

CITY of MIST



TROLL BOOTHS

AN EXCERPT FROM
SHADOWS & SHOWDOWNS



TROLL BOOTHS

Trolls

A surefire method to get across town fast, as long as you're able to satisfy the operator

As an alternative to the dubious fairy roads, one could take the **troll road**. You'll see signposts pointing at it on every major road (except the "r" in "troll" seems like a spray-painted addition). Unlike fairy roads, this thoroughfare is an actual paved road that cuts right across town; building it cost a fortune, mostly spent on paying the previous owners to clear the buildings in its path (and some say to pay the troll bruisers who intimidated the owners into doing so). There seems to be an easy connection to the troll road from anywhere in town and it's built to allow very fast travel, so if you have a fast car (or chariot) you can get anywhere in a matter of minutes. Of course, the developers are looking for a return on their investment, so when traveling on the troll road you will have to make a stop at the troll booth to pay.

The **troll booth** is a human-sized toll booth into which a troll Rift is snugly crammed. Built next to a flimsy-looking road barrier, this is where you pay for using the road, as the hand-drawn cardboard signs clearly point out with spelling mistakes. The real barrier here is not the lowered one; it's a powerful magic that

prevents free passage unless the troll permits it (or coerced to do so). There is no fixed price for traveling here – the troll at the booth decides the price at a whim. More often than not that troll is **Agatha**, a kindly but grubby troll that likes to pocket half of what she charges or more, which is why she is often visited and watched by her employer, **Maurice**, who owns the road.

Sometimes during a chase Rifts fleeing pursuit try to get an advantage by using the troll road, but it's risky: If you can't pay what the operator asks, you'll be caught between a rock and a hard place.

TROLL BOOTH ★★

HURT OR SUBDUE 5 / THREATEN, PERSUADE, OR BEFRIEND 5 / BREAK THE BARRIER 6

- **No Free Rides:** When you arrive at the Troll Booth, the MC chooses one or rolls a six-sided dice: on 1-2, the troll is *hungry-2*, on 3-4, the troll is *greedy-2*, on 5-6, the troll is *bored-2*. The troll asks for a price accordingly.
- **Hard as a Rock:** When the Troll Booth troll or barrier take a physical harm status, reduce its tier by 2.
- **Dumb as a Rock:** When you first try to trick the Troll Booth troll, give them *dim-witted*.
- Smash, slap, and slam (*broken-ribs-3* or, for inanimate objects, *smashed-4*)
- Stand up, demolishing the booth in the process

FREE PREVIEW