Coyote, indigenous North-American mythological trickster, saboteur, and thief*

An abandoned airstrip for heartfelt departures or tense smuggling deals

**Municipal Airstrip 1.2** (pronounced 'One-Two', Enclave of Coyote) is long past falling apart. Weeds the size of ponies command the once-flat concrete. The directional paint is barely visible. The runway lights are mere metal husks. Both inside the decrepit hangar and outside on the runway, everything smells of old tobacco and jet fuel.

Completely forsaken by the commercial airlines and indeed, by society, One-Two is an ideal place to conduct all manner of shady dealings. Smugglers hoping to avoid the watchful eye of the police and the Longshore Union at the docks choose this little-known airstrip for landing their contraband-laden aircraft. Traffickers use this spot to bring in forbidden Relics, Familiars, or even people, disappearing into the clouds as quickly as they appeared. A rickety passenger airplane (like Gyphus, see page 50) awaits a mysterious individual who finally made the choice to leave town, engine running.

Sometimes, people who are leaving town for good say their last goodbyes here, against the backdrop of the empty plains and overcast sky. If anyone tries to stop them, they find themselves thwarted by a flat tire, tangled shoelaces, or a sudden attack of wild animals. Other times, a secretive convoy drives the long dusty road to the airstrip to welcome a shipment. A negotiation takes place under the dome of the sky, but although all is carefully planned, something goes awry and the next visitor finds the airfield strewn with dead bodies and bullet cases. It's almost as if someone takes pleasure in causing mayhem, just to show folks they're not really in control.

The few souls who know this place well understand the spirit of Coyote that resides here. It is full of surprises and it loves to shuffle the deck. It favors the unloved smugglers, criminals, and runaways and employs its trickery against the lawful, the proud, and the privileged, but it may just as well betray those who think they can rely on it. Indeed, the force of the Coyote spirit is so great here that it can even help individuals give the slip to the guardians of the Mist themselves.



## COYOTE ENCLAVE ★★

WARD OFF 5 / SEAL 6 / AMUSE 3

- **Trickster Spirit:** As long as it is undetected, Coyote can make hard moves as soft moves within the boundaries of its Enclave.
- **Just Your Imagination:** When you **Investigate** strange occurrences at the abandoned airstrip, you first take *can't-put-my-finger-on-it-3*.
- Make the road to the airstrip stretch longer or shorter, so that someone arrives at the most dramatic or inopportune moment (**Complicate Things, Bigtime**)
- Swap any container (such as a crate, case, bag, cage, etc.) with an identical, empty copy of itself, and place the original in the possession of anyone in the airstrip, or in the hangar (**Complicate Things, Bigtime**)
- During a tense moment, push someone so that they fall out of line, crash into someone or something else, or trigger a nervous reflex (**Complicate Things, Bigtime**)
- Beset the airstrip with a pack of coyote Familiars (create new Danger: Airstrip Coyotes)
- Instill everyone present with a feeling of distrust (*distrustful-2*)
- Employ trickery to impede the movement of an individual, a group, or a vehicle (*impeded-2* or *restrained-2*) or make them lose face (*embarrassed-2* or *mocked-2*)
- Steal an item from someone (burn all tags related to that item)
- A tumbleweed rolls across the airstrip

## AIRSTRIP COYOTES ★★

HURT OR SUBDUE 2 / OUTRUN 3 /  
FORCE TO REGROUP 3

- **Collective:** This collective has several members and a size factor of 2.
- **Shift 'n' Tumble:** When you try to hit an Airstrip Coyote, if you didn't spend a Clue beforehand to predict its movement, you miss it.
- **Trick of the Mind:** When one of the Airstrip Coyotes' spectrums is maxed out, they vanish without a trace, leaving anything they were carrying where they were.
- Bite someone, making them more susceptible to Coyote (*bite-wound-2* and *confused-1*)
- Gang up on someone and *corner-1* them, compelling them to move to where the Coyote Enclave wants them
- Distract someone, allowing the Coyote Enclave to make a hard move
- Snatch something and run out to the fields (burn all tags related to that item)
- Creep out of the dry grass, skulking and howling
- Charge the airstrip



## THE LOT ACROSS THE BAY

*Tír na nÓg, Irish Land of Eternal Youth*

A place outside town and time, anything that happens here remains a secret

Just outside town, across the bay, there's a parking lot that overlooks the City. Drenched in salty sea mist, this forgotten spot is perfect for watching the metropolis while white horses crash on the seaweed-festooned breakwater. Few know about this place; it is usually abandoned, with only an occasional old white car parked at the edge, where a passionate couple takes advantage of the privacy and romantic scenery.

Getting to the lot across the bay isn't hard, but you need to know it's there. You can cross the bridge and make your way further out toward the sea, or take the scenic route around the bay. If you own a surfboard, a boat, or a glider, or if you were blessed by the Touch of an aquatic or aerial Mythos, you can simply brave the winds and cross the gushing water.

The lot exists outside time. From here, the City skyline appears in an accelerated time-lapse as time continues to rush in the City; but here, all is still, except for the crashing waves. Standing here brings things into perspective and makes you think, so much that you could spend lifetimes doing so. However, if your life in the City matters to you, you won't delay for very long; the longer you stay, the more time you will lose.

The real value in this place is in its impenetrable secrecy. Anything happening here – secrets conveyed, packages delivered, people killed – is only known to those who are present. It's virtually impossible for anyone who exists in time to track what is happening in no-time, and that includes all sorts of seers and scryers (and yes, the Gatekeepers, for this place exists on the borders of the Mist). Even those with the rare power of peeking into Enclaves and beyond can only perceive a still snapshot of this place, and even then the air of mystery that surrounds the lot makes it vague and unintelligible.

### THE LOT ACROSS THE BAY

- **The Land of Youth:** When you **Investigate**, trying to locate The Lot Across The Bay or follow someone there, there is an *air of mystery* that hinders you.
- **Over Nine Waves:** When you travel to The Lot Across The Bay, if you **Sneak Around**, there is an *air of mystery* that helps you. If you don't, or on a miss, an enemy, stranger, or loved one may follow you there and hear your secrets or die of old age upon their return (MC choice).
- **Don't Stay Long:** When you travel back from The Lot Across The Bay without having spent downtime there, you are **Taking the Risk**. Use tags relevant for your journey. On a miss, or as one of your choices on a 7-9, the MC may give you an *aged* status with a tier equal to the number of times you visited The Lot Across The Bay.
- **Lost Track of Time:** When you travel back from The Lot Across The Bay after having spent downtime there, you automatically take an *aged* status with a tier equal to the number of times you visited The Lot Across The Bay plus the number of downtimes you spent there.





## THE MAGNA CURIA

*Theatre of Pompey, where Caesar was betrayed and murdered*

A fancy meeting place for high-rollers, very secure – unless one can buy out the owner

**The Magna Curia** is a popular and well-regarded restaurant situated on the 23rd floor of a stately building downtown near a number of government buildings. Dominated by glass, most of the seats offer impressive near-panoramic views of the City.

The food is excellent, but the service is even better. During the day the patrons tend to be well-off business and government officials eating off of business accounts. During the evening, the restaurant-goers are well-off citizens out for a nice night on the town. Many of the politically well-connected can be found dining at the Magna Curia, giving the restaurant a reputation for being a place where deals are agreed upon over a bottle of scotch. Tables are tastefully distant from each other and glass partitions assure that conversations stay private.

One of the peculiarities that makes the Magna Curia stand out is the fact that it prominently displays guards at the door. The guards are always for-hire off-duty police officers, and the Magna Curia's owners have special permission to allow the guards to wear their uniforms even though during their off-duty time they answer to the restaurant rather than the City. This, too, adds to the atmosphere of reassurance and security. While working for the restaurant, these guards are Touched by the Mythos of the Praetorian Guard, the Roman imperial bodyguards.

Rifts are welcome at the restaurant. The Magna Curia is managed by **Guy Pompeo**, once a leading councilman, now restaurateur. Pompeo is a deeply jealous man, infused with the mythos of the Curia of Pompey. He instinctively hates men and women of power who style themselves petty autocrats. Bank owners, city leaders, mafia dons – anyone who dictates to the world around them is despised by Guy Pompeo.

From time to time Pompeo has been known to take matters into his own hands. He enjoys petty passive attacks against his “enemies”, such as instructing the chefs to under- or overcook meals, add superfluous ‘gratuity’ charges to the final bill, or instructing the police guards to repeatedly walk by a table that is clearly desperate for secrecy. For those he wants to destroy, he fabricates grievances and uses those wrongs as an excuse to publicly confront and embarrass his (often confused) enemies. Pompeo wields rumors and

innuendo like a knife. For the right price, he can even be convinced to support a coup or turn the restaurant guards against a powerful ruler.

To represent the staff of the Magna Curia as Dangers, use the Mover & Shaker Danger profile (*MC Toolkit*, page 143) for Guy Pompeo and the Elite Security Danger profile (*MC Toolkit*, page 150) with the Warrior Mythos Power Set (*MC Toolkit*, page 156) for his Praetorian Guard.

When a PC or the crew gains Pompeo's support, they can gain the following temporary Extra theme:

### BACKED BY THE MAGNA CURIA +

*Ally*

#### IDENTITY

*The tyrant must fall.*

#### POWER TAGS

*betray a ruler to their doom, well-connected restaurateur, harass a patron, bound by our agreement, private Praetorian police force, uncannily hide malintent, Praetorian tactical prowess, Praetorian arms and armor, political backchannels, shared hatred to those in power*

#### WEAKNESS TAGS

*too eager to depose a leader, no formal political power, treacherous, a former deposed leader*

#### THEME IMPROVEMENT

☐ **Staged for a Backstab:** Once per scene, when you **Sneak Around** against a lone tyrant at the Magna Curia, on a 10+, you may give them a status with a tier equal to your Power+1.





## OPEN-AIR EVENT

A crowded and therefore loaded location where it's easy to get lost in the crowd, but also to cause collateral damage

Sometimes, the safest strategy for a successful exchange is to meet out in the public, where any violent behavior would hold the risk of exposure. When one party isn't so sure about the intentions of the other, a crowded place can provide the best cover and the most escape routes. With crowds numbering in the thousands or tens of thousands, open-air events make the best choice for parlaying on rocky terms. They are especially inviting to a weaker party who wants to level the playing field when engaging a massively more powerful party such as a criminal organization, the police, or the Gatekeepers.

The nature of the public event doesn't matter for the parlaying parties (although from a cinematic perspective it adds a lot of flavor). Carnivals and festivals, sporting events, political rallies, street parties, speciality fairs and markets, and even massive drive-in or outdoor cinemas, all fit the bill. The audience, crowd, or mob fills the streets and any open space as far as the eye can see. In the bustling commotion, it's difficult to see more than a few feet away and the dense tissue of bodies slows down teams and vehicles, providing a clear advantage for individuals operating alone or apart, especially if they are small-bodied and quick on their feet. Orchestrating a manhunt in such an environment without aerial or mystical support is futile, and even with such means the information often gets lost in translation when conveyed to the units on the ground.

A parley at an open-air event has the potential of detonating into a full-scale catastrophe, which is exactly why it's so safe. However, a party willing to harm bystanders has the upper hand and can leverage this as a threat against a party that isn't willing to do so; this could be the desperate act of a cornered individual or a carefully engineered plan, for example planting bombs throughout the event perimeter. Once the threat is visible to the crowd, it can cause mass panic and perhaps even a tragic stampede.

In most cases, however, acting out in public draws an immediate response from the authorities, the police, emergency services, and even the army may be called out to curtail a threat to the public. In the City this is doubly true as a threat to the public can include any Rift activating her Mythos powers in a crowded place. Such foolhardy Rifts soon meet with the full force of the Mist, sometimes even before the power is triggered; whether thanks to some early-warning systems or simply sheer preparedness, Gatekeepers may already be at the scene when such dangerous shenanigans are attempted.

### OPEN-AIR EVENT ★★★

- **Dense Crowds:** When you first reach the Open-Air Event, give it *crowded-2*, renewable as a hard move. This status impedes perception and movement. To clear an area of this status or to increase it, a PC must **Change the Game** and choose the *Scale up the effect* option once for each level of size factor she wishes to affect.
  - **Mass Panic:** When a threat to the crowd is revealed, create a new Danger: Mob (*MC Toolkit*, page 142).
  - **Public Awareness Control:** When a Mythos power is about to be witnessed by the crowd, create a new Gatekeeper Danger (starting on page 224 or *MC Toolkit*, page 164). If the witnessing crowd is greater than a few dozen people, the Gatekeeper Danger makes a hard move before the Mythos power is triggered.
- 
- Lose a target in the crowd (**Deny Them Something They Want**)
  - The other party hurts the people at the event, ending in tragedy (**Make Something Horrible Happen**)
  - An action by a PC goes wrong, endangering or hurting the people at the event (**Make Something Horrible Happen** or **Turn Their Move Against Them**)
  - The crowd besets the PC or the crew, or picks out a scapegoat (create a new Danger: Mob)
- 
- The other party threatens to hurt the people at the event



## SEVEN BROTHERS RESTAURANT

*The Magic Tablecloth of Russian legend, which will provide food but only if you're nice*

A cosy and perfectly neutral meeting spot, as long as you abide by the rules

The entrance to **Seven Brothers Restaurant** is through an impressive doorway, from a sidestreet on a residential neighborhood. On the way in, you pass through a musty but warm cloakroom, where you are asked to check your bag, your hat, your coat, and any other effects, including weapons, phones and gadgets. If you refuse, you will not be allowed entrance – no exceptions.

Inside the restaurant, it is always the darkest night in the coldest winter. The City street seen from the windows is snowy, dark and empty save for the occasional lone rider, hurrying home. The room, by contrast, is warm – almost overbearingly so – with rich smells of leather, polish, and wood. There's always a table available, to which you will be led by a formally-dressed greeter. A waiter in a suit and with a towel draped over one arm will present today's dishes in a friendly manner. If it isn't your first time – however long it's been – you will be asked if you would like your "usual" table and order.

There are always people in the restaurant. The sounds of muffled conversation fill the air, as pleasant as the warmth radiating from the crackling Russian stove. The only sharp sounds breaking up the warm monotony are of waiters and cooks, calling out weird dish names as they're being ordered, like "rat pie," "fried nuts and bolts", or "axe soup". You can order the same, if you wish – the menu seems endless, and the cooks are able to accomodate any dietary need. Everything is delicious. Everyone is content and polite. And you should be, too.

Some waiters are always attentive to you. If you steer away from the rules of decorum, even just by making a sarcastic remark or insinuating you'd prefer your food cooked differently, a waiter will approach you and ask "Is all to your liking?" This is the first sign that you've made a mistake. After enough strikes – or immediately, if you try to pull off something smart – you'll suddenly find yourself out on the main street. It will be very hard for you to find seating in Seven Brothers in the future, requiring you to wait for hours by the entrance. And for some reason, everything you eat from then on will taste terribly salty.

No degree of trickery can fool this powerful Enclave; the restaurant can *feel* when you're not being nice and it has full control over reality within it. The strict rules it enforces make this the perfect place to hold meetings and negotiations between sides which would otherwise be at each other's throats. In fact, being a regular who is still welcome in the restaurant even after many visits is a mark of honor between Rifts in the know. Many come back just to show that they can.

### SEVEN BROTHERS RESTAURANT ★★★

- **Rules of Decorum:** When you show anything less than extreme civility, you get politely reprimanded (*admonished-1*). If you display overt violence or make a mess, take *admonished* with a tier equal to the tier of your Power, or 3, whichever is higher.
- **Come Back One Year:** When you hit *admonished-4*, the host informs you that you must leave. You will soon find yourself outside, one way or another. Take a permanent *salty-food-curse* tag for one year. As long as your *admonished* status is 4, you aren't allowed back inside.
- Another diner bumps into you or has a request, necessitating a drawn out exchange of apologies and pleasantries (**Complicate Things, Bigtime**).
- A waiter approaches the table to deliver an order, refill a glass or clear dishes
- A strange dish name is called from the kitchen



## RECOVERY

Locations that can help the crew recover fast or shake off unusual conditions, for a price

### DR. LAUGHTON'S VETERINARY CLINIC

*Dr. Moreau, H. G. Well's mad doctor who created animal-human hybrids through vivisection*

A street clinic where the crew can get their injuries fixed, if they can stomach the side effects

Dr. Laughton's name is whispered across the City's criminal underground as someone who can fix you up without balking or asking questions. The rumors also warn that his treatment, as thorough as it is, will often leave you with some unfortunate and unique scars. If you've come to Dr. Laughton's veterinary clinic, it's probably because you're desperate.

The clinic is accessed through a back alley in the Industrial Zone, where a pink, guttering neon sign spells PET CLINIC overhead. Just below, the white metal entrance door is covered with a fading poster showing happy animals living on a tropical island, where an old laminated printer page says "Dr. Laughton's Veterinary Clinic - OPEN 24/7 - All Animals Welcome!" in big bold purple letters. A handwritten note is stapled to the bottom of this sign, adding "including humans" in plain black marker.

Inside, the waiting room of the shabby clinic seems forsaken, and the place reeks of disinfectant and livestock. There's no waiting music in the background – instead, the sounds of a wide menagerie of animals can be heard from the back room. Alongside the expected meows, barks, caws, and squeaks, one can clearly hear the occasional moo, growl, oink and the sounds of wild animals not normally found in the City. The only other door leads to the operating room, a grim landscape of outdated surgical equipment and stainless steel surfaces that are nonetheless spotted with corrosion. However, patients are put under before they are taken there; the Doctor doesn't want to reveal his methods.

Dr. Charles Laughton is always covered in protective gear from head to toe – surgeon's scrubs and coat, goggles, face mask, high boots and thick plastic gloves. His voice is muffled, but still deep and authoritative.

He is always happy to see new patients, and never cares whether you're human or something else. He'll size you up while you're describing your condition, and often interrupt to compliment you on how fine of a specimen you are.

For Laughton, the cure to any malady is always surgery and the procedure always requires to fit the patient with parts from the right animal. Patients who leave Laughton's clinic can be sure of two things: that they have been fixed, and that they will discover a new animalistic side to their personality in the next few days.

The only other person in the clinic is Flem. Flem is Laughton's assistant, and he lives in the back room, where patients are not allowed. Normally, Dr. Laughton communicates to Flem only by shouting requests, such as "bandages, scissors, 5cc of chloroform, and forceps, clean this time!" The answer is a series of grunts and snores and a tray with the requested equipment shoved through a window into the operating room.

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## DR. LAUGHTON'S VETERINARY CLINIC

- **Back-Alley Surgery:** When Dr. Laughton operates on you, remove a single physiological status, such as injury, malign growth, breathing obstruction, burns, warped bones, etc. The Dr. chooses the right animal part to transplant.
  - » If he saves you from certain death (tier 6 or tier 5 that will soon escalate to tier 6), replace one Logos theme with a Mythos representing your new animal nature (you may use Personality, but change its type to Mythos). You also take *recovery-pains-2*.
  - » If he merely patches you up (tier 5 or lower), you gain two permanent story tags, one representing a benefit and one representing a flaw of your new animal nature. They are linked: removing or burning one automatically removes the other. You may convert them into a full Mythos theme when replacing a Logos theme; they become the nascent theme's power tag and weakness tag. You also take *recovery-pains-1*.
- **Flem:** If you try to barge in while the Doctor is busy, or try to interfere with the procedure, you are first stopped by Flem: a large man with a dog's snout, bear arms, and a bull's hooves. Create a Danger: Hired Thug (*MC Toolkit*, page 147) with the Beast power set (*MC Toolkit*, page 152), as well as:
  - » **Horrible Appearance:** When Flem enters the scene, give *shocked-3* to everyone present except for Dr. Laughton.
  - » **Fiercely Protective:** Flem has the status *rage* with a tier equal to the highest tier of any negative status Dr. Laughton received in this scene, renewed whenever the Doctor gains another such status.

## THE LEAKY FAUCET

### *The Pool of Bethesda*

A secret bar where the crew can heal any wound or ailment, if they can find it in time

**The Leaky Faucet** (Pool of Bethesda) is a pop-up bar that opens for a single night every few weeks, each time in a different location in the City. One time it can be found in a damp cellar in the Old Quarter and the next it's on the beach by the boardwalk. The bar changes its theme each time it opens, but the trappings are never more than a cheap and flimsy cover on top of the same setup of creaking bar stools, small and dirty tables, and insufficient lighting. The patrons don't mind, though, because this is where you can find the best booze in town.

The alcohol served in the Leaky Faucet will literally cure whatever ails you. This mythical property is why many Rifts seek out this place, such as those consumed by a zombie rotting disease or shot with a poisonous arrow. Sleepers can only tell that the alcohol tastes great and that the occasional famous persona frequents the place. On a night when the bar appears, people flock to the Faucet just to be seen in the coolest place in town and to rub elbows with trendsetters and influencers.

Throughout each of the Leaky Faucet's opening nights, it invariably transitions from a secret, quaint, secluded haunt to a trendy, loud, overcrowded bar, within mere hours. Suddenly there's a line at the bar; well-dressed socialites and critics arrive with their entourages; the music gets louder; and the hipster patrons are long gone, disgusted by the joint's quick decline into 'mainstream'.

This rising popularity causes a problem for those who wish to be healed or restored: when the bar is crowded, it's harder to get a drink and the booze is watered down, gradually reducing its healing properties until it becomes ineffective altogether.

**Anne Stebbins** (The Angel of Bethesda) is the bar's only employee, serving as the bartender, bouncer, and manager. She's a large, loud woman, intimidating at times but overall good-natured, who'll kick you out at the drop of a dime but otherwise smile and wish you a nice night. Nothing is known about the bar's owners except for Anne's disapproval of their choice of location, decor, working hours, and general decision-making.

Anne doesn't know why her touch matters, but she knows that for the booze to have healing properties, she has to physically touch it. This has earned her a reputation as a particularly sloppy bartender, and means that the Leaky Faucet's bar is constantly wet.





Anne declares closing time without warning. By that time, the place is packed, with about half of the patrons never having had a chance to get their drinks. They always protest, but Anne empties the place within five to ten minutes.

## THE LEAKY FAUCET ★★

KEEP OPEN AFTER CLOSING TIME -  
FOR ANNE: HURT OR SUBDUE 5 / THREATEN OR  
COERCE -

- **The Best Kept Secret:** When you try to find the Leaky Faucet before opening, or just when it opens, it gets *secret-4*, affecting all attempts to find it.
  - **The Quick Decline:** As a hard move, or as a soft move as the night goes by, the bar fills up with patrons. Reduce a tier from *secret* and add one to *trendy*.
  - **Packed:** While the Leaky Faucet has a *trendy* status, you must **Go Toe to Toe** with the other patrons in order to reach the bar and get a drink from Anne. Treat the *trendy* status as an impeding status.
  - **Cure What Ails You:** When you drink the Leaky Faucet's alcohol served by Anne, reduce any of your statuses by 6 tiers when *secret-4*, 4 tiers when the bar has *secret-3*, 2 tiers at *secret-2*. Starting at *secret-1*, the drink loses its effects. The drink cannot affect people who cannot drink, including the deceased. It may remove a tier-6 status, but only if it was received earlier the same night.
- 
- Anne ensures the patrons that she's got it under control or tells everyone to pipe the hell down (everyone in the bar takes *calm-and-quiet-3*)
  - Anne pushes troublemakers outside, or magically banishes them (*banned-from-the-bar-5*, giving herself *distracted-3*)
  - A patron blocks your path to the bar (*blocked-2*), shoves you back (*far-from-the-bar-3*), clocks you (*black-eye-2*), or complains to Anne about you (*marked-as-a-troublemaker-2*)
- 
- While *secret-3* and above: Anne asks "What troubles you?" and offers a solution in the form of a drink
  - While *trendy-2* and above: Anne glares at a rowdy customer while trying to hear an order above the ruckus

## RIVERSIDE CATHEDRAL

*Legion, a demon of the New Testament*

A church is not a home for the  
righteous, but a hospital for weary souls

Standing tall as one of the oldest buildings in the City, the **Riverside Cathedral** has served as a place of refuge for many lost souls over the years. From its gothic basilica, through its signature spire, to its handcrafted stained-glass windows, the Riverside Cathedral is a true architectural marvel that commands the attention of every tourist or artist in the City.

The Cathedral is overseen by **Bishop Francis Page** (Legion), a man in his late sixties. Kind-eyed, impeccably dressed, and always thoughtful with his words, Bishop Page has made it his mission to help those who fall on hard times, escorting them on their journey to find faith in themselves as well as in God. He extends a hand to anyone who comes to the Riverside Cathedral looking for guidance, without judgment, and he uses kindness and compassion to help them find their way.

While Bishop Page appears to all as a near-perfect beacon of faith and evangelism, the holy man carries with him a darkness rivaled by few in the City. A few years ago, Francis Page began to be tormented by thousands of voices who tried to coax him into doing deeds of great evil. The Mythos of the demonic Legion had awakened within him and the choir of unearthly voices was, for a time, too much for him to bear. Bishop Page locked himself within his quarters for most of a year before returning to the world and none know of what occurred during that time.

Through the strength of faith and tireless efforts, Bishop Francis Page discovered a way of using old exorcism rituals to suppress Mythoi, at least for a time. The Bishop uses these techniques on himself monthly to keep the voices of Legion at bay. This arrangement is fragile at best and may falter if the man of God was ever pushed into a truly desperate situation or gave in to wrath, despair, or jealousy.

Bishop Francis Page will offer his expertise in the way of suppressing Mythoi to any Rift who comes to the Riverside Cathedral seeking help with such matters, but he refuses to ever use this ability on an unwilling participant. There is no monetary cost to this service, but it takes several hours to complete, and it cannot be reversed once done.



## BISHOP FRANCIS PAGE ★★

### HURT OR SUBDUE 5 / LOSE CONTROL 3

- **Supportive Confidant:** When you come to the Riverside Cathedral in a bad mood or in bad shape, Bishop Francis or one of his clergymen gives you *sound advice* (temporary tag). In addition, you may remove three tiers of any emotional or mental statuses of tier 4 or lower.
  - **Emotional Involvement:** If you go against the Bishop Francis' *sound advice* while you have this tag, he catches word of it and becomes *upset-1* (on the *lose-control* spectrum).
  - **Master Exorcist:** When Bishop Francis conducts his exorcism on you, burn all tags in one or more Mythos themes of your choice and take *suppressed-mythos-5*. While this status is in effect, the theme's burnt power tags cannot be recovered and its weakness tags cannot be invoked. The exorcism narratively expires after a month or if you take an emotional status of tier 4 or higher.
  - **I am Legion:** If Bishop Francis Page's *hurt-or-subdue* spectrum takes a status of tier 3 or higher, or if *lose-control* maxes out, he becomes aggressive, gaining access to the powers of Legion. He uses them to destroy his enemies without mercy; if a PC made him *upset*, he takes it out on her.
  - **(As Legion) Demonic Invulnerability:** When Bishop Francis takes any status that doesn't specifically target demons (such as *banish* from a holy power or damage from a demon hunter's weapon), reduce its tier by 2.
- 
- Defuse a situation (all present except Bishop Francis take *calm-2* or remove up to two tiers of emotional statuses)
  - Provide a thoughtful spiritual advice (give *sound advice*)
  - Call for help from his parishioners (create a new Danger: Mob (*MC Toolkit*, page 142))
  - (As Legion) Attack mercilessly with demonic strength (*beaten-3*)
  - (As Legion) Command order with the countless voices of Legion (*terrified-4* or *compelled-4*)
  - (As Legion) Scatter into a thousand fluttering shadows and take over the congregation (give the Mob the Creature of Darkness Mythos Power Set (*MC Toolkit*, page 153))
- 
- Offer guidance to those in need
  - Recite a relevant prayer, in Latin

## RIVALS & TROUBLEMAKERS

Individuals and groups who can interfere with an investigation but are not the crew's direct enemies

### THE 12TH PRECINCT

#### *The Musketeers*

A glorified yet corrupt police unit that interferes with the crew's investigation on matters of great interest to the public

The City's **12th precinct** has always been known as a hotbed of corruption. Ever since its foundation, stories have been circulating about its members involvement in crimes ranging from petty theft and bribes to systemic police brutality. Several past mayors and chiefs of police tried to root the corruption out, but none ever succeeded. The City's previous mayor used a different tactic: rather than trying to fight the rotten cops, he used them for his own purposes. The 12th precinct became the mayor's personal task force and security detail, and he even placed them as the media face of the City's police, constructing for them a bright facade that helped keep their unlawful dealings in the shadows.

The mundane change brought about a mythical one. The Mythos of the Musketeers, famed soldiers and bodyguards of the French royalty, manifested through the precinct and its members. Their notoriety increased several times over and they became as adored and reviled as any of the City's media stars. Now they are often seen chaperoning celebrities at galas, arriving at high-profile crime scenes, and testifying in publicized court trials. All the while, they are fulfilling their true purpose – making themselves and whoever is paying them look good.

The Mythos of the Musketeers doesn't depend on any of the individuals in the precinct nor on their headquarters. Its Rift is the entire group of people serving as the 12th precinct, whoever they might be at any moment. New recruits, whether they arrived organically or planted intentionally, with or without knowledge of the precinct's special status, are soon overtaken by the Mythos' aggrandizing and corrupt ways. Those who leave the unit by chance, accident, or decision, quickly become Sleepers again, forgetting they were ever Touched by something from beyond the Mist.



Local police and Rift privateers alike are loath to see a 12th precinct cruiser pulling up next to their active crime scene. Four officers will step out, announcing their presence and reassuring the crowds (and they only arrive if there is a crowd), and then continue to meddle in the business of the investigators, throwing their weight around and dropping the mayor's name. The policemen

and -women of the 12th are larger than life, flashing white teeth, wearing clean, pressed, and form-fitting uniforms, and carrying weapons in pristine condition. When they are around, everyone notices. Their ultimate goal is to capitalize on crime, whether by creating a media image of crime-busters or by taking their cut, ideally both.

## 12TH PRECINCT OFFICERS ★★

### HURT OR SUBDUE 3 / TAKE CONTROL \ EXPOSE 4

- **Collective:** This collective has a handful of members and a size factor of 1.
- **Grand Entrance:** Whenever the 12th Precinct Officers enter a scene, they can make a social hard move as an intrusion.
- **Working the Scene:** *take-control/expose* is a swing spectrum.
  - » When *take-control* maxes out, the 12th Precinct Officers dominate the scene and can **Complicate Things, Bigtime** for the PCs, **Deny Them Something They Want**, or **Make Something Horrible Happen** as a soft move.
  - » When *expose* maxes out, the 12th Precinct Officers are caught red handed and are forced to keep a low profile for a while.
- **Style over Substance:** When the 12th Precinct Officers engage in a physical fight in front of an audience of bystanders, increase the tier of the status they give by 1 and decrease the tier of the status they receive by 1.

- **Assaulting a Police Officer:** When you max out *hurt-or-subdue*, you get a status describing legal implications of the same tier, such as *criminal-record-3* or *most-wanted-5*.
- Pull rank or jurisdiction, cause a media ruckus, or wheel-and-deal with criminals to steer the outcome of the scene (*in-control-2*)
- Exude an air of royalty (giving themselves or their allies *spectacular-2*)
- Impress with their looks, machismo, or fighting talent (*attracted-2* or *impressed-2*)
- Steal someone's thunder (remove up to two tiers of positive social statuses)
- Physically subdue a target (*subdued-2*)
- Open fire using semi-automatic pistols or revolvers (*flesh-wound-2*)
- Call for backup (increase size factor by one or create a new Danger: Corporate Lawyer, SWAT Team, Hired Thugs, or Street Gang (see *MC Toolkit*, starting on page 142))
- Show up to a high-profile crime scene or gathering at the most inconvenient moment, followed by the media





## JOANY GARCÍA, CITY HERALD

Johnny Appleseed

An inquisitive but well-meaning reporter who shows up spreading wholesome ideals when it's least convenient

The City is a tough place to live in. Crime rules the streets, violence is abundant, desperation is prevalent. It's no wonder that most City residents develop a thick skin, sometimes sheer indifference to the suffering of others. Folks learn to survive by turning a blind eye, by cutting corners, by taking what they can get now and asking questions later, or not at all. Corruption infests not just those with power, but the very fabric of society: the people on the street.

Not so for **Joany García** (Johnny Appleseed), the idealistic – some would say naïve – young reporter for the City Herald. The honest, energetic young reporter is bent on making the world a better place through bringing the truth to light, disseminating accurate and objective news, putting the spotlight on social wrongs and often-overlooked crises, and educating the public, whether Sleepers or Rifts, about where they can help in their local community.

Eternally crunching on an apple, the reporter often shows up uninvited at crime scenes or just before the crew engages in a showdown. Overflowing with questions and observations, she threatens to blow the lid on the crew's operation or forces the crew to deal with the negative repercussions of their actions. Unfortunately for those who would rather shut her up, she's not a know-it-all, holier-than-thou, or goody-two-shoes; it's just that she always points out a more wholesome way to approach the problem, setting high standards of integrity. Living as they are in a City of moral grays, however, crew members who wish to meet such standards must be ready for sacrifice.

For crews that have something dark to hide, García can spell real trouble: as an honest reporter, she is committed to exposing their indiscretions. She can also provide a path for redemption, since as the Mythos of Johnny Appleseed, she can plant the seed of good that will make them turn from their evil ways.

## JOANY GARCÍA ★★★

### COME TO HARM 4 / THREATEN -

- **Hard to Fool:** When Joany García enters the scene, give her *alert-2*. The MC can renew this status as a hard move.
  - **Inquisitive:** As a hard move, the MC will ask you one question. You must reply with a straight answer or a solid lead. Joany García knows your answer, even if your character didn't speak it.
  - **Plant the Seed:** Joany García speaks the truth to one person or many, driving them to make a change. At the end of the next downtime, her audience takes *trying-to-do-better-4* (adjusted by size factor). The status is removed once the recipient sacrifices something in order to act in better conscience.
  - **Legendary Wholesomeness:** When Joany García takes a status from which her wholesomeness can protect her (such as negative emotion, disease, fatigue, etc.), reduce its tier by 2. At the end of a scene, Joany García recovers miraculously. Remove all statuses from *come-to-harm* and all statuses lowered by her wholesomeness.
  - **Tragic Loss:** When Joany García's *come-to-harm* maxes out, **Make Something Horrible Happen**. At the end of the next downtime, each crew member takes *guilty-4*, *despaired-4*, *sad-4*, or *committed-to-change-4*, as appropriate.
- 
- Speak the truth to a PC, making them reconsider their motives and actions (*trying-to-do-better-3* or **Force Them to Choose**)
  - Grab a loudspeaker and rouse a group of Sleepers to take positive action (create a Danger: Mob, *MC Toolkit*, page 142 or give it *inspired-1*)
  - Expose someone publicly (*exposed-2* or *known-to-the-public-2*) or threaten to do so unless they change their ways (**Force Them to Choose**)
  - Use a *press pass*
- 
- Show up at the worst time, snooping around
  - Sink her teeth into an apple, making herself heard
  - Shove a microphone, camera, or notepad in someone's face and confront them with their wrongdoing



## THE CHIEF

*Canada's First Nations' Sasquatch, herald of doom and advocate for positive change*

An eccentric urban survivalist who creeps up on the crew to prepare them for what's coming

Just as you're following a dangerous Rift down a smoky, dark alley, you'll notice at the corner of your vision the shadow of a large, hairy creature moving to grab you. Silent except for a blood-curdling low wail, it forces you to either attack first, in fear of an upcoming assault, or surrender to fate and discover if it truly means harm.

Sometimes, it's a monster out to kill you. Other times, it's **Andy "The Chief" Brown**, a reclusive urban survivalist who lives on the streets and runs around warning people of impending doom. A self-proclaimed oracle, Andy professes to experience clear premonitions that give him a sense who is about to come to harm. In the wake of a vision, he feels the need to seek out the people he saw to warn them of what they will face.

The problem is, given his Mythos and awkward, eccentric nature, Andy almost never approaches those he wishes to protect in a reasonable, civilized manner. Rather, he stalks them from the shadows while self-consciously deliberating on how to approach them. When he finally does, completely ignoring the situation at hand, all he can come up with is to creep up behind them with a stifled moan or a growled mumble, trying to get their attention. This often ends with the subjects of his visions panicking and discharging all manner of firearms and legendary destructiveness at him. Luckily, he can take it.

Nevertheless, the Chief is relentless. Coming from a blue-collar background, he makes up for a lack of resources or social skills with sheer willpower. He strongly believes that if he does not warn the people in his visions, their fate will be significantly worse. Despite appearances, he isn't manic or crazy, just strange, and very, very determined, pushy, and concerned for the safety of the people in his visions.

If someone stops to listen to him, they will see that what seems like a giant, 8-foot tall shaggy wild creature is merely a large man in camping clothing with a bushy but well-tended beard. Some of his silhouette is cast by a towering backpack he's carrying laden with such things as a rope, bedroll, and climbing gear that help him live in and move across the urban terrain. As with his fur, the noxious odor that surrounds his bestial shadow vanishes when he is no longer seen as a threat.

He will need a few minutes to fully relate the details of the visions, and if interrupted, he'll have to start over. Still, you might want to take the time to listen to him, however inconvenient it may seem. It could save your life.

### THE CHIEF ★★★

#### HURT OR SUBDUE 5 / PERSUADE TO RELENT 5

- **Urban Jungle Stalker:** When the Chief enters the scene, the MC describes his threatening approach to the players without revealing his identity, **Forcing Them To Choose** between attacking or allowing their stalker to make the first move. If they choose the latter and there is another Danger lurking nearby, the MC may give the PCs *distracted-2* and make a hard move with that Danger.
- **Harbinger of Doom:** During a scene that realizes one of the Chief's visions, if he warned you about it, you may upgrade the result of one move from a miss to a weak hit or from a weak hit to a strong hit.
- Mysteriously flee into the urban jungle, even when cornered or at a dead end (**Deny Them Something They Want**)
- Use excessive force when defending himself, clawing and smashing (*mauled-3*)
- Loom over someone in the middle of a suspenseful moment



# SECURITY

Rifts that protect a location, person, item, etc.

## GU

*Legendary Chinese poison and form of sorcery*

A poison or spell that ravages a thief's health and steals their possessions, progeny, and powers

Gu, also known as Gold Silkworm Poison, is an overarching name for a deadly type of sorcerous poison and the dark arts that revolve around its production, enhancement, and usage. In its most basic form, Gu is made by sealing several venomous creatures such as snakes, scorpions, and centipedes in a jar, allowing them to devour each other. The surviving creature, which now holds the concentrated poison in its body, is fed to a host of larvae which again are allowed to devour each other. The final remaining larva contains the purified Gu, a most deadly and malign substance.

Gu can be extracted from the worm and applied as liquid or ointment to whatever the practitioner wishes to protect, such as valuable items, cases, door knobs, locks, clothing of a person of interest, etc. Advanced Gu practitioners are able to spiritualize its spectral essence and place it upon doorways or even entire rooms or buildings. The Gu practitioner and her customer are unaffected by the poison; only people wishing harm on the customer, as well as anyone else the practitioner included in the spell fall prey to its harmful effects.

A Gu poisoning may materialize in several different ways. Most commonly, it ravages the body and mind of the victim, turning her mad before killing her. A more skilled and vengeful practitioner can design Gu to steal the possessions of the victim, which through a series of coincidences and misfortune come into the possession of the customer who commissioned the poison. Gu sorcery can go as far as stealing a person's potency or Qi, their ability to have children, or their genetic heritage. If advanced enough, it can even rob a Rift of their Mythos powers.

Fortunately for the City, Gu practitioners are few and far between. Unfortunately for those afflicted by Gu, those who know how to cure its effects are even fewer. Only specific Mythoi grant the hidden knowledge of this dark sorcery and even Rifts with such Mythoi must become Legendaries to fully master the secret art.

Customers who have availed themselves by a Gu practitioner usually hire them as retainers, out of fear if not out of necessity. Among the handful of Gu-practicing Rifts, most are already in the service of an Avatar or other major player such as **White Peony** (page 140), working for Rosaline and one other mysterious individual working for Chairman Chow (page 92). The only known freelancer is **Frank Liao** (Baigujiang, shape-shifting demoness in Journey to the West), a zookeeper working in the local herpetarium (reptile house).

## GU POISON

- **Gu Poisoning:** As a hard move, or as an intrusion if the target touches the source of Gu, the victim takes a *Gu-poisoning* status with a tier chosen by the MC.
- **It's Spreading:** At the beginning of each scene, the Gu poison takes its effect by making one hard move as a soft move:
  - » Inflict a *madness*, *feebleness*, or *decay* upon the victim (with a tier equal to the *Gu-poisoning* tier)
  - » Steal the victim's possessions, knowledge, or powers and transfer them to the customer:
    - burn a number of tags equal to the *Gu-poisoning* tier (the customer receives the burnt tags)
    - mark a number of Crack/Fade on a theme equal to the *Gu-poisoning* tier (once replaced, the customer receives the theme)
    - give the victim *broke* with a tier equal to the *Gu-poisoning* tier (customer receives a *solvent* status of the same tier)
  - » Rob the victim of their ability to have children and their genetic and spiritual information (**Make Something Horrible Happen** or **Complicate Things, Bigtime**)



## KOLA CHIME

*Igbo Kola Nut Ceremony to welcome guests and foretell their intentions*

A ceremonial home or office security system that repels visitors with malicious intent

The Kola Chime looks like a modern electronic security alarm that is interfaced with via touchpad. However, as it is infused with the Mythos of the Igbo people's Kola Nut ceremony, entrance is only granted after a ritual that shows the visitor means no harm. Anyone who enters a building protected by a Kola Chime without performing the right rituals will set off an alarm and incur bad luck, and the owner will be mystically notified of the trespass.

The entrance ritual is relatively simple. The person seeking entrance must bring one or more Kola nuts to the building (*Kola nuts* are commonly sold at roadside vendors near the wharf). They place the nuts in a wooden bowl and show the bowl to the camera lens connected to the Chime's keypad. The applicant then breaks open a Kola nut. If the visitor's intentions are malign or selfish, the nut's meat breaks in two; the Kola Chime will not allow the applicant entrance and the ceremony immediately finishes (two halves signifies bad luck).

If the Kola Nut breaks into three or more sections, the entrance ceremony continues. The applicant then must add spices and ingredients to the bowl. The selection of spices is up to the applicant, but must signify their personal preferences (and usually should involve peppers or capsicum of some kind). If the Chime evaluates the applicants Kola-mix as earnest and in good faith, the entrance will unlock. The applicant must present the Kola-mix to the owner or leave the Kola-mix near the entrance for the owners to find and enjoy at a later time.

Kola Chimes only work in places where people live or work – places where people spend considerable time. Warehouses or storage facilities that rarely have anyone around do not have the right spiritual resonance for a Kola Chime to work. A Kola Chime will always permit the entrance of the owner of the building and their close family.

## KOLA CHIMES ★★

**BREAK THE ENCHANTMENT 5 /**  
**FIND THE CHIME (INSIDE) 4 / OVERRIDE -**

- **Sense Intentions:** When the Kola Chime enters the scene, give it *mystically-aware-3*, renewable as a soft move.
  - **Kola Nut Ceremony:** When you perform the Kola Nut Ceremony in front of the Kola Chime, if you hide your true intentions, you are **Sneaking Around**.
  - **Unwelcome Guests:** The Kola Chime can make hard moves as soft moves against unauthorized persons it is aware of within the boundaries of the house it protects.
- 
- Bestow bad luck and misfortune on an interloper (*bad-luck-1*)
  - Alert the owner and/or her guards (create a new Danger)
  - Impart the spirit of caffeine onto the guards (give them *alert-2* or remove up to two tiers of fatigue statuses)
- 
- Prompt a visitor to display their Kola nuts





## SPIRE SECURITY

### Gargoyles

A magic-resistant security firm protecting high-value assets against Rift heists

In the City, those who can afford it often stow their most valuable possessions atop high skyscrapers, far away from prying eyes. Keeping these valuables can be tricky when investigators, enemies, and vandals can often fly, teleport, or slink through literal shadows. Traps and vaults are no match for gifted intruders, which is why equally-gifted guardians are required.

Enter **Spire Security** (Gargoyles), a group of highly-trained mercenaries with one specialty: protecting high-risk or high-value urban locations. Featuring all the trappings of a high-class security firm, the Spire Security guards dress in designer suits and custom shades, which they keep wearing even at night. Behind the shades, their eyes are bright yellow. When they take flight, clouds of dark miasma churn where their Gargoyle wings would be; the wings themselves are visible only to those who can see through the Mist. Their immense stony mass is revealed when they land, smashing down and leaving dents in walls and roads, or when shots bounce off them. Spire Security has gained

their high standing as an anti-Rift security force thanks to their professionalism and to their Gargoyles' divine resistance to magic and to the powers of evil spirits. Rifts who are used to cut through mundane security forces are in for an unpleasant surprise, especially since Spire Security guards excel at aerial and vertical surface tactics, often attacking from unexpected angles.

The Spire Security team feels at home in the extreme heights of urban landscapes. Their tactics usually involve splitting into two subgroups: one stays perched on top of the building, surveilling the surroundings for signs of danger, while the other secures the building from inside. When defending an asset, the two groups employ hit-and-run tactics, using any features of the buildings around them to their advantage – one team attacks while the other improves its position, and so on.

The team has had some turnover over the years, but their leader, **Keith McCallister** (Touched), has stayed in charge all along. McCallister has a dark and brooding demeanor, but he adheres to a strong moral code and will refrain from harming innocents or causing collateral damage if at all possible. He doesn't know why his team has awakened but he knows it's not him; he's hoping to retire one day and pass on the Spire Security mantle to one of the younger members.





## SPIRE SECURITY GUARDS ★★★★★

Create this Danger as a Collective, with a size factor appropriate for the number of guards involved (the entire team has size factor 3, but they rarely all guard the same location). A Spire Security team with a size factor of 1 typically covers a room, 2 – a small building or several skyscraper floors, 3 – an entire skyscraper.

### HURT OR SUBDUE 3 / BRIBE - / INTIMIDATE 5

- **Anti-Rift Surveillance:** As long as there are enough Spire Security Guards to enclose a perimeter, it has *under-surveillance-3* and *warded-against-the-supernatural-3*.
  - **Stony Skin:** When a Spire Security Guard takes a status of physical harm or subdual, reduce its tier by 2.
  - **A Ward Against the Supernatural:** You cannot invoke Mythos power tags or Mythos-based story tags to directly affect a Spire Security Guard.
  - **Lurking Above:** When Spire Security Guards enter the scene, if they are above their targets, give them *aerial-superiority-2*.
  - **Creatures of the Night:** While Spire Security Guards or their targets are in direct sunlight, the Guards have *partially-blinded-2*.
- 
- Intimidate using growls, howls, and bellows (*intimidated-2* to all opponents)
  - Shoot at the opposition (*gunshot-wound-3*)
  - Attack at close-quarters with claws and teeth (*shredded-4*)
  - Use a window, AC vent or elevator shaft to retreat, regroup, and attack from an unexpected angle (give the guards *aerial-superiority-2*)
  - Reorganize themselves so as to renew the surveillance and magical protection around a perimeter (trigger **Anti-Rift Surveillance**; reduce the status to tier 2 or 1 if the guards are spread thin)
  - Keith McCallister discreetly gives tactical orders over secure comms (give all the guards *tactical-advantage-2* or remove up to two tiers of negative tactical statuses from all guards)
- 
- A winged shadow passes overhead, perhaps just a night bird
  - Strange stony grinding sounds echo nearby





# SHOPPING

Locations in which the crew can procure rare items or capabilities

## CLOUD 9 NIGHTCLUB

*Melek Taus, the Yazidi Peacock Angel to whom God entrusted the world*

A place to receive blessings from a powerful and capricious Rift

An architectural wonder with several dance floors on different levels, plush lounge galleries, and a large performance stage, **Cloud 9** is one of the City's most successful and popular nightclubs. While it regularly features the City's leading DJs, the club owes a big part of its success to **Gabrielle Sublime** (Melek Taus), a performer of indeterminable gender, ethnicity, or age, who regularly performs in the nightclub and always draws large crowds.

As long as anyone can remember, Sublime has been performing every day at eleven PM, always with the same set and in the same colorful and feathery costume. The show is always popular, and Sublime's graceful form appearing on stage always draws excitement and applause. Sleepers see a musical act: Sublime's voice soft and alluring, their form almost indiscernible in the bright white backlight. Rifts see the Peacock Angel spread their feathers and feel its need for admiration.

After the show Sublime can be found in the upper VIP gallery overlooking the entire nightclub. They take an entire sofa for themselves and their many admirers – who have paid a small fortune to share air with the superstar – fill the rest of the space around them, hanging onto every word they say. If anyone wishes to approach and talk to Gabrielle, they must compete with others fighting for their turn to chat with the feathered one.

Veteran Rifts put themselves through this torture because the Peacock Angel's blessings are powerful, possibly more than any Relic or high-tech gear. Sublime can bestow curses as well as blessings, so speaking to them holds its risks. However, it is easy to figure out that what they really want is your respect. When they meet you for the first time, their first question will be "how did you like my show?" Anything less than honest compliments makes them distant and cold, and means you're not going to get your blessing, or worse, become cursed. If you do get cursed, expect it to hurt where you're most vulnerable – Sublime can be mean when they want to.

When you do get the blessing, it's never about your enemies or the outside world. It's about you and your own weaknesses and insecurities – Sublime's blessing holds the potential of overcoming them and empowering you to grow.

Sublime's blessings and curses are doled out without warning. When they think they've got you pegged, they will give you what you deserve. At this point you should say thanks and leave. Those who overstay their welcome tend to get on the wrong side of the crowd very quickly.

### GABRIELLE SUBLIME ★★★

#### HURT OR SUBDUE 4 / CHARM-DETEST 3

- **Capricious:** *charm/detest* is a swing spectrum. When *charm* maxes out, Gabrielle Sublime bestows upon you a **Brilliant Blessing**. When *detest* maxes out, they bestow a **Nasty Curse** instead.
  - **Brilliant Blessing:** When Gabrielle Sublime gives you a blessing, they help you overcome your limits. The MC openly picks one of your weakness tags. The next time you choose to invoke it in an action, it miraculously works in your benefit. You gain an automatic Power of 3 and a final score of 12, and your move is *Dynamite!* (you do not roll the dice or add any other tags, but statuses apply). You do not gain Attention. The tag then reverts to function as a weakness tag.
  - **Nasty Curse:** When Gabrielle Sublime curses you, they expose your deepest insecurities. The MC chooses one of your weakness tags and duplicates it as a permanent story tag. Whenever this tag is invoked, its twin is invoked too and the Power of the action is reduced by 2, but you only mark Attention once.
  - **Protected by the Crowd:** When Gabrielle Sublime enters the scene, create a Mob Danger (*MC Toolkit*, page 142) for the adoring crowd gathered around, with the optional **Hard Core** move.
  - **Bodyguards:** When Gabrielle Sublime takes a status their bodyguards (including the Mob) can protect them from (including social statuses), the bodyguards take the status instead.
- 
- Tell the mob their wish, and the mob complies (make a hard move with the Mob Danger)
  - Exude glamour and beauty, evoking uncanny *adoration-3* in all around
  - Curl their lips or roll their eyes at someone's remarks, taking *dislike-2*
  - Call their personal security detail (create an Elite Security Danger (*MC Toolkit*, page 150))
- 
- Bluntly point out others' weaknesses or errors
  - Ask the crowd to remove a guest who overstayed their welcome





## MUSEUM OF WORLD CULTURES

### *Dragon's Hoard*

A cache of Relics from different world cultures guarded by a monstrous ship

The **Museum of World Cultures** is a sprawling building housing many unrelated exhibits. During the daytime opening hours, many Sleepers enjoy this museum and its eclectic collection of historical artifacts. At night, however, the museum more closely resembles its Mythos – the fabled dragon's hoard.

This museum is a maze of twisting corridors and halls, some large and spacious, other small and tightly packed. During opening hours, every hall and room is dedicated to a certain culture. At night, even a Sleeper would notice the marked difference in atmosphere: the halls are cavernous and filled with frightening shadows; the rooms are dark, dank, and difficult to traverse; and the exhibits seem to be piled up haphazardly, like piles of treasure, glittering with promised power.

The museum's only security measure is held aloft by wires within the entrance hall, and it is more effective than any security guard or alarm system. It is the **Drakkar** (the Dragon), a slender Viking longship with a dragon figurehead. To enter the Enclave proper, one must first pass underneath the Drakkar, no matter how one entered the museum.

Those who are uncareful while rummaging through the piles of treasure might wake up the Drakkar. First, coils of mist cover the floor, then a steady drumming sound fills the halls. Finally, the dragon figurehead slowly curls its head up, roaring with the cries of dozens of sailors. The oars are its feet, and they can tear with powerful claws. If you see it charging, you better take cover and pray. Not many can stand against the Dragon, and fewer still can defeat it.

If you manage to loot the exhibits without waking up the Drakkar, or if you somehow escape it, you might leave with some fabulous treasure. For those without qualms about using priceless cultural artifacts as magical tools and weapons, these can prove to be extremely useful.



## MUSEUM OF WORLD CULTURES ★★

### AWAKEN DRAKKAR 3

- **Cramped Chambers:** When the scene extends into one of the museum's cramped chambers, the PCs find them full of *piles of jingling artifacts* that *provide cover* and are *difficult to traverse*.
  - **Loot:** When a character searches the piles of treasure, they are **Changing the Game**. Use Juice to create tags for the artifact(s) obtained. Give the Museum a *restless* status on the *awaken-Drakkar* spectrum with a tier equal to the Power of **Changing the Game**.
  - **Quiet!:** Whenever the Museum takes a status on the *awaken-Drakkar* spectrum, one PC present may **Face Danger** to reduce or avoid this status as if it were their own.
  - **Dragon's Wrath:** When *awaken-Drakkar* maxes out, create a new Danger: the Drakkar.
- 
- Somebody knocks something over (*restless-1* or *distrubed-2* on the *awaken-Drakkar* spectrum)
  - The magic of artifacts removed from the Enclave begins to fade (burn one ongoing tag or two temporary tags)
- 
- A distant growl is heard
  - Tongues of steamy mist creep out of faraway doorways

## THE DRAKKAR ★★★★★

### HURT OR SUBDUE 6

- **It's Coming:** When the Drakkar awakens, its drums start echoing throughout the museum. Give everyone in the scene *dragon-fear-2*.
  - **Greedy:** When anyone offers treasure (anything shiny or valuable) to the Drakkar as a distraction, they are **Sneaking Around**. On a hit, give the Drakkar a temporary *distracted-2* status. On a 7-9, this trick won't fool it again.
  - **Scaly Skin:** When the Drakkar takes a status of physical harm or subdual, reduce the tier of the status by 2.
- 
- Strike with teeth and claws (*bite-4*, *shredded-3*, and *slammed-2* divided among its enemies, maximum one per target)
  - Once per scene, incinerate an area with a cone of fire (*fatal-burns-5*, and targets who take the full status also take *fatal-burns-5* again if the status is untreated at the beginning of the next downtime)
  - Sniff out stolen treasure (**Complicate Things**, **Big-time** or **Force Them to Choose**)
- 
- Roar with dozens of voices of drowned Viking raiders
  - Stalk the halls, engulfed in steamy mist

If the Relic stolen from the museum becomes a plot device, it can become a temporary or permanent extra theme for one of the characters or for the crew, or, if appropriate, even a character's Mythos theme.

### HOU YI'S BOW

Relic

#### MYSTERY

*How may I achieve immortality?*

#### POWER TAGS

*gods-slaying tiger-bone bow, dragon-tendon arrows, legendary marksmanship, impressive craftsmanship, never-ending quiver, find a weak spot, bring down the sun, hobbling shot, extreme range, monster-hunting*

#### WEAKNESS TAGS

*difficult to use in melee, weakened by the marksman's emotions, vulnerable to betrayal, cruel and domineering*

#### THEME IMPROVEMENT

☐ **Nine Suns Killing Volley:** When you **Hit With All You've Got** against a collective, you automatically hit more of them, increasing the tier of your status by one. You may still choose to *Get them good or get more of them* in addition.





## TOKUGAWA BLADES

*Masamune, the legendary Japanese swordsmith*

An artisan who crafts legendary custom-made weapons but requires they be used for good

Nestled tightly amongst a row of shops, **Tokugawa Blades** is represented by a simple white sign, giving off a mediocre presentation that could not be any further from the truth. Behind the moneychanger in the front is the workshop of **Nico Tokugawa** (Masamune, the legendary swordsmith), a weaponsmith who forges the highest quality blades and weapons in the City.

Before a customer may speak with the busy artisan, they must first get past Tokugawa's keen-eyed associate **Pravat Khan**. Pravat works the storefront from behind the moneychanger, selling cheap novelty weapons to guests who wander into the shop. On the rare occasion that a client seeks to employ Nico Tokugawa in the creation of a custom weapon, Pravat Khan questions them, attempting to gauge their intentions as well as their worthiness of a Tokugawa Blade.

Once approved by Pravat, the customer is escorted into the back of the shop where Nico Tokugawa's workshop is set up. Any time Nico is not eating or sleeping, she is working at crafting blades, including while speaking with potential buyers. Nico does not waste time with pleasantries or small talk, choosing to get right into business. She will question the client about how they envision their blade, often asking obscure questions such as "Do you see your blade as a river or an ocean?" or "What song would your blade sing?"

When she is done with her questions, Pravat leads the client back to the storefront to take some quick measurements of their arm length and hand size. Pravat also informs them that it takes one week for Nico to craft their weapon, and they are not to return to Tokugawa Blades until the blade is finished. Any customer attempting to return to the shop before the time is up will be barred from seeing Nico by Pravat. Any form of aggression towards Pravat will invoke the wrath of Nico Tokugawa and her unbreakable, never-dulling sword known as Still.

When the client's blade is finished, Pravat will escort the customer to Nico's workshop a second time. There, Nico will present the newly forged weapon to them, but will not allow the sword to be taken until an oath is sworn. Nico requires that all patrons swear an oath

over their blades, that the weapon will only be used as a tool of justice, and never for evil or vengeance. If this vow is ever broken, the wielder's sword will dull and begin to crumble, a curse that can only be fixed by Tokugawa's hand.

### NICO TOKUGAWA ★★★★★

#### HURT OR SUBDUE 4

- **Calm like a River:** When Nico Tokugawa enters the scene, give her *unbreakable-resolve-4*.
  - **Good Judge of Character:** When Nico Tokugawa or Pravat evaluate your character and intentions, or when you try to fool them, they each take *perceptive-3*.
  - **Sworn Upon the Sword:** When Nico Tokugawa makes a weapon for you, you take *an oath of justice* (permanent tag). Whenever this tag is invoked as a negative tag, burn one tag in your weapon's theme and mark Fade. Only Nico Tokugawa can restore the burnt tags.
  - **True Swordmaster:** When Nico Tokugawa is physically attacked, if possible, she first counterattacks with Still (see hard move). If she can parry with Still, she ignores the status; otherwise, reduce it by 1.
- 
- Attack with all-cutting Still (*critical-stabwound-4*; armor and parry tags are not applicable for **Facing Danger**)
  - Employ martial arts to cleverly escape bonds or tactical disadvantage (remove up to 2 tiers of relevant negative statuses) or to prevent an opponent's escape (*pinned-2*)
- 
- Give someone the sense she's measuring them, even while she's working
  - Without moving, prepare to draw out Still

Weapons crafted by Nico Tokugawa can be represented as story tags, Extra themes, or Mythos themes. For story tags, paying the extravagant price of such a weapon or pleading with Nico to part with it temporarily can be represented as a **Change the Game** move, using Juice to create the weapon's tags. For themes, a PC may use a Moment of Evolution to gain a weapon as an Extra theme or a replaced Logos theme to gain it as a Mythos theme. The crew may also gain a weapon as an Extra theme using the **Season Premier, Season Finale** move. Finally, the MC may grant a weapon theme as a temporary Extra theme.

Here are a few examples of Tokugawa Blades themes based on the Relic themebook.



## "TENDER HANDS" (SWORD)

Relic

### MYSTERY

What is the minimum amount of force necessary?

### POWER TAGS

**cuts only what is necessary**, disarm and dismantle armor, controlled use of force, aura of tranquility, cut through Ki, sense the flow of air and water, eradicate what is excessive or obsolete, ancient Japaneses swordsmanship, swirling leaves flurry, a sacred weapon

### WEAKNESS TAGS

resists excessive violence, feigned innocence, tarnished by bloodshed, observe rather than act

### THEME IMPROVEMENT

☐ **Earthshaking Display of Compassion:** When you subdue an opponent with "Tender Hands", you can give them *pacifist*. If your move was *Dynamite!* and you rolled 12+, you may also make this tag permanent, regardless of your move options.

## "DRAGON AND PHOENIX TWINS" (PISTOL & SWORD)

Relic

### MYSTERY

What unseen forces are disturbing the peace here?

### POWER TAGS

**spirit-busting sword and auto-pistol**, effective sprayfire, cause spirits to materialize, burn with a dazzling cold blaze, quick draw back holster, behold the spirit realm, cross weapons to banish spirits, two-weapon fighting, expunge nearby spirits, combine both weapons

### WEAKNESS TAGS

signature weapon, ineffective when wielded separately, vulnerable to mundane damage, showoff

### THEME IMPROVEMENT

☐ **Tear at the Soul flesh:** When you are fighting a spirit with *hurt-or-subdue*:– (immunity) derived from incorporeality, have the MC replace its immunity with a numerical maximum, as if it had a body.

## "10,000 COLD NIGHTS" (ASSAULT RIFLE)

Relic

### MYSTERY

Can I kill it?

### POWER TAGS

**high-grade coilgun assault rifle**, armor-piercing velocity, sheer destructiveness, massive and threatening, triple laser point sight, track a target behind walls, shred solid obstacles and objects, kill first ask questions later, unstoppable hail of bullets, brutal headshot

### WEAKNESS TAGS

rapidly depletes ammo, susceptible to magnetic fields, coilgun backfire, sees a target on everyone

### THEME IMPROVEMENT

☐ **Instrument of Annihilation:** When you **Hit With All You've Got** with tags from this theme and choose *You control the collateral damage*, you always cause maximum collateral damage. Everything and everyone in range of the coilgun takes the same status as the target of the move.



# STREET ENCOUNTERS

Monsters, gangs, and other phenomena that prowl the streets of the City

## ARYAN BHATT

*Emperor Norton*

A recurring comic relief character that can eventually evolve into a predicament for the entire City

A middle aged gas safety inspector, usually seen wearing a dark blue uniform, **Aryan Bhatt** (Emperor Norton) is a familiar face on the streets of the City, with his greying hair, slightly hunched back, strong handshake, and advice for any occasion.

As a gas safety inspector, he has a reason to appear almost anywhere where people live and work, and the authority to look around for faults. And yet, it is unclear what his jurisdiction actually is. He tends to appear erratically and without a clear schedule. When he shows up, his requests and suggestions don't always fall in line with a gas inspector's usual expertise. He comments on sidewalk cleanliness, traffic jams, proper preparation for winter, ugly architecture and any number of other subjects, and he's always sure that he knows best how to solve every problem in the City. When not conducting an inspection, he can be seen making his way through the City's streets, talking to himself disapprovingly about his surroundings.

Occasionally, his suggestions take shape and become real. His words can create, rearrange, or destroy things in the City, almost instantly. This power seems to be effortless on his part, as it doesn't drain or strain him and there doesn't appear to be any complicated process involved – he speaks and his suggestion happens.

Only a handful of people know the method to this madness, and Aryan is not among them: his suggestions materialize when a large enough group of people agrees with him. His Mythos allows his decrees to draw power from the people's trust and respect. With a large enough crowd he can stretch buildings, materialize bridges, and rearrange entire districts. He can even replace the currency or change the scenery, and the City rearranges itself like a well-behaved pet. Rifts need to get used to the new layout; Sleepers never notice the change.

Even though his Mythos regards him as a supreme ruler, Aryan himself does not. He considers himself to be a public servant, offering his suggestions because he truly

wishes to better others' lives and is confident his opinion is useful and clever. He never even realizes that it's his own power that is changing the City around him.

Aryan has become a bit of a meme in the City, and his appearances are anticipated and welcomed in many places. Some Rifts pity him, some are fearful and try to scare him off, some try to take advantage of him and his powers, while others are genuinely friendly, offering him a place to rest or have a drink before he continues in his path. He usually accepts, then leaves, unaware of the chaos left in his wake.

### ARYAN BHATT ★★★

#### HURT OR SUBDUE 2 / ASSUAGE 5

- **Imperial Decree:** When Aryan declares that something in the City should be different than the way it is, the change takes place depending on the number of people who are present and agree with him:
  - » A handful - size factor 1: Small-scale, cosmetic changes
  - » Several - size factor 2: Major or building-sized adjustments
  - » Many - size factor 3: a City block
  - » A host - size factor 4: district-sized changesIf the entire City listens to Aryan, he can change the entire City.
- Draw a growing group of curious bystanders (Create a Danger: Mob (*MC Toolkit*, page 142) or increase its size factor)
- Make a random, hasty decree that is unexpectedly accepted by onlookers (**Complicate Things, Bigtime**)
- Convince the audience of City residents of his recommendations (*convinced-3*)
- Spot a faulty feature in the architecture or the street, demanding it be fixed
- Make repeated suggestions and criticisms about the environment
- Suddenly remember his next assignment and get ready to leave



## CLOSET CREEPS

*Old horror movie mummies, vampires, and skeletons*

An unpleasant surprise for snoopy investigators who shine a light on what's best kept in the dark

The dusty and aged corners of the City are home for a Mythos straight out of the old horror movies. Unopened wardrobes, unclaimed crates, sheet-covered cabinets, abandoned maintenance closets, junkyard fridges, all could host a hungry presence. Sinisterly, it calls those who are alone, reclusive, and lonely. The affected person starts feeling increasingly cold, wandering their apartment, building, or street in search of warmth. If no one is there to stop them, they find such a forgotten compartment, crawl into it, and curl up in a fetal position or with their arms crossed on their chest. The dust and cobwebs grow back where they were disturbed, covering the tracks on the person inside. The power of the Mythos preserves her, as she sinks into a dark embrace.

Should such a sleeping person be awakened, they will be taken over by a devouring desire for companionship and human warmth, so much that they will lunge themselves at any living person nearby, presumably the one who opened their compartment. For this reason, Rifts who

have encountered this phenomenon have labeled them **Closet Creeps**. Upon emerging from their modern tomb, these poor creatures are emaciated, covered in shrouds (that are often mistaken by Sleepers for straitjackets), and exude a terrifying, unearthly chill. Those nearby must protect themselves as a Closet Creep's touch can drain the life of a living person. No degree of warmth or life-force can satiate her legendary hunger; only magical means can heal this condition and in the absence of such powers the only solution is to put the poor soul out of her misery.

### CLOSET CREEP ★★★

HURT OR SUBDUE 5 / BANISH 3 / REASON -

- **Sudden Death:** When the Closet Creep awakens, if she takes someone by surprise, they take *grappled-2* or *drained-2*.
- **Heat-Seeking:** When the Closet Creep enters the scene, give her *sense living things*.
- **The Warmth of Life:** As a hard move, the Closet Creep sucks the very life out of someone (*drained-2*); the Closet Creep restores itself using the stolen life force, removing one tier of a negative status for every tier the target has taken.
- Grab hold of someone, never letting go (*grappled-2*)
- Wail and flair her hands at the nearest source of warmth





## EVIL TWIN DJINN

*Qareen, Islamic spiritual double and companion*

An “evil twin” that shows up out-of-the-blue to disrupt a PC’s life

There is a little-known phenomenon that afflicts a handful of Rifts every year, studied only by veteran Rift scholars and paranormalists: the so-called “**Evil Twin Djinn**”, more accurately named Qareen or “companion”. When a person has committed a great evil or when they are in a moment of great intense turmoil, a Qareen may be formed. This usually takes place when the individual goes through a revolving door, or makes a turn at a crossroad, sometimes even when simply going through a doorway (it’s yet unclear whether this phenomenon is linked with specific locations). Upon going through the opening or junction, an identical twin of the person afflicted appears to be going through in the opposite direction, and then vanishes like a figment of the imagination. Other times, the Qareen emerges out of a reflection of its victim.

Once created, however, a Qareen is difficult to get rid of. It remains behind the veil of the Mist, incorporeal and eternally linked to its human double. From there, it begins to sabotage its double’s life in a number of ways. First, it can enter the mind of its double and whisper words that would drive them to commit misdeeds, sometimes truly evil, other times merely mischievous. Second, it can attempt to inhabit the victim’s body, gradually or suddenly, and take radical, foolish, nonsensical, or malign actions as its host. Third, it may materialize, masquerading as its victim, sowing confusion and disarray in the victim’s life by taking similarly destructive actions.

When a victim is inhabited by the Qareen, or when the Qareen wears a physical body, they appear like an “evil twin” version of the original, or more accurately, a negative or inversion of the original. If the original is tidy and refined, the Qareen adopts a messy and brutish behavior, and vice versa. Intelligently crafting its takeover, the Qareen first only shows subtle signs of this transformation, increasing the disparity as it gains more trust and credibility.

The Evil Twin can sow much mayhem and destruction in the victim’s life before it is detected, often being excused as a case of split personality disorder, mid-life crisis, or identity theft. Dispatching of the Qareen also poses a challenge due to its physical and mental link with the victim; only powerful exorcists can remove it without harming the original. Of the few investigators who study this phenomenon, **Azhar Ayyad** (Musa bin Nusayr, a character based on a real-world governor, who found a djinn-capturing jar of *One Thousand and One Nights*) believes the Qareen is actually a benevolent force in disguise, sent to help its so-called victim to find balance or break out of her mold by disrupting her life.

### QAREEN ★★

#### BANISH 6

- **Body Link:** When the Qareen takes a status, it uses its victim’s defenses to avoid it. If the victim is a PC, the player must **Face Danger** for the Qareen, using the PC’s tags. If any tiers remain, both the Qareen and the victim take them. Conversely, if the victim takes a status that isn’t caused by the Qareen, the Qareen receives the same status after defenses have been applied.
- **Evil Twin:** Whenever the Qareen takes action as the victim, whether the victim is possessed or the Qareen assumes its own body, it does so using the victim’s moves. If the victim is a PC, the player must make a player move for the Qareen, using the PC’s tags. On a miss, the MC makes a hard move against the Qareen, which may indirectly affect the PC.
- **Dark Transformation:** As a hard move, the Qareen can flip a number of its victim’s power tags equal to the tier of the highest *influenced* or *possessed* status it has given the victim. Rename a flipped power tag to its useful opposite, e.g., *rugged* >> *refined* or *calculated* >> *full of rage*.
- Whisper in the victim’s mind, driving them to take uncharacteristic actions (*influenced-1*)
- Try to possess the body of the victim, insidiously (*tingle-1*) or suddenly (*possessed-3*)
- Materialize in a separate body, and continue to wreak havoc in the victim’s life (**Complicate Things, Bigtime** or player move as in **Evil Twin**)
- Dematerialize and hide back (or deeper) inside its victim, becoming indistinguishable from her thoughts and feelings (**Deny Them Something They Want** or remove 3 tiers from *banish*)
- Show subtle signs of transformation





## THE HORNED SNAKES

*Mušmahhū, Bašmu, and Ušumgallu,  
Sumerian monster-siblings birthed by Tiamat*

A serpentine street gang that prowls the City streets, making other people's business their own

**The Horned Snakes** (monster children of Tiamat) are a street gang driven by a destructive sense of clannishness. The three leaders, Manny, Benjamin, and Umar are brothers of the same mother, but from different fathers. They grew up friends, were occasionally rivals, and now jointly run the Horned Snakes. Under their leadership, the 'Snakes have prospered and their numbers multiplied'.

The Horned Snakes are extremely territorial and deeply distrustful of anyone not vetted by the three brothers. They deal in all sorts of illicit money-making endeavors, from selling drugs, to running guns, to fencing cars, to wetwork. If there is good money to be made, the Horned Snakes are likely interested, especially if their form of violence and bravado can secure a competitive advantage. If you are operating in the gang's ever expanding turf, they'll know about it, and come to collect their share.

The three leaders of the Horned Snakes remain close to their mother, whom they call "**The Mother of Snakes**" (Tiamat). The Mother of Snakes serves as the de facto matriarch of the gang: the brothers call the shots, but they consult with their mother on every major decision. The Mother of Snakes is a local institution, revered by many families in the area, and mother or grandmother to dozens of progeny. She is considered untouchable even by the Horned Snakes' rivals.

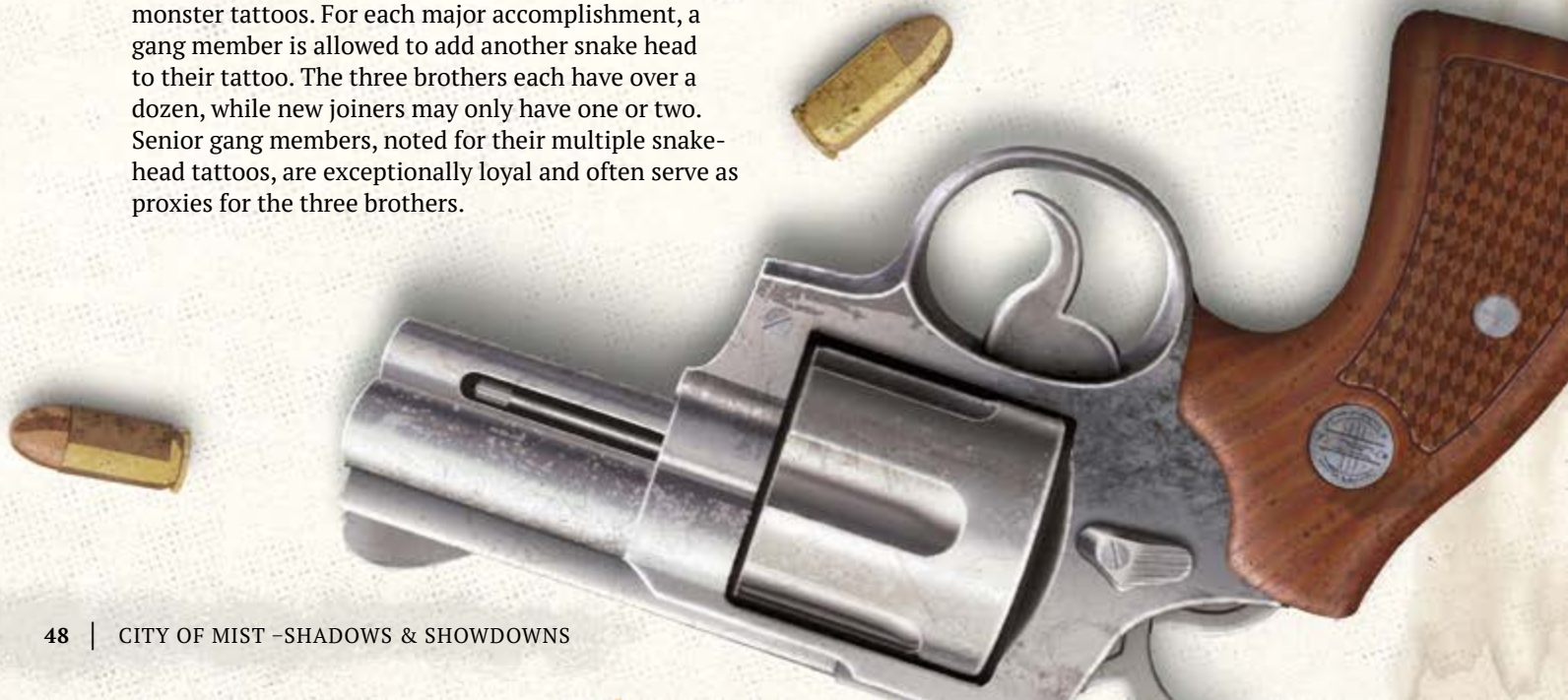
Members of the Horned Snakes each have intricate monster tattoos. For each major accomplishment, a gang member is allowed to add another snake head to their tattoo. The three brothers each have over a dozen, while new joiners may only have one or two. Senior gang members, noted for their multiple snake-head tattoos, are exceptionally loyal and often serve as proxies for the three brothers.

## THE HORNED SNAKES ★★★

Create this Danger as a Collective, with a size factor appropriate for the number of gang members involved (the entire gang has size factor 3, but they are rarely all present at the same location).

### HURT OR SUBDUE 2 / THREATEN 3

- **Slippery Scaly Skin:** When the Horned Snakes take a status of physical harm, subdual, or restraint, reduce its tier by 1.
- **Bespoke Tattoos:** When you forge a Horned Snake tattoo, you are **Changing the Game**. Use Juice to create each snake head tattoo as a tag. To fool gang members, you must choose *Hide the effect*. To fool gang leaders, you must choose *Mist-hidden effect (Dynamite!)*.
- **Watch and Hiss:** Any gang leader can see through the snake eyes of subordinate gang members' tattoos and speak through their mouths.
- Bite someone, injecting venom into their body (*poisoned-1* and another *poisoned-1* at the beginning of each scene or downtime)
- Threaten someone with violence (*threatened-2*) or make real on their threats (*broken-bones-3* or *gun-shot-wound-3*)
- Regrow fallen gang members, as long as their leading brother is alive (restore one rank of size factor lost due to fallen members)
- (Brothers only) Beseech the Mother of Snakes to guide their path, revealing the best course of action (remove 3 tags or status tiers of deception or tactical disadvantage, or gain *insightful-3* or *alert-3*)
- Lick their lips at a new criminal opportunity
- Slither from the shadows and close in on their victim





## THE UNDERCITY SPIRITS

*Kupua, Hawaiian double-bodied spirits*

A pack of trickster thieves and infiltrators who run heists and are hard to keep at bay

Sometimes, while walking down the street, you will notice a lost wild animal staring at a door, or an unexpected swirl of petals careering through a grated window. While you may want to satisfy your curiosity, it's best to walk on. It may not appear so, but you have stumbled upon a heist in action.

The City abounds with thieves and burglars but few are as sly and sneaky as **The Undercity Spirits** (Kupua). This elusive gang makes their home in the upper levels of the Undertrash, in the sewers and maintenance shafts just beneath the streets of the City. While others steal valuable treasures to make a fortune for themselves, The Undercity Spirits steal items of vast knowledge or artifacts with magical capabilities. More than any other Relic, the Undercity Spirits covet most the unborn child of **Ailani Jack** (Sacred Land Tiki Bar, page 22), but so far they have found her Enclave impenetrable.

By day, the members of The Undercity Spirits live normal, mundane lives, watching and learning as much as they can about potential targets as they go about their daily business. At night, they assemble in the dark of the sewers where they share information about possible targets and select their next mark. Once a mark is chosen, the gang takes as much time as it needs to case the structure, even going so far as to have one of their members get a job at the location to help gather intel. When the time comes to perform the job, the Spirits use the gifts of their Mythos to shapeshift into various animals, plants, and even minerals, taking advantage of their inconspicuous form to avoid detection. Items stolen by the gang are brought to one of their various safehouses beneath the City, where they relish in the Relic's power or consume the knowledge that was stolen.

Each individual member of The Undercity Spirits can take the form of a different animal, plant, or mineral. They often address one another by the name of their animal form, such as "Hog", "Moss", or "Salt". The gang is reluctant to part with something that they have stolen, and will fight ferociously to protect it, though they may be convinced to trade an item for a greater prize.

The Undercity Spirits are most often encountered during a heist: a Rift may wander into one of their operations, meet them as opposition when running her own heist, or discover, sometimes too late, that she is the target of one of their heists. Some other involved parties, like villains and Nemeses, may hire their services; likewise, the crew may be hired to protect an asset (such as Ailani Jack) from the Undercity Spirits.

### UNDERCITY SPIRIT ★★

Create this Danger as a Collective, with a size factor appropriate for the number of gang members involved (the entire gang has size factor 2 and they often all work the same mark).

#### HURT OR SUBDUE 2 / BRIBE WITH RELICS 2 / INTIMIDATE 3 / CATCH 4

- **Second Body:** An Undercity Spirit can switch forms as a soft move, or as an intrusion when she is attacked. Only magical means allow you **Investigate** to check if something is an Undercity Spirit in disguise.
- **Trained Burglars:** When the Undercity Spirits are revealed for what they are, give them *sneaky-2*.
- **Ferociously Greedy:** When the Undercity Spirits fight or compete over a Relic or source of arcane knowledge, give them *ferocious-1*. In a negotiation, give them *playing-hardball-2*.
- **Flower and Rock (+★):** Some second bodies are harder to harm, such as swirls of fallen leaves or outcrops of stone. Reduce the tier of statuses of physical harm or subdual by 2.
- (As their second body) claw, entangle, scratch with branches, or slam with a mineral fist (*bruised-2*, *slashed-2*, *restrained-2*, etc.)
- Using their second body: go through a barrier that cannot hold them, come closer to their mark, or hide in a place with many similar animals or plants (**Deny Them Something They Want**)
- Steal someone's items or Relic (burn appropriate tags)
- An animal, plant, or mineral appear where they should not be



# TRANSPORTATION

Means by which PCs can get somewhere fast or reach places that exist outside of this world or the Mist

## GYPHUS

Griffin

A loveable yet hard-to-control beast of an airplane that can travel anywhere in the City and beyond

Rising above the weeds and rusted piles of metal at the **Municipal Airstrip 1.2** (page 23) is a stately Stinson Model A Tri-Motor. The plane is still in great shape, with a new coat of white and orange paint and red highlights. “Gyphus” is written in fancy script under the pilots’ window. The instruments are dated, but operational. There are no seats in the cockpit, however. Back in the fuselage there are ten overstuffed yet comfortable passenger seats. The Stinson has an unmistakable animal musk to it. If someone investigates the carpet along the passenger area, they will see paw prints from a large cat and bird droppings.

If a truly desperate person sits in one of the passenger seats and offers a sincere prayer to whatever higher power they believe in, the engines might first purr and then screech to life. Then if that same petitioner places a piece of paper with the name of a location into the cockpit, the Stinson may start to taxi towards the one area of the dilapidated runway still free of weeds. Should the traveler then buckle themselves in, the Stinson Gyphus will accelerate and lift off.

The Stinson does not operate for just anyone. The person must be truly desperate and humble, one of the ‘meek.’ The Stinson is most likely to operate to help reunite people or things – bringing two halves together.

In the air, the Stinson is remarkably agile and requires very little open space to land, executing impossible maneuvers to deliver its cargo where they need to be, even on rooftops or cramped parking lots. The Stinson knows the City well, gracefully soaring through the sky and, when needed, between buildings. The Stinson even knows some routes out of the City.

When the Stinson has a mission, it is implacable. The aircraft can turn aggressive, chasing its enemies and threatening to use one of its three high-performance rotors as weapons. The Stinson has a mind of its own, and will not always listen to its passenger – particularly if it has prey that must be hunted.

## JUMPSTART THE GYPHUS

When you make a plea at the helm of the Gyphus, the MC first gives the Gyphus *dormant-2*, *single-minded-2*, or *distracted-2*. Then, roll+Power. On a hit you gain or regain its cooperation, receiving the Gyphus Extra theme. On 7-9, the MC also chooses one:

- The Gyphus wants to take you to a different destination where you need to be
- The Gyphus becomes distracted by an aerial prey or enemy
- The Gyphus experiences a malfunction while airborne

On a miss, you lose the Gyphus’ cooperation and theme.

## GYPHUS

Ride

### MYSTERY

*Where is my passenger's other half?*

### POWER TAGS

*old Stinson Tri-Motor airplane, accelerate to takeoff, lots of cargo space, aerial dogfighting, startling overhead swoop, razor-sharp rotor blades, can land anywhere, old but durable, spot airborne prey, fly below the radar*

### WEAKNESS TAGS

*Blocked takeoff lane, mechanical deterioration, distracted by threat or prey, stubborn and aggressive*

### THEME IMPROVEMENT

☐ **High Above the Clouds:** Once per season, you may travel with the Gyphus outside of town or have it travel outside of town for you. On this trip, you may take one object or one willing or incapacitated individual outside of the City, or bring them in from outside the City.



## LLOYD & OWNIE CARRIAGE SERVICES LTD.

### Fairy roads

A unreliable way to get urgently from here to there, even if 'there' is usually unreachable

The cabbies of Lloyd & Ownie are always a street away. One of their fairy salespersons can be found hanging on the street corner, dressed in a suspicious khaki raincoat, watching for a nervous individual trying to flag down a cab. Shorter than average, pointy-faced, and with a nasal voice, the fairy salesperson will *psst* a stranger in a rush and offer them a quick fix.

For a price, they can lead their client to a ring of colorful mushrooms in a back alley or a pair of intertwined hawthorns that sprout out of the asphalt and create an archway. "Walk right here and it will take you where you want to go", the salesperson reassures you. They don't want to know where you're going; the customer can control the destination by simply envisioning the place or speaking its true name. You can bring friends, too, but that costs extra. Once the deed is done, the entrance to the fairy road disappears, and the salesperson scrams.

A fairy road isn't really a road; it's an *ad hoc* magical tunnel between places, which is just as unreliable and dangerous as it sounds. Navigating the passage can prove trickier than the fairy salesperson lets on, which is probably why they always seem to be in a hurry to close the deal.

## FAIRY SALESPERSON ★★

An interaction with a Fairy Salesperson is usually focused on the bargain. It's possible to threaten or beat the Fairy Salesperson into opening the fairy road, but that will usually result in a bloody altercation with Seamus Strangeways (Oberon) and the Longshore Union hooligans (Red Caps) (*MC Toolkit*, pages 29, 178).

### HURT OR SUBDUE 1 / THREATEN 3

- **Opportunist:** When a Fairy Salesperson enters the scene, give him *uncanny negotiator* and *gift of the gab*.
- **Strike a Bargain:** When you try to strike a bargain with the Fairy Salesperson, you **Convince**. On a 10+, he'll grant you access as a courtesy out of respect to your glib tongue. On a 7-9, the fairy salesperson kindly asks for fair payment: an item of sentimental value. You may decline; he'll still open the road for you. On a miss, you can use the fairy road, but you're tricked into a bargain you'll later regret (*indebted-3*).
- **Travel The Fairy Road:** After you travel a Fairy Road opened by the Fairy Salesperson, you end up in a public space nearest your destination (usually on the street). If you paid with something of unmatched sentimental value, yours or another's, you are not limited to public spaces and can reach your exact destination, wherever it is. If you declined to pay, or coerced the Salesperson into opening the road, the MC chooses one prank:
  - » You arrive later than expected or in the worst timing possible
  - » You misplace an item you were carrying (burn tags)
  - » You appear at an inconvenient spot, like behind a fence or in a dumpster
  - » You fall prey to a strange haunting (*haunted-by-giggles-2*) or an absurd prank (*pockets full of juice*)
- At the first sign of trouble, vanish into thin air (**Deny Them Something They Want**)
- Pull a prank on someone (as under **Travel The Fairy Road**)
- Rub his hands and emit a high-pitched giggle







## TROLL BOOTHS

### Trolls

A surefire method to get across town fast, as long as you're able to satisfy the operator

As an alternative to the dubious fairy roads, one could take the **troll road**. You'll see signposts pointing at it on every major road (except the "r" in "troll" seems like a spray-painted addition). Unlike fairy roads, this thoroughfare is an actual paved road that cuts right across town; building it cost a fortune, mostly spent on paying the previous owners to clear the buildings in its path (and some say to pay the troll bruisers who intimidated the owners into doing so). There seems to be an easy connection to the troll road from anywhere in town and it's built to allow very fast travel, so if you have a fast car (or chariot) you can get anywhere in a matter of minutes. Of course, the developers are looking for a return on their investment, so when traveling on the troll road you will have to make a stop at the troll booth to pay.

The **troll booth** is a human-sized toll booth into which a troll Rift is snugly crammed. Built next to a flimsy-looking road barrier, this is where you pay for using the road, as the hand-drawn cardboard signs clearly point out with spelling mistakes. The real barrier here is not the lowered one; it's a powerful magic that

prevents free passage unless the troll permits it (or coerced to do so). There is no fixed price for traveling here – the troll at the booth decides the price at a whim. More often than not that troll is **Agatha**, a kindly but grubby troll that likes to pocket half of what she charges or more, which is why she is often visited and watched by her employer, **Maurice**, who owns the road.

Sometimes during a chase Rifts fleeing pursuit try to get an advantage by using the troll road, but it's risky: If you can't pay what the operator asks, you'll be caught between a rock and a hard place.

### TROLL BOOTH ★★

HURT OR SUBDUE 5 / THREATEN, PERSUADE, OR BEFRIEND 5 / BREAK THE BARRIER 6

- **No Free Rides:** When you arrive at the Troll Booth, the MC chooses one or rolls a six-sided dice: on 1-2, the troll is *hungry-2*, on 3-4, the troll is *greedy-2*, on 5-6, the troll is *bored-2*. The troll asks for a price accordingly.
- **Hard as a Rock:** When the Troll Booth troll or barrier take a physical harm status, reduce its tier by 2.
- **Dumb as a Rock:** When you first try to trick the Troll Booth troll, give them *dim-witted*.
- Smash, slap, and slam (*broken-ribs-3* or, for inanimate objects, *smashed-4*)
- Stand up, demolishing the booth in the process



## ASH STREET PARK

*Yggdrasil, the Norse world tree*

A interdimensional park that connects everywhere in the City but can be risky for travelers

There are many places in the City which are hard to get into. Some are mundane but important, and thus guarded, hidden, or locked. Others are Enclaves with entrances which aren't readily accessible or comprehensible or are simply too dangerous to reach. Many such places might be of interest to a Rift on a mission. **Ash Street Park** provides an alternative way for Rifts to get into such exclusive locations.

Ash Street Park is a nickname to a place which only exists beyond the Mist. The Park does not occupy any one location; there is no Ash street in the City. Instead, it is connected simultaneously to hundreds of locations through many portals and thin places. Rifts can use these to enter the Park, traverse it, and exit in a different City location.

Thin places that lead to Ash Street Park are often shadowy nooks surrounded by living, growing plants: a gnarled, hollow trunk of a boulevard tree or an archway in an overgrown junkyard or ruin can serve as portals into the Park. Even a potted plant in the corner of an office can serve as an opening, if its foliage is abundant enough, making the Park a potential path to almost anywhere in the City.

In order to enter the Park, you need to hold its image in your mind and try to step through the portal, *believing* you will get there. The more earthbound you are, the harder it is; Sleepers can't even make it across, unless taken by a powerful Rift. You will then find yourself coming out of a leafy bush onto a park path next to an arching wooden bridge. Exploring further, you will discover a vast woodland park built on a cluster of rock outcrops, with wooden bridges and stairs like branches and roots connecting its many ash groves. Faint street lamps light the paths in the eternal gloaming here while enormous shimmering constellations rotate overhead.

Navigating the Park and finding the correct bush, tree, or vine to step out of in order to reach one's destination requires legendary sensitivities or exceptional outdoorsmanship. Savvy Rifts don't delay here; one misstep and you can find yourself falling out anywhere in the City, into another Rift's Enclave, or worse, into the unknown oblivion beyond. Even less welcoming are the mythical muggers, highway robbers, stalkers, and monstrous skulkers that bleed out of the connected Enclaves prowl the Park; various things and people with ill-intentions

lurk beyond the dimly-lit paved paths, so those who wish to cross should keep their wits about them and have some means of protecting themselves. Upon meeting other Rifts, one will notice immediately that they resemble their Mythos more than in the City; the same is true for crew members walking the Park.

**Piotr the Rat** (Ratatoskr, the squirrel who runs up and down Yggdrasil) is a known petty criminal working Ash Street Park mostly as a mugger, cutpurse, and informant. Luckily for him, he is exceptionally acrobatic and nimble moving on tree branches, skulking about the Park in a torn wooly hat, dirty jeans, and a cheap windbreaker. He is often unshaved, sporting a bushy red beard.

### ASH STREET PARK

- **Enter the Park:** When you attempt to enter Ash Street Park via a suitable thin place, roll+Mythos. On a hit, you enter. On a 10+, you may bring others along.
- **Navigate the Park:** To locate and correctly identify the desired exit, you **Investigate**. When you traverse the Park and go through the exit, you are immediately transported to its destination.
- **Beyond the Mist:** While inside the Park, one's physical appearance changes to reflect one's Mythos. The first time you encounter a Rift in the Park, your crew gains one free Clue about that Rift's Mythos.
- One of the Rifts prowling the Park assaults someone (**Complicate Things, Bigtime** and make a hard move from the assailant's Danger profile)
- Someone slips off a staircase or bridge, transporting into another place in the City, an Enclave, or floating away beyond the stars (**Complicate Things, Bigtime** or **Turn Their Move Against Them**)
- Glimpse a portal to someplace important, where someone you care about is in danger (**Force Them to Choose**)
- A PC becomes *lost-2* in the Park's labyrinth of intertwined boughs
- The ash trees close in, making it hard to see far
- A distant portal momentarily reveals an unknown part of the City
- The wooden bridges, stairs, and rope bridges feel slippery underfoot
- Something moves in the bushes or a strange cry echoes nearby



## PIOTR THE RAT ★★

HURT OR SUBDUE 3 / CATCH 3 / BRIBE 3

- **Squirrly Park Hobo:** When Piotr enters the scene give him *nimble tree climber* and *alert-2*.
  - **Home Advantage:** While in Ash Street Park, Piotr the Rat's *catch* spectrum maximum is 5. Any action to make him fall automatically fails.
- 
- Shoot or stab someone (*gunshot/stab-wound-3*)
  - Listen in on a conversation and sell this information to their enemies, rivals, or loved ones (**Complicate Things, Bigtime**)
  - Hold someone at gunpoint or knifepoint or threaten to snitch on them, demanding their money (**Force Them to Choose**)
  - Snatch something important someone is carrying (burn relevant tags)
  - Gnaw his way out of restraints (remove two tags or status tiers) or bite into someone (*nasty-bite-2*)
- 
- A furry shape moves between the boughs overhead

## WORKSHOPS

Workspaces that help PCs build or prepare something special

### RICKY LEFT HOOK'S BOXING CLUB

Chiron

A priceless opportunity to train with the Mythos who trained Achilles, Jason, and Hercules

Renovated from an old gymnasium, **Ricky's Boxing Club** is the hot place for both amateur and semi-professional fighters to train and blow off steam. Owned by old-time boxing legend **Richard "Left-Hook" Yorks** (Chiron), Ricky's is the perfect place for aspiring fighters to train – but the strict teacher only works with students willing to give it their all.

The main space of the gym, formerly a warehouse for large machinery, holds two square boxing rings. Metal bleacher seats look out over the rings as slow fans rotate above, forcing some air circulation in the poorly-ventilated space. A back door leads to the fitness room where signs of its previous use as an office are still evident in the choice of buzzing fluorescent light and old health and safety posters frames on crumbling walls. The space is filled with large hanging punching bags, racks of weights, benches and measuring equipment.

Ricky Yorks can usually be found at the front desk at the club's entrance. He offers tours to potential new members and even gives them a seven-day free trial, trying to tempt them into paying monthly gym fees. Known for having a good eye for people's potential, the old boxing legend will watch the action in the rings from his desk, taking note of those that might be worth his time in training.

If someone manages to impress Ricky Yorks with their raw talent, the gym owner will offer to train them, though he warns them that he accepts nothing less than total dedication during this time. Assuming the would-be trainee agrees to these terms, training begins at once. Ricky can instruct the boxer in hand-to-hand combat, but his true gift is being able to help his protégé train their physical Mythos abilities. For Ricky, it's all the same; he sees himself as a mentor, pushing his pupil to the utmost limits of their capabilities, legendary or otherwise.

Training with Ricky is very intense. The old trainer offers very few breaks, constantly pushing the trainee to their breaking point. Even if a trainee is banged up or injured during the training, this is no excuse to stop; Ricky fixes them with a special diet and careful instructions on how to rest, bringing them back to shape in mere days thanks to Chiron's mastery over the art of medicine.



## RICKY "LEFT-HOOK" YORKS ★★★

### HURT OR SUBDUE 6 / IMPRESSED 3

- **As Tough As He Is Wise:** When Ricky takes a physical, emotional, mental, or social status, reduce its tier by 3.
- **Show Me What You've Got:** Whenever ask to train with Ricky, he will match you with a fighter of your caliber. Every time you show spirit, resilience, will-power, or good sportsmanship in a fight, give Ricky *impressed-1* that ignores his move **As Tough As He Is Wise**.
- **You Got Spirit, Kid:** When *impressed* is maxed out, Ricky will personally train you. (If you've already trained with Ricky once, convincing him to take you again takes nothing less than a Herculean task.)
- **Trainer of Champions:** If you spend downtime rigorously training under Ricky for several days, you can choose two new improvements for one themebook related to the training. Mark a total of two Fade/Crack on other themebooks that were neglected while you were training. If you train with Ricky for a particular mission or confrontation, take an ongoing *ready-for-the-main-event* story tag.
- **Time Out:** If you break Ricky's training routine for other business, take *exhausted-2* and *bruised-1*. At the end of your training, remove these statuses as Ricky concocts a healing salve or a personally-tailored diet to bring you back to shape.
- **I'm In Your Corner, Kid:** Once, after you trained with Ricky, you may spend downtime at the club choosing to recover from a major fight. Remove all physical, mental, and emotional statuses received during the fight and restore all tags burnt during the fight.
- Attack with a surprising left hook (give two of the following: *disoriented-3*, *broken-ribs-3*, *black-eye-2*; target may not **Face Danger** with tags of physical prowess or endurance, either legendary or mundane)
- Namedrop a famous boxer into conversation
- Get angry and complain about a political matter that aggravates him
- Cuss and shout at a trainee to try harder





## THE LEYLAND FOUNDATION TECH ACCELERATOR CENTER

Prometheus

A free, cutting-edge workspace for tech geniuses that puts them in the grip of Helix Labs

It is easy for brilliant scientists and inventors to get buried under all the noise in the roaring economic jungle of the City. Still, thanks to **Helix Labs** and **Dr. Talbot Leyland** (Prometheus), there is now a perfect place to host such genius minds. **The Leyland Foundation for Innovation's Tech Accelerator Center** offers high-quality, affordable lab and office space to innovators from all backgrounds. This location provides the perfect office space for any character working in biology, engineering, computer science, or other technological sciences – even paranatural sciences. Other fields are welcome as well, even though they may be beyond the scope of Helix Labs' interests.

While the Foundation is set up and run by Helix Labs, the latter has little to no presence within the building. Dr. Leyland never makes an appearance, since he is busy with his own research, but his talent scouts (page 125) will often scope out the site for up-and-coming stars and possible recruits.

The center is a modern glass building that stands proudly in the heart of the Science Hub, shining in the day's sun like a fiery torch of raw innovation. Guests are greeted by a lavish lobby that includes a directory of all the services provided within. The style of the various offices and workspaces vary depending on their needs, from underground weaponry test tunnels to halls filled wall-to-wall with square cubicles. The Tech Accelerator Center programme managers work with each of its candidates to ensure they have the proper kind of workspace as well as all the furnishings that they require. Helix truly spared no expense on the building, even including a cafeteria and gym for employees, all the better to attract the finest minds in the City to one convenient location for scouting and headhunting.

While the Tech Accelerator Center seems to answer all of an aspiring scientist's needs, nothing comes without a price. Helix Labs both openly and covertly monitors the projects developed in the center and can easily steal the emerging technology. The more promise a candidate shows, the more aggressively Helix Labs will pursue her. One way or another, their notorious headhunters (see page 125) will get their grubby hands on whatever is in her genius head, whether it's attached to her body or not.

### TECH ACCELERATOR CENTER

- **Superb Facilities:** When you spend downtime *preparing for an activity* or *investigating the case* in the Tech Accelerator Center, you gain 5 Clues or Juice instead of 3. Take *sellout-1*.
- **Rising Star:** As a soft move, someone from the Tech Accelerator Center will offer you a Spark Device (Extra theme, page 128). If you take it, take *sellout-3*.
- **Nothing is Free:** As an intrusion, the Tech Accelerator Center may trade a tier of *sellout* to make one of the following moves:
  - » Steal a candidate's research (**Complicate Things, Bigtime**)
  - » Issue a patent based on a candidate's research, legally barring them from continuing it (**Complicate Things, Bigtime**)
  - » A weapon or a device based on a candidate's research appears in a foe's hands (**Complicate Things, Bigtime**)
  - » Helix Labs reveals new technology that counters the candidate's research (burn all relevant tags)
  - » Talent scouts push a candidate to join Helix Labs or lose their access to the center (**Force Them to Choose**)
  - » Headhunters come for a candidate's head (create a new Danger: Helix Lab Headhunters, page 129)





## MONUMENT TOWER

*Pyramid of Djoser (ancient Egyptian pharaoh)*

A location for powerful rituals where one party attempts a ritual and the other interferes

**Monument Tower** (*Djoser's pyramid*) is the crowning achievement of Sleeper billionaire **Jake Peretti**, one of the City's most powerful business moguls. Peretti built an empire of companies in the fields of genetics, robotics, and weaponry over the course of two decades. Designed by architect **Jennifer Bird** (high priest of Ra and architect of Djoser's pyramid), Monument Tower was commissioned in order to house Peretti's many ventures under one roof. Bird strategically placed the tower on a convergence of some of the City's ley lines, making the entire building a conduit for the mystical energies, designed to give immortality to whomever sleeps in the personal suite on its top floor. Peretti has been living and working there since the tower was completed, several years ago. Surprisingly, he hasn't awakened yet, even after having lived in the focal point of so much power.

Inside the building, each division and company has its own look and style, sharing only some tasteful Egyptian-themed decoration, mostly in the form of limestone-colored hieroglyphic patterns on the walls. If you can see through the Mist, you will feel the gentle buzz of power being syphoned by the hieroglyphs, upwards through the roof. The higher up you are, the louder it will be.

The City's power flows through the skyscraper, up to Peretti's suite, then out through the roof. If you stand on top of Monument Tower, you can channel this power for your own means. Be careful, because once invoked, this power must be used up – there is no escaping it when you're standing right at the top. There are stories of daring but foolish Rifts who came up here unprepared and were burnt to a crisp while trying to achieve some incredible mystical feat.

The roof itself is spacious. The middle of it is dominated by a large pyramid-shaped skylight overlooking Peretti's master bedroom. The edge of the roof provides you with a view of the entire City, breathtaking for any Sleeper; for Rifts, the view gets drowned by the nonstop roar of immense potential at their fingertips, ready to be harnessed.

As easy it is to use this power when you're at the top, getting there is not so straightforward. There is no roof entrance from within the building. To actually access the top of the pyramid, you have to reach it from the

outside, either scaling the walls or flying in from above. Expect resistance; Jennifer Bird reportedly hired **Spire Security** (page 38), as well as other Rifts, to ward any aspiring ritualists off her boss's roof. It's also important to remember you're planning a ballant display of power on one of the highest roofs in town – if any Rift out there is out to get you, you'll be sending them a colorful invitation.

### ROOF OF MONUMENT TOWER

#### MAXIMUM POWER 5 / RITUAL 5

- **Secrets of the Occult:** When a party conducts a ritual on the Roof of the Monument Tower, the ritualist chooses the degree of sacrifice as in **Stop. Holding. Back.**: Significant, No-Return, Ultimate (or, optionally, Inescapable). PCs and Dangers may advance or interrupt the ritual by giving and removing statuses from *ritual*.
- **Power Coalesces:** The MC may give the Roof of the Monument Tower a *powering-up-1* status as a soft or hard move.
- **It Is Time!:** When *maximum-power* maxes out:
  - » If *ritual* has no status, nothing happens.
  - » If *ritual* has a status but isn't maxed out, the ritual goes wrong. Treat it as a miss on **Stop. Holding. Back.** Optionally, everyone present takes *burned-4*.
  - » If *ritual* is maxed out, treat it as a 10+ on **Stop. Holding. Back.**, but the price may be volunteered by or forced onto a present third party.Reset both spectrums. A new ritual may not be attempted until the end of the next downtime.
- More power rushes up the pyramid (*powering-up-1*)
- The Tower's security guards or the PCs' enemies appear, either to stop the ritual or facilitate it (create a new Danger)
- A beloved supporting cast member is caught in the chaos (**Complicate Things, Bigtime**)
- The flowing power crackles and glows, revealing hieroglyphs
- Everyday activity can be heard in Peretti's suite, under the skylight
- The City below keeps living its life, unaware of events unfolding way on high