



CITY of MIST

**NIGHTS OF
PAYNE TOWN:**

THE MYSTICAL VEIN

FREE PREVIEW

SPOILER ALERT

This book contains case information intended for the Master of Ceremonies (MC). If you intend to play as a player in one of the Nights of Payne Town cases, reading the information here may spoil your sense of mystery and enjoyment.

This is an excerpt from The Furnace, the first case from the Mystical Vein

A new drug has hit the streets of the City, a *special* drug for *special* people like you. It is said to make your sweetest dreams come true, but as it takes over the secret world of modern legends, new cases of missing persons crop up faster than you can solve them. Some of the missing are soon found, wretched and empty, lacking the will to live. As you set out to find what's cooking in the dark wet lanes of the City, will you take a chance on your dreams and adopt this toothsome new fad?

The Furnace is a crime drama case which explores a new trend in the secret underworld of Rifts in the City: a wish-fulfilling substance. This so-called "Candy" is readily available to the PCs, putting their personal desires and aspirations, as well as their private lives as Rifts, in the limelight. As the crew uncovers a Mythos-powered drug ring across the Rift underworld, each PC will be able to play through this case as a detective, a victim of their desires, or both.

The trail of temptations is laid by a modern-day witch who plans to harvest the Rifts' Mythos. This mystical motive behind the drug ring is only revealed at the end of the case, connecting it with the rest of the mystical vein.

THE ORIGINAL GINGERBREAD HOUSE

When alchemist Armand Kai perfected the process of awakening new Rifts, he turned to find a way to extract their Mythos powers from them. Sending letters and messages to his fellow mad scientists and sorcerers of the Rift underworld, he was referred to **Rosina Leckermaul** (The Gingerbread Witch from *Hansel & Gretel*), who was an expert in roasting people in her oven and sucking the essence out of them. Together, Armand and Leckermaul built a **Mythos-extracting furnace** in an old glassworks factory (the original Aurora Glassworks factory, see *Broken Glass*, page 62). Leckermaul also used her powers to create a wish-fulfilling substance called **Candy** that she used to lure poor souls to her furnace.

Once a Rift was enticed by Candy to enter the Gingerbread House Enclave in the glassworks factory, they found themselves magically caged and forced into the furnace. Rifts who were cooked in the new furnace didn't die; instead, they lost their powers and became Sleepers again, lacking any Mythos, even a dormant one. Their animating force torn out of them, they were left feeling empty and lacking a sense of purpose. The essence of their Mythos powers turned into **Ichor**, which Leckermaul shipped back to Armand's manor in return for some valuable Tinctures.

The operation was running smoothly, for the most part. Thanks to the Mist, victims forgot about their entire addiction period and the subsequent kidnapping and no one was asking questions. Every now and again the cooking process would go wrong, leaving the former Rift a mindless burnt creature, oozing neutral white Ichor. Leckermaul kept these hungry "factory rejects", nicknamed them **Gingerbread Men** for their rust and white colors, and used them as another line of defense in her factory: they would catch any snoop or escaped Rifts running around the glassworks and feed on their essence.

ROLE REVERSAL

Unfortunately for Leckermaul, her Candy also drew the attention of a pair of young Rift go-getters, the street-rat siblings **Hans and Rachel Woods**. The inexperienced duo fell for the Candy and were captured, but when Rachel was pushed in the furnace she used her powers to switch places with Leckermaul, who burned, shutting down the furnace's powers.

When the **Magnum Opus cultists** (Armand's Disciples) came to collect the Ichor, they were ready to kill Hans and Rachel; instead, Rachel cut a deal with them: the alchemist will provide her with the Gingerbread Witch Tincture, granting her Leckermaul's powers, and she'll continue to operate the furnace for him, but this time with a much better output. Woods was going to incorporate her brother's Mythos traceback powers (the ability to find his way home) into the drugs to lead Candy users back to her, by showing them a trail of moonlit pebbles that led to the Enclave.

Armand accepted, the Gingerbread Witch Tincture was made, and the furnace was once again operational under the leadership of Rachel Woods. Rosina Leckermaul, now a Sleeper, was sent home to live a life of meaninglessness, staring out the window all day. Hans, who had other ambitions and a dollop of conscience, got hooked on Candy trying to repress it all.



RACHEL'S OPERATION

Rachel produces pure Candy in the Gingerbread House Enclave. The substance is transported to the Candy drug lab, operated by **the Underhand Naga Gang**, where it is cut with real candy and packed. Candy is then distributed using Leckermaul's previous network of dealers, run by the drug dealer Foxy Supreme (The Cadmean Vixen, an uncatchable giant fox which plagued the city of Thebes) and using Touched minions who can tell Rifts from Sleepers and sell only to them (Sleepers would think Candy is just candy, anyway, and it won't have any effect on them).

RECENT VICTIMS

Victims of the furnace usually acquire Candy in the same way they would acquire illegal recreational drugs. Candy fulfills their wishes to a certain degree but the result is always insufficient or ephemeral, driving them to seek more. When they do, Hans' traceback magic shows them the way to the furnace. They disappear for 24-48 hours, showing up listless and depowered thereafter.

In the past month, the furnace has increased its production thanks to Rachel's gung-ho mentality, the Gingerbread Witch Tincture, and Hans' traceback magic. Its latest victims are:

- **Still Using Candy: Charlie Littles**, a 7-year Rift of the Voodoo Doll (the pop-culture version, having little to do with the real Voodoo practice) who stole Candy from another user and used it to get more toys. He'll run out within a few days, so he's looking for adults to gain access to more.

- **Missing: Will Harris**, a single mom from the Blue-Collar Residential, was the Rift of Wilhelm Tell (the Swiss folk hero who shot an apple off his son's head). She used Candy to give her son and her a better life for a while but when it ran out she ended up in the furnace. She will show up again within 24 hours, depowered and with no memory of any of it.
- **Returned Depowered: Juan Delamar**, previously the Rift of Ningyo (a Japanese fish-human sea creature) and a gold-medalist swimmer, returned home after two days without his powers. His swimming team coach is at a loss.

There are many more ex-Rifts who have returned powerless, but their stories are not covered in this case. In addition, Leckermaul and Hans are two victims or would-be victims that are still at large in the City, but break the usual pattern:

- **Didn't Use Candy but Returned Depowered: The** elderly **Rosina Leckermaul**, until recently a cut-throat drug manufacturer and trafficker and the Rift of the Gingerbread Witch, is now housebound and spends her days staring emptily into space.
- **Returned Unchanged: Hans Woods**, a DJ whose fame skyrocketed through the continued use of Candy, is the only Candy user who returned with more Candy after his disappearance and kept his powers.

Rachel Woods now lives in the Gingerbread House Enclave.

CANDY

Candy is a designer substance created specifically to attract Rifts to the furnace. It does so by fulfilling the user's wishes for a short period of time. Candy is, in fact, chemically non-addictive, so it isn't a drug per se; it relies on the user's own desire for fulfillment to drive them to acquire more Candy. When the user ends up in the glasswork factory, Candy really kicks in: it allows the user to enter the Gingerbread House Enclave and traps them in a magical, psychedelic cage, preparing them for the furnace.

In its latest version, Candy contains some of Hans Woods' Mythos powers, showing a user in need of more Candy a path of glowing moonlit pebbles which leads to the old Aurora Glassworks factory and from there into the Gingerbread House Enclave, where the furnace awaits and the user is magically trapped.

The pure Candy substance – a glowing blue powder – is laced into real candy at the Candy drug lab and sold wrapped and branded with a storybook decorative letter "C".

USING CANDY

When the user consumes Candy, their most eminent wish is fulfilled. This could be winning the lottery, falling in love, causing ruin to another, etc. Cinematically, Candy has limited power. It can grant the greatest wishes, as long as they don't exceed the power of a single story tag. Therefore, it does not have the power to harm or alter a significant character in a single wish, although it can be used to alter reality in a way that is conducive to that (e.g., materialize a gun which can then be used to shoot someone). Be liberal with what Candy can do, e.g., you may allow a PC whose loved one died to bring them back from the dead, for real, briefly.

When Candy is used to wish for something that is beyond its power, it fizzles out and causes cosmetic reality disruptions; the user gets the clear impression that they need more Candy to realize their wish. Candy cannot be used to make more Candy; it's designed that way.

Candy always loses its effect within a short period of time, between hours and days, depending on the wish made and cinematic considerations. When it begins to expire, fulfilled wishes begin to fail or fade away, e.g., materialized items malfunction, social power wanes, etc. Here too, the user feels more Candy is needed to maintain her wish.

Use Candy as a cinematic device to trigger the crew members' Mysteries and Identities and put their deepest or most superficial desires in the spotlight.

INVESTIGATING CANDY

A PC with appropriate mundane training, a sample of Candy, and enough time in the lab can garner some in-

formation about the drug, while Rifts with knowledge of the magical arts, especially alchemy and herbalism, could learn even more.

The product is real candy, laced with an unrecognized psycho-active compound

An analysis of trace narcotic residue in the wrapper indicates Candy is handled in the same environment with other drugs, probably by a local drug ring. An exceptional investigator spending multiple Clues could link the specific narcotic with a known drug cartel, the Underhand Naga Gang, narrowing down the search after the Candy drug lab.

Looking Beyond the Mist or applying legendary skills could help identify that the substance contains a form of low-grade wish-fulfillment magic. A well-phrased Clue question could reveal there are some strings attached to the wish fulfillment, but discovering what they are is difficult, producing only vague images of the Gingerbread House.

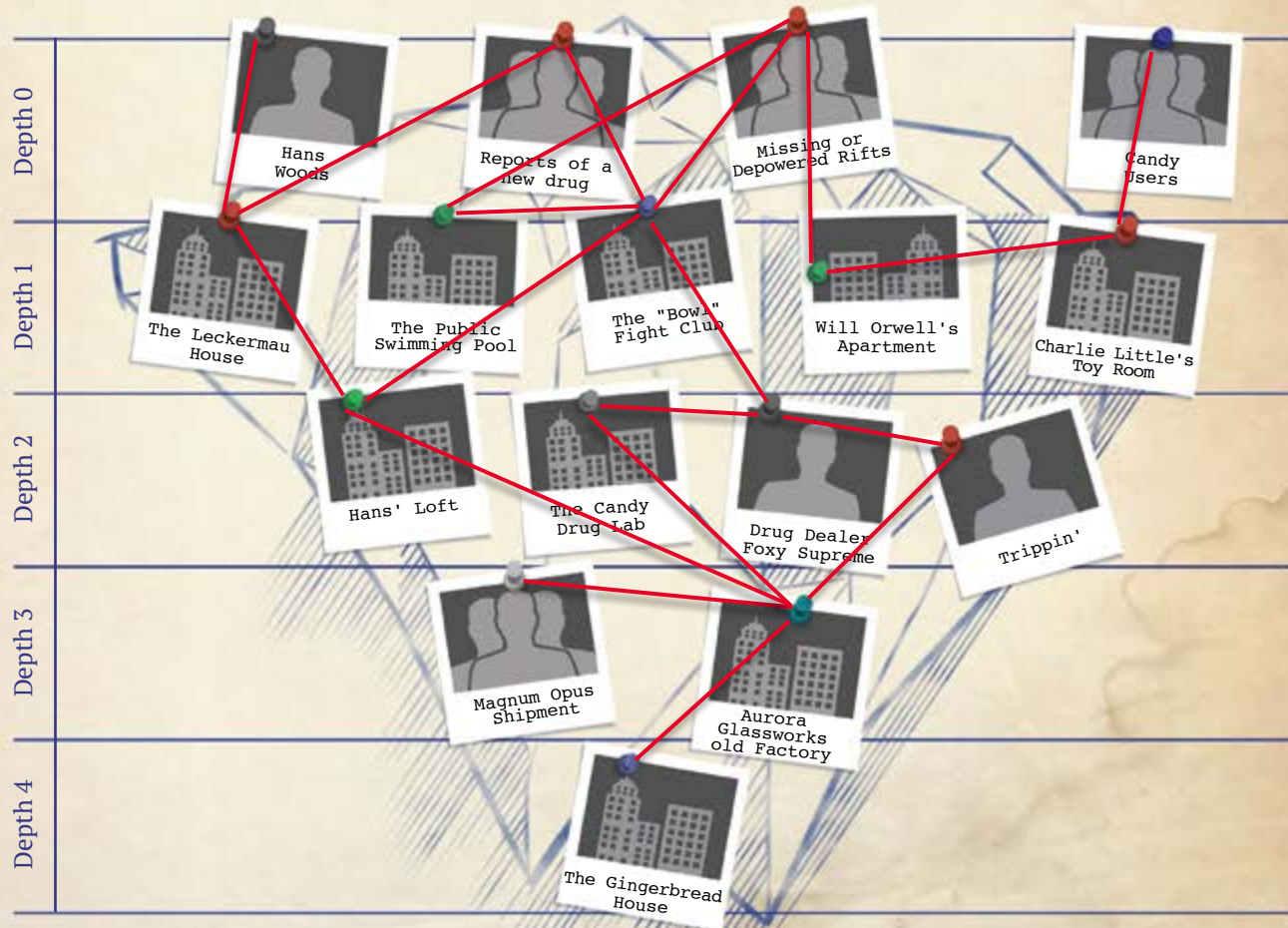
Looking Beyond the Mist may also reveal a connection to Hans' Mythos (moonlit pebbles) or the Gingerbread Witch Mythos (burning oven).

To reveal the full properties of Candy, a PC must invest some time and resources. Give the Candy *unidentified substance* and *hidden magic* to make the investigation harder. If a PC spends downtime investigating the substance, adjust the information you reveal based on the appropriate abilities, skills, and/or equipment they use.

GAME EFFECTS

When Candy is consumed by a PC, give that PC an ongoing story tag describing their fulfilled wish, such as *a millionaire*. As ongoing tags, Candy-derived tags can be burned for a hit. For Dangers, choose hard MC moves to match their wish.

Keep track of the characters who use Candy. Candy users can enter the Gingerbread House Enclave through the glassworks factory, while non-users cannot. Furthermore, every character who has taken Candy becomes *caged-4* upon entering the Enclave, without **Facing Danger**. If the PCs discover this effect before entering the Enclave and try to prevent it from happening, it requires a **Change the Game** move and spending 1 Juice on a special 10+ effect improvement to allow them to remove an effect that is only there in potential. Tampering with Candy to allow access to the Enclave without the adverse effects requires a PC with appropriate abilities to **Stop. Holding. Back.** with a significant or no-return sacrifice (see Entering the Enclave, page 105).



Name: **THE ICEBERG**

DEPTH 0: THE HOOKS

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

- Reports of a new drug hitting the streets:** The crew may be informed that someone is aggressively pushing a new drug. This information could come from criminal or underworld contacts, awakened police officers (like Officer Das, see *Killing Her Softly*), or a concerned **Eddie Dreamtime**, owner of the Bowl fight club for Rifts. The informant doesn't know much about the new drug; they may even be Sleepers feeding off rumors. Word on the street is that this drug makes your wishes come true and that it's marketed under the brand name "Candy". Less likely but possible, investigating with criminal contacts may also turn up the name of Rosina Leckermaw as the trafficker involved with Candy, pointing to the Leckermaw house.
- Missing or depowered Rifts:** As Rifts continue to disappear and show up again without their powers, someone might alert the crew. A fellow clubber from the Bowl fight club who knows Will Harris could approach the crew asking for help finding her (Will Harris' apartment). Coach Bradley Ferrell (Sleeper), Juan Delamar's swimming coach could invite the crew to come see him at the public swimming pool and ask them for help figuring out what the hell happened to his best swimmer. Supporting cast Rifts could also go missing and return depowered or the crew may seek a way to depower a villain or Nemesis, making it personal.
- Candy users:** Rifts just starting their journey with Candy are causing some wild changes to reality around them, potentially drawing the crew's attention. Desperate suburban housewives climb to the top of the neighborhood's social ladder overnight, while business people rattle the stock exchange with surprising windfall wins. This uncanny good fortune is usually short-lived, sending the user to seek Candy again. Ideally, have a dealer offer a crew member or

one of the crew's supporting cast some Candy, starting them on the path to addiction and setting them up as Rachel Woods' next victim. The crew may also catch word of a kid who can get any toy he wants, leading them to [Charlie Littles' toy room](#).

- **Hans Woods**, who has been feeling increasing pangs of remorse for his and his sister's involvement with the furnace operations, may try to manipulate the crew into shutting down his sister's operation. While he wants her out of the Ichor business, he's afraid to confront her himself and wants to avoid any repercussions from Magnum Opus, so he wants to use the crew to take the heat. More than anything, he wants to keep his sister safe. Hans will pretend to be Leckermaul's grandson and approach the crew saying his grandmother isn't what she used to be: she transformed from a zesty woman into a zombie overnight (pointing the crew to [the Leckermaul House](#)). He will then keep his distance, watching the crew's investigation from afar, until the investigation points back to him or leads the crew to the glassworks factory. **Note that exposing Hans to the crew early in the case requires some finesse in the dispensing of clues and a poker face to pull off.**



DEPTH 1: **A SWEET TOOTH**

This Depth offers several locations and cases of Candy users for the crew to investigate. To pace the investigation, you may wish to hold off on clues that lead to the second Depth and instead point the crew to other locations in this first Depth, allowing them to put together a better picture of the Candy epidemic. If the crew hits a dead end, use additional Hooks to direct them to the remaining Depth 1 locations.

THE LECKERMAUL HOUSE

Birds chirp and whistle around you as you pass the white-picket fence of the Old Quarter house into a flowering garden. Overhead, the sky is clear with a handful of wooly clouds floating serenely. When you approach, you spot Mrs. Leckermaul sitting by the window, looking at you intently, and taking a sip from a steaming mug. It's only when you move closer that you realize she isn't looking at you; she's just staring emptily into space.

The Leckermaul house is a darling little cottage surrounded by a garden and a fence in a residential part of the Old Quarter. The scene here serves to build suspense and provide foreshadowing, introducing a victim of the furnace who lost her powers. At this point in the investigation the crew is unlikely to reveal Leckermaul's greater involvement in the case, but they may return here later to follow up.

Rosina Leckermaul is an elderly woman who seemed to have lost the will to live and is in a deep state of depression. She doesn't respond when addressed, although she may mumble to herself (never providing any useful information). She goes about her daily business doing the bare minimum to survive and spends her time mostly staring out the window at the garden.

Up until a month ago, Leckermaul was the Gingerbread Witch and a nefarious drug trafficker working with Magnum Opus. She maintained this house as a facade to keep the cops off her back. Then she was fooled by a little devil called Rachel Woods. Her Mythos was taken away by the furnace she herself built and she turned into a Sleeper, forgetting it all. The last thing she remembers is walking back home, but she can't even recall where she was coming from. Leckermaul's former employees remember her only if they are Rifts (or Touched by one); Sleeper members of her drug ring, most notably the Underhand Naga Gang, have long forgotten her.

RESTORING THE VICTIMS OF THE FURNACE

Victims of the furnace are changed permanently, affected by a tier-6 status. The ways to restore their Mythos to them, usually involving the Tincture of their Mythos, are described under The mystical vein (page 84). If a PC has the ability to counter the effects of the Mist, they may be able to restore the victim's memories, but not her powers. This should be on par with a significant **Stop. Holding. Back.** sacrifice if the victim will recall only some useful details, or a greater sacrifice if she is to reveal critical information.

Leckermaul is just a nice old granny who is more than a little forgetful. This contradicts and puts into question any reports about her previously leading an active lifestyle (Hans) or the life of a drug trafficker (street contacts).

In the locked basement there is a strange assortment of cages, some big enough to hold a person, which may indicate that there is more to Leckermaul than meets the eye. They haven't been used in many weeks, perhaps months.

In the washing machine there are a black leather jacket, a white tank top, and a pair of black leather pants the size of Leckermaul, still smelling smoky. She doesn't recognize this outfit.

Going into Leckermaul's phone records a month back could potentially connect her with drug dealer Foxy Supreme or the Underhand Naga Gang at the Candy drug lab. However, with the Mist having had time to erode this information, records may be *corrupted-3*.

Beyond the Mist, Leckermaul is a Sleeper and the house has no Mythos. However, there is a very faint trace of the Gingerbread Witch Mythos on her. It's not *her* Mythos, per se, but something from a different source. See The Furnace Trace sidebar.

Magically tracing back Leckermaul's steps or past would show her walking back home with a younger woman dressed in a white fur coat and a sparkly mini dress. (This is drug dealer Foxy Supreme who previously worked for her and walked her back home after the furnace incident.)

If Hans is around, he will stick to his story of being Leckermaul's grandson and caring for her since the incident.

Until six weeks ago, Hans was a z-class DJ playing a set or two a month in obscure bars. He was then discovered by the scene and rose to fame overnight, playing in the hottest clubs.

Hans doesn't seem to know his way around the house, as one would expect a regular visitor. He can't find the glasses in the cupboard to offer them a drink and gets confused when he guides the crew around.

Reading Hans will reveal he is lying about some or all of his story, and that he has a different agenda here. **If he is exposed**, Hans will share information to appear trustworthy and keep his cover: he'll 'admit' to being after more Candy and say he came here because Leckermaul used to make the stuff. **If he is coerced to speak**, he will likewise disclose information about the person who sells Candy (drug dealer Foxy Supreme) to keep his own involvement hidden.

Following Hans could lead to the Bowl fight club or to Hans' loft.

THE FURNACE TRACE

While it is very faint, the furnace does leave a Mythos footprint on the Rifts it transforms into Sleepers. Beyond the Mist this manifests as visions of a burning oven. It's a small detail, but one that could potentially unlock the case and therefore should be awarded to alert players.

The first time the crew investigates such a victim and **Looks Beyond the Mist** or uses arcane investigative skills, you can give it candidly while still keeping it vague. When investigating subsequent victims, only share this clue if a PC is looking for the trace specifically.

HANS ★

Hans is a big-boned, energetic young man with a sandy mop of hair, usually seen in surfer wear and sporting a carry-all or backpack with some of his DJ gear. His vocal fry and stoner jargon make most assume that he has more than experimented with recreational drugs.

Hans' powers allow him to find his way "home" wherever he is, so he is never really lost. Currently, his emotional "home" is in two different places in the City: his loft and his sister. This allows him to magically "find his way" to and from the Gingerbread House Enclave. Since Rachel never leaves the Enclave, his two homes are anchored in space, giving him near-absolute resistance to disorientation.

HURT OR SUBDUE 1 / CATCH 3 / DISORIENT -

- **Street Rat:** When Hans starts running, give him *street rat*.
- **True Love:** When you try to get Hans to betray or endanger his sister, he takes *true-love-5*.

- Eat some candy and wish to be elsewhere (**Deny Them Something They Want**)
- Lose someone in the alleyways (reduce a status on *catch* by two tiers)
- Give someone Candy (**Complicate Things, Bigtime**)
- Talk about how Candy is the best thing ever (*tempted-2*)
- Suspect the crew means to harm him or his sister and become *incooperative-2*

- Rummage through his carry-all, looking for Candy

THE "BOWL" FIGHT CLUB

A heavy bass beat welcomes you as you pass through the front door of the Bowl. In a wide space defined by psychedelically-lit exposed concrete walls, a crowd of clubbers surrounds some kind of a commotion, each one of them looking stranger than the other. As you push through the spectators, a broad cement fighting pit extends from the edge of your feet, the shape of a giant satellite dish facing up. In this eponymous "bowl", two supernatural individuals are fighting it off, one wreathed in infernal flames and the other beaming with light and holding a guitar. A rush of adrenaline courses through you when you realize: this is a place for people like you.

The Bowl is a Rift-only, no-holds-barred, pop-up underground fight club in the Industrial Zone. It is run by Eddie Dreamtime (Aboriginal Dreamtime), one of the most powerful Legendaries in the City and the one least interested in controlling it.

If Eddie or Hans invites the crew to the Bowl, they are led to a rusty metal door in an abandoned warehouse which glows with incandescent light when opened; any Rift walking into it ends up inside the Bowl. Finding the Bowl uninvited takes some effort:

- First, contacts in the Industrial Zone or divinatory abilities must be consulted to find out where the Bowl is *tonight*, usually an abandoned warehouse, a turned over silo, inside a trash compactor, etc.
- Second, no Sleepers are allowed to tag along and for them the door won't work.
- Third, **Estella** (Unicorn), the muscular bouncer will ask the crew some questions in the entrance room before letting them in. Anyone bold enough to defile Estella's unicorn purity with lies will find herself back in the Industrial Zone. Estella packs a mean punch and handles her unicorn's magic well, so anyone who tries anything 'smart' will end up the same, plus a befitting status.

Inside, the Bowl is a warren of industrial-style bare concrete halls clustered around the main hall. There's an assortment of Rifts of all walks of life wandering around. Some Rifts wear masks to hide their identity. In the main hall, fluorescent neon-lit bars line the floor, but most of the attention is centered on the fighting pit, where two Rifts battle it out. When a match is over, all injuries disappear as if they never happened, even lethal ones, courtesy of the host.

Eddie Dreamtime, an athletic middle-aged man of medium height, usually seen in hipster outback wear and sporting Australian Aboriginal body paint, overlooks the matches from a concrete balcony.

INVESTIGATING IN THE BOWL

Rifts in the Bowl are the kind that believe in "keeping it real": ordinary or legendary, they don't care, they just want to see who you are. If the crew members are new to the Bowl, they will have to prove themselves in the ring or they'll get the cold treatment from most Rifts here. If they want information from Eddie himself, he has to know all of them and therefore see them all fight. Anyone who didn't fight before will be invited to sign up for the fighting pit. The PCs may fight each other or other Rifts on the list (Eddie himself won't fight). A win is not required, but showing a strong spirit helps. If the PCs try to get information in other ways, Rifts here may prove more resistant than normal – give them a tag or a status appropriate to their abilities or skills.

Carter, a weasley man in a tracksuit, is pushing Candy in one of the back rooms. Carter got his batch from drug dealer Foxy Supreme.

Beyond the Mist, Carter is Touched just enough to be able to get into the Bowl and recognize Rifts. There is a very faint trace of a Greek Mythos on him (he's Touched by Foxy Supreme), but it's hard to detect which one exactly.

Asking clubbers about people who were into Candy or forcing Carter to talk will point to DJ Hans Woods, single-mom Will Harris, and/or world-class swimmer Juan Delamar.

The clubbers will relay rumors about Candy fulfilling one's wishes. Some have tried it and can confirm, while others are wary, citing that people get addicted, go missing, or give up their powers if they use it.

ABOUT HANS

Clubbers here think Hans Woods is a superstar, and some of them envy his sudden success. While Hans was a regular at the Bowl, he never DJed here. Then, six weeks ago, he was discovered and now he plays a set here twice a week.

Hans doesn't fight in the Bowl. His powers are not suited for fighting.

Hans lives in a loft in the Industrial Zone (Hans' loft). One clubber recently spotted the celebrity in the Old Quarter, visiting his grandma (the Leckermaul house).

Hans is one of Carter's biggest clients. He too disappeared for a while, like several other Candy users, but he came back fine. Spying on the two in the Bowl reveals Hans isn't paying for the Candy – he gets it for free. Carter doesn't know why this is the case; it's an order from his supplier, drug dealer Foxy Supreme.

If the crew speaks to Hans, see his clues under the Leckermaul house.

ABOUT WILL

Will Harris is a regular. Escaping her everyday struggles at home, she comes here twice a week to blow off some steam and fight in the ring. She is an uncanny combatant and markswooman, deadly with a crossbow (Wilhelm Tell).

She didn't show up to the Bowl last night, which is unusual for her.

She lives in a small apartment with her 6-year-old son (Will Harris' Apartment). She had a tough time paying the bills, but recently she came into some money unexpectedly.

ABOUT JUAN

Juan Delamar is a gold-medalist swimmer who hangs out at the Bowl on occasion. He always wears a mask, hoping no one would recognize him, but nevertheless there are constantly fans around him staring and whispering. He trains at the public swimming pool.

Juan's powers are aquatic; he would fight other water-themed Rifts in the water-filled fighting pit. He has a reputation of being very competitive and driven.

Juan has not been to the Bowl for weeks. Word is he had given up his powers to find out how good of a swimmer he really is or to have better luck with girls because he thought his legend made him ugly.

Cross referencing details about Juan could help identify his Mythos as the Ningyo, a sea creature of Japanese myth reminiscent of a chimerical, hideous mermaid. According to myth, eating the Ningyo's flesh imparts eternal life, a key detail in the mystical vein: Juan's Ichor becomes pivotal in Armand's search for the Elixir of Life.

FIGHTING IN THE BOWL

Once they witness the miraculous restoration of a defeated Bowl combatant and realize participation is safe(ish, it still hurts), crew members may want to put

their name in for a fight in the Bowl. They could face off with any random Rift from the club, a recurring Rift character, or even with one another.

The fighting pit itself is simply a bare concrete pit to fight in; it has no special properties except it can be adjusted to fit the combatants as necessary, e.g., it can be made bottomless for flying Rifts, or filled with water for aquatic Rifts.

EDDIE DREAMTIME, THE OWNER

The owner of the Bowl fight club usually watches over the fighting pit from a concrete balcony in the VIP area. He knows a great deal about what goes on in the City and about Rifts, but he keeps his distance from the powerplay of Gatekeepers and Avatars and avoids getting involved in City business. Nevertheless, he loves his fellow Rifts and is concerned about the new drug that is targeting them, especially because it seems to take away their powers, so he's willing to help out a crew who can fix that.

Eddie Dreamtime believes in the freedom to be who you are. He created this club as a place where Rifts can let go of their inhibitions and fears and use their powers without holding back. It's not just about fighting; the Bowl holds musical and magical stand offs as well, and those who explore the back rooms find empty floor space to try out any kind of power. The entire club, including the people who visit it, is a Conjunction dreamt up by Eddie. When someone kills someone in the pit, it's merely their Conjunction killing their opponent's Conjunction; the real combatants are safe in the physical world, and no one is the wiser.

Eddie is arguably the most powerful reality bender in the City (the other contender being Alice, who has more punch and less control over her abilities), although famously he was beaten in the ring on two occasions. He doesn't have a Danger profile because he does not normally pose a threat to the investigation or the crew. Moreover, the crew is no match for him; if they try anything in his club, they'll find themselves back in the Industrial Zone (or worse) in a flash. Eddie is also extremely connected in the Rift underworld, and can get the crew in trouble or help them answer some questions, although he's limited by his self-imposed neutrality.

Candy only works as intended in the Bowl if Eddie allows it to work. Usually he is loathe to limit any Rift powers in his club, but if someone gets crazy with their Candy wishes, they backfire or simply have no effect.

When opponents fight for the love of the crowd, give the crowd a *win-over:5* spectrum. Both opponents give separate statuses to the crowd on this spectrum. The first one to max out the spectrum wins the crowd's love. In a musical face off, winning the crowd over means winning the match. In a deathmatch, winning the crowd over has no bearing on winning the match, although it can affect how Rifts perceive the combatant thereafter. (If the opponent is Apollo, winning the crowd over activates his **Build Me a Shrine** move).

Crescendo: When you give the crowd a status on *win-over*, they focus on you and cry for a musical high: a solo, an impossible riff, or a vocal crescendo. You may **Take the Risk** to do so. If you succeed, increase the tier of the status you gave them by 1.

APOLLO ★★★

Apollo (Apollo, the Greek sun god) is kind of perfect and annoying. He's a slender guitarist in an 80's suit – clashing colors, shoulder pads, the works – and a stylish hairdo, with an electric keyboard slung over his shoulder. When he's powered up, patches of colorful lights flash around him like disco northern lights. Apollo participates in either physical fights or musical face offs; he loves the attention, and often communicates with the crowd during a fight.

HURT OR SUBDUE 3

- **Spectacular Entrance:** When Apollo enters the scene, give him *radiating-awesomeness-2*.
- **Olympian:** When Apollo takes a status of physical harm, subdual, or suggestion, reduce its tier by 2 if its nature is legendary or by 3 if it is mundane.
- **Synthwave:** When you attack Apollo in hand-to-hand combat, you are first *dazzled-2* by blinding colorful lights. When you give Apollo a status caused by an energy blast, he meets your blast with an optic-sonic wave from his guitar, reducing its tier by 3.
- **Build Me a Shrine:** When Apollo maxes out a crowd's *win-over* spectrum, he takes *supercharged-3*.
- Blast an opponent with an optic-sonic wave from his guitar, knocking them back across the arena (*disoriented-3*)
- Wow a crowd with synthesizer music (*wow-4*)
- Make a comeback (remove up to two tiers of social or musical statuses, on himself, his opponent, or the crowd)
- Play a complicated and exhilarating electronic riff while his hair is tousling about
- Wave to the audience and smile his perfect smile

NELLIE ★★★

Nellie (Nisse, Nordic household gnome) is a small-figured young woman, dressed like a country bumpkin: jeans, boots, and a pointy bright red hoodie. She hails from the village outside town and has moved to the City to work as a housekeeper and nanny. A neatness freak and staunch believer in old-fashioned farmstead values, she finds her employers and their children rude, undisciplined, and highly aggravating so she comes to the Bowl to blow off some steam by beating people up. Nellie's Mythos grants her immense strength, the ability to turn invisible, and a penchant for pulling pranks on her adversaries.

HURT OR SUBDUED 4

- **Find Me If You Can:** When Nellie first turns invisible in a scene, give everyone around *can't-see-Nellie-5* (PCs may **Face Danger**). When you search for Nellie in a fight, **Investigate**; you may trade Clues to reduce this status by one tier per clue. On a 7-9, if you're exposed to Danger, she thumps you (see hard moves below).
- **Angry Gnome:** When Nellie enters the scene, give her *hard-headed* and *temperamental*.
- Thump someone with incredible force, while preaching proper behavior and respect (*broken-bones-4* or *almost-passed-out-4*; if she's invisible, reduce the tier of the *can't-see-Nellie* status by 1 for the target and anyone watching carefully)
- Steal an object someone is holding or wearing (burn a tag if relevant, and reduce the *can't-see-Nellie* status as above)
- Shrink someone down to the size of a little gnome (*shrunk-3*)
- Speak from different locations, confusing her enemy (renew *can't-see-Nellie-5*)
- Berate and scold an opponent's rudeness, apparently speaking about someone else
- Vanish into thin air



WHAT'S NEXT?

The *Mystical Vein* features three cases following a magical arms race, where a mystery collector will stop at nothing to gather every form of magical object and being in the City.

It is the second vein from *Nights of Payne Town*, which also contains:

The Personal Vein. three cases trailing the personal tragedy of the victims of a scheme to slowly and painfully destroy the very fabric of society in the City.

The Criminal Vein. Three cases involving the rise of an unstoppable crime baron, a violent self-proclaimed monarch, and the struggle for power over the City streets.

Nights of Payne Town is a story arc book, a collection of ten cases (adventures) that can be run individually or as an ongoing series (campaign), following the insidious operation of an all-powerful Avatar.

Each case contains everything you need to run a game of City of Mist, including a teaser for your players, the backstory, locations, clues, NPCs, Danger descriptions and maps.

At the culmination of the story arc, these three veins combine into a single super-plot.

Find *The Mystical Vein*, *Nights of Payne Town*, and other City of Mist products on our website at

www.cityofmist.co

and on [DriveThruRPG](#).

