

CITY of MIST



OVERLOOKED ATTRACTIONS

FREE PREVIEW

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 serendipitously 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.

MEETING PLACES

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

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.



SECURITY

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

SPIRE SECURITY

Gargoyles

A magic-resistant security firm protecting high-value assets from 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*.
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- 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)
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- 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 possibilities

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.