



**CITY of MIST**

**LEMNOS CARNIES**

**AN EXCERPT FROM  
NIGHTS OF PAYNE TOWN**

## LEMNOS CARNIES

*Sintians, the people who nursed Hephaestus after he fell down to earth*

A strange traveling folk who live in an abandoned fairground on the outskirts of the City and are very wary of strangers, but might prove as worthy allies if approached carefully

The abandoned fairground was once the home of a successful business operation, run by the Lemnos family, a family of distant Sinti (Romani) descent who over the years assimilated carnival folk from many different ethnicities. The carnival was one of the strangest and most popular shows in town, and it basked in its unregulated status outside City limits.

The Lemnos Carnies have lived in the abandoned fairground ever since, scavenging and stealing for survival after their funfair empire collapsed. Having lived on the margins of society for years, they've been touched by the Mythos of Hephaestus, who cast them as the Sintians, a strange traveling folk of raiders, pirates, and plunderers who nursed the Greek god of the forge back to life after he fell from Olympus. Today.

The Lemnos Carnies respect outcasts, social pariahs, and those who survive on their own. They don't show the same respect to City slickers and conformist members of mainstream society (who have turned on them before). The Carnies are often seen in work clothing: a grease stained sweater, torn jeans, and wooly hat. Many of them embraced a rugged and disheveled exterior, and like to stick long menacing stares at any urbanite who stares at them too long. Their tools glow red like metal out of the furnace when they channel Hephaestus' magic.

Individuals among the Lemnos Carnies became independent Rifts of legendary versions of traditional carnival shows. Yulanda, the Iron Jaw, received a literal jaw implant made of smith-god steel.

## LEMNOS CARNIE ★★

HURT OR SUBDUE 3 / THREATEN 3 / TURN 5

- **Rough Exterior:** When you first see a Lemnos Carnie this scene, if you're a City slicker or conformist, take *apprehensive-2*. When a Lemnos Carnie takes a social, emotional, or mental status, reduce its tier by 1.
- **Mechanomancy:** Once per scene, as a soft move (or any time as a hard move), a Lemnos Carnie can bring back to life a carnival ride, booth, death trap, or any other machinery that is broken or malfunctioned. Remove all negative statuses on that machine and restore its tags, if burnt.
- Start a mechanical carnival ride to distract the crew (*distracted-2*, temporary) or block their path while the Carnie gets away (**Deny Them Something They Want**)
- Touch a machine and get it to attack someone (*thumped-2* or *zapped-2*)
- Get violent and stab someone with a pocket knife, a screwdriver, or a broken bottle (*bleeding-2*)
- Stare intently, tapping a tool on her palm

## YULANDA, THE IRON JAW ★★★

HURT OR SUBDUE 4 / TURN 6

- **Impossible Acrobatics:** When Yulanda takes a physical or subdual status she can dodge, reduce it's tier by 2.
- **Self-Disciplined:** When Yulanda takes a social, emotional, or mental status, reduce its tier by 1.
- When in a circus tent or close to high structures, perform an acrobatic trick, grabbing someone and throwing them in the air (*broken-bones-3*) or hanging them from a rope (*entangled-and-suspended-3*)
- Snap her iron jaw shut on someone (*shattered-limb-4*) or something (*shattered-4*)
- Chew off restraints (remove up to 3 tiers of restraints statuses, hers or others)
- Tumble and flip overhead

FREE PREVIEW

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