

A comic book style illustration for a City of Mist story. The scene is dark and atmospheric. In the foreground, a woman with short brown hair, wearing a tan blazer and a dark skirt, looks startled and is clutching a brown, patterned handbag with tassels. To her right, a man in a grey suit and a white turban-like head covering is shown in profile, looking towards her with a menacing expression. His right eye is glowing with a bright green light. In the background, another man in a grey suit and white turban is screaming with his mouth wide open, also with a glowing green eye. The overall style is reminiscent of classic comic book art with bold lines and dramatic lighting.

**CITY of MIST**

**CLOSET CREEPS**

**AN EXCERPT FROM**

**SHADOWS & SHOWDOWNS**

## 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



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