

CITY OF MIST

**IF DREAMS
COULD KILL**

FREE PREVIEW



MYTHOS THEMEBOOK

FAMILIAR

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

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

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

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

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

CONCEPT

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

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

? HOW WOULD YOU CHARACTERIZE THE ANIMAL IN YOUR MYTHOS?

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

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

POWER TAG QUESTIONS

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

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

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

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

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

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

C WHAT MAKES YOUR FAMILIAR FOLLOW YOU?

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

D HOW DOES YOUR FAMILIAR MOVE?

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

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

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

F WHICH ACUTE OR SUPERNATURAL SENSES DOES YOUR FAMILIAR POSSESS?

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

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

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

H WHAT ENVIRONMENT OR CONDITIONS DOES YOUR FAMILIAR LIKE BEST?

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

I HOW DO YOU AND YOUR FAMILIAR WORK TOGETHER?

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

J WHAT DOES YOUR FAMILIAR SYMBOLIZE IN ITS MYTHOS?

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



GLOWSTICK OF THE REVOLUTION

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

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

GLOWSTICK OF THE REVOLUTION +

Relic

MYSTERY

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

POWER TAGS

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

WEAKNESS TAGS

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

THEME IMPROVEMENT

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



HEADACHE-INDUCING SWEATBAND

The circlet used to control the Monkey King

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

HEADACHE-INDUCING SWEATBAND +

Relic

MYSTERY

Where do you draw the line between discipline and abuse?

How can I be the master of my mind?

Who is responsible for clouding the minds of the masses?

POWER TAGS

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

WEAKNESS TAGS

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

THEME IMPROVEMENT

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

IMPENETRABLE LION PELT SHEARLING JACKET

Heracles' Nemean Lion fur cloak

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

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

IMPENETRABLE LION PELT SHEARLING JACKET +

Relic

MYSTERY

What prize would I kill for?

What is a monster's life worth?

POWER TAGS

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

WEAKNESS TAGS

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

THEME IMPROVEMENT

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