

CITY of MIST



BROKEN GLASS

A CHILLING CASE OF SHATTERED SOULS AND INNER TURMOIL

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HOW TO USE THIS CASE IN YOUR GAME

You can use *Broken Glass* as a standalone one-shot or as a part of the *Nights of Payne Town* story arc.

Within *Nights of Payne Town*, this case is the final case out of a three-case sub-arc that forms the Personal Vein. It is preceded by *Killing Her Softly* and *Carnival of Machines*.

Throughout this PDF, **red clues** (clues given in red cards) point the investigation to another case in the Personal Vein or in the *Nights of Payne Town* story arc. Reveal them to your players only if and when you wish to lead the story to the given case.

This case mentions **Corbin Payne**, the Avatar of the Fisher King and the main villain for the *Nights of Payne Town* story arc. You can find the full background and game information regarding Corbin Payne and his operation in the complete *Nights of Payne Town* book.

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CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. It does NOT contain explicit representation of sexual acts. Parental guidance is advised.

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There's a secret kind of hate blowing through the streets these days, bitter-cold and blood-curdling. People aren't even sure what they hate anymore, they just *do*: they hate each other, they hate their lives, and they hate themselves. Could Mending the Broken, a support network for those who see beyond the Mist, be the lifeline the City needs? As the crew struggles to curb this wave of dark emotions, they may find that same chilling hatred has taken root in their hearts.

Broken Glass is a psychological thriller that pits the crew against a supervillain who can evoke intense emotions, providing opportunities to explore the lead characters' own emotional hardships. The investigation takes the crew through the ranks of the villain's operation, a twisted mental health organization. Fleshing out the case are several optional side scenes that can be inserted as desired, to add drama and action. The case culminates in a confrontation with the villain and a rush to save the City from her ultimate scheme.

Depending on how you intend to run the case, you may wish to discuss with your group how best to handle intense PC emotions and themes of mental health at your table (see Addressing Mental Crisis And Illness below).

As the finale of the personal vein, this case includes encounters with powerful adversaries suitable for a well-prepared crew of veterans (such as an optional clash with a team of elite Gatekeeper stormtroopers who could potentially turn Rifts back to Sleepers). Adjust the challenge level to suit your crew.

THE HISTORY OF DR. KRYSTAL KNIGHT

GOOD INTENTIONS

In the early years of the City, Krystal Knight (The Snow Queen) was a promising psychotherapist who aspired to heal society of its emotional wounds. Born to a family of aristocrats, Knight used her family fortune to gain access to the City's exclusive cliques of therapists, some of whom studied with the first proponents of psychology and psychiatry. Under their tutelage, she trained as a psychiatrist and specialized in criminal behavior, spending two decades perfecting her therapeutic skill.

Captivated by the power of words to heal the wounds of the past, but disillusioned by the system's corruption, she began focusing on offering therapy to the City's white-collar criminals – its corrupt politicians and businessmen – helping them to become better people, hoping that with their power, they'll be able to cure the entire City. Her therapeutic services were in high demand among the rich and powerful of the City, but despite years of effort, social change did not come. A hidden force seemed to keep the City's people on track for alienation, isolation, and violence.

THE ROAD TO HELL

Dr. Knight continued to diligently practice her profession, overlooking her own mounting bitterness at the state of her life and her unfulfilled vision. When she heard Corbin Payne, "the man who was the City", fell ill and became depressed, she offered her services, seizing the opportunity to help the most powerful individual in the City. Not yet an Avatar, Payne thought he might still be cured and agreed.

The two spent years in intense daily psychoanalysis sessions. Like radioactive waste, the tycoon's legendary misery seeped into the doctor's soul and infected it, eroding her natural positivity and mental fortitude. Within their sessions, she still played the role of the optimistic healer, but outside of them her life was in shambles and she began hating everything and everyone around her.

Eventually, the king broke his so-called savior. To complete her transformation into his Grail Knight, he gave her a Relic, the Devil's Mirror (of Hans Christian Andersen's *The Snow Queen*), which immediately took her as its bearer and awakened her as the Snow Queen. Every day, when she looked at herself in the mirror, the mirror showed her the worst qualities in her, that which was most loathsome and condemnable. Knowing the powers of the Mirror, Payne also left her one of his last remaining subsidiaries of his crumbling construction empire, **Aurora Glassworks**, who made windows, windshields, and display panes for the entire City (although, at the time, she didn't care about that). Then he left, shutting her out and leaving her with her failure, her self-loathing, and a hateful heart.

IN THE ASYLUM

Hanging in her bathroom, the Devil's Mirror drove Krystal Knight out of her mind until one day it shattered her spirit just as she shattered it with her fists. Tiny shards from the mirror lodged themselves in her eyes and heart; she had the rest sent to her glasswork factory to be melted down. The doctor then went into a self-destructive tantrum, was declared mentally unstable (in the jargon of the time), and was hospitalized in the **Municipal Institute for the Criminally Insane** run by her rival **Esther Monahan**.

ADDRESSING MENTAL CRISIS AND ILLNESS

The personal vein touches directly on the subject of mental health. Dr. Krystal Knight is a victim of abuse who has become an abuser out of pain; her mental condition is a magical one, induced by Corbin Payne's Mythos as well as her own. Her minions and victims, who feature as villains in this vein, are under the same influence. The PCs themselves are likely to wrestle with intense emotions when facing these challenges.

The personal vein can be used as a platform for exploring emotions and themes of mental health, or it can be a cinematic foray – humorous or serious – into the dark side of the soul, or it can even be a combination of both. Whatever slant you intend to give it, **check with your group** what their boundaries are for incorporating these issues in your game and what language they are comfortable using when addressing mental health.

The language used in this vein attempts to strike a balance between the cinematic desire to convey the grit and brusqueness of the noir genre, and consideration towards the very real-world issue of mental illness.

Knight was subjected to all manners of crude and ineffective forms of therapy, including untested medication, shock therapy, and even a lobotomy. She could have frozen any of her medical staff solid but she held back, using the therapy as a mythic form of self-mutilation, an outlet for the hatred she felt toward herself. Broken beyond repair, she spent the next few decades in the depths of the Asylum in solitary confinement. Her frozen Mythos preserved her body, and she did not age.

CHANGING POLARITY

Due to the Mist, even the Asylum eventually forgot about Krystal Knight. When the torturing therapy slowed down and then stopped, Knight's self-abusive outlet for her legendary hatefulness was gone, and so her thoughts turned outward, as did her hate. Krystal Knight began planning her revenge on the City that her abuser, Corbin Payne, built. She would destroy it in a blizzard of hatred, starting with Rifts, as they were most like the person she hated the most: Herself.

MENDING THE BROKEN

It wasn't hard for a Rift of Knight's magnitude, so supercharged with hate, to take over the Asylum. She froze solid her confinement cell door, killed some

guards and nurses, and tormented the now elderly Esther Monahan for days before disposing of her too. Then she forced everyone else in the Asylum to accept her as Esther Monahan or die, taking her place as the head of the facility.

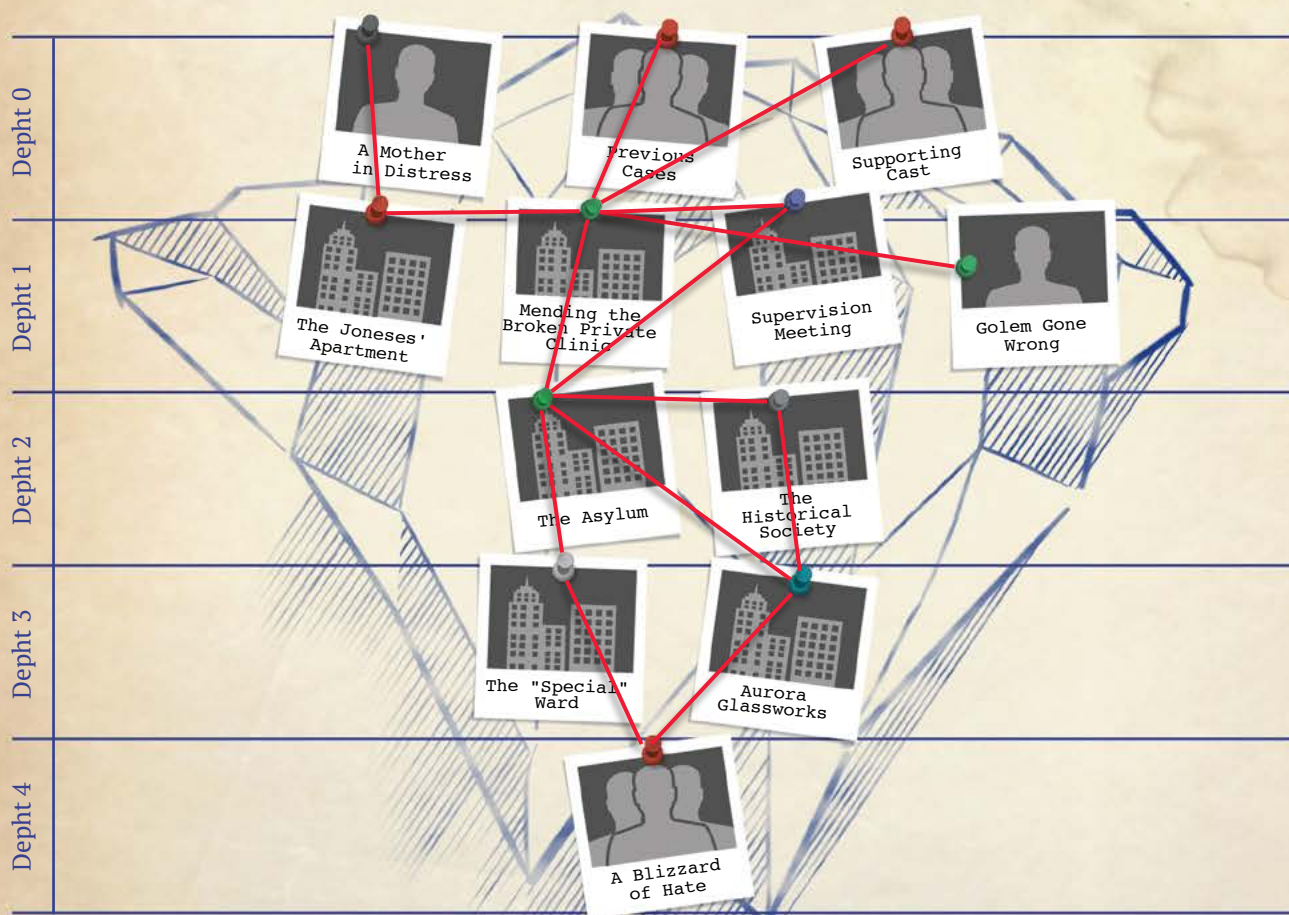
Next, she turned to the psychiatric staff. By locking them up in padded cells and forcing them to attend "therapy" sessions with her, Dr. Knight convinced the team of psychiatrists and psychologists that Rifthood was a perversion. Since "healing" or "converting" Rifthood was beyond their power, the therapists had to come up with a different kind of "cure". They devised a type of therapy where they would reflect the disastrous implications of being a Rift back to the patient, and let the patient decide what to do. Imbued with Dr. Knight's powers, this usually ended in Rifts developing intense feelings of hate, and eventually either seeking to hurt themselves or hurt other Rifts.

Reaching out to the mental health circles of the City, Dr. Knight and her team published Sleeper-awakening studies that Touched many of those who read them. The therapists trained by her and her students formed **Mending the Broken**, a professional organization of awakened therapists who sought to "help" Rifts – by influencing them to hurt themselves or others like them. Mending the Broken gradually made a name for themselves in the Rift underworld as a support program Rifts could turn to in a time of crisis, with a helpline, free sessions, and advertisements. They avoided being connected to the dire outcome of their "therapy" by subtly putting the blame on the victims and their circumstances.

A BLIZZARD IS COMING

The efforts of Mending the Broken were only partially successful; they were all too often thwarted by other Rifts (perhaps recently by the crew, in *Killing Her Softly* and *Carnival of Machines*). Fortunately for Krystal Knight, she only needed a certain amount of hatred to power her final attack on the City.

While its owner was hospitalized, Aurora Glassworks continued to be the City's main glass provider for construction. Almost every glass pane in the City had a fraction of her mirror's power, whose shards she had molten in the company's glass factories, and Krystal could feel it. All she needed was enough hatred to **shatter all of the City's windows at once**, and the magical icy shards would spread hatred everywhere, creating a frenzied riot. Mending the Broken has just about provided her with a sufficient emotional charge, so she is about to unleash upon the City the loveless winter she so craves.



DEPTH 0: THE HOOKS

The crew may become involved in the case in the following ways:

- **The crew may continue the investigation from previous cases**, *Killing Her Softly* and *Carnival of Machines*, where the villains are both out-of-control Rifts who came into contact with Mending the Broken therapists. Whether or not the crew believes their claims that their therapists drove them to do harm, they may wish to investigate this lead by locating Martha Ellis' therapist **Dr. Selma Perrin** or Maximillian Drake's therapist **Dr. Archibald Tennant**. Both therapists operate their own private clinics which would be easy to find. The crew may also investigate the Mending the Broken organization in general (see private clinic).
- **Down-and-out lead characters or supporting cast Rifts may seek the help of Mending the Broken.** A classic opening scene sets one or more lead character in a **Rift support group**, talking about her problems or listening to others with disdain. The support group is run at a local community center or private home basement by **Harry Yang**, a Sleeper starting to be Touched by Krystal Knight's new theories, who is nevertheless still on the good side and truly wants to help. Harry can refer a struggling lead or support character to a full-fledged therapist, who invites her to meet at their private clinic. Supporting cast characters who see a Mending the Broken therapist gradually become distraught or high strung, raising the crew members' concerns.

- **Officer Das** (see *Killing Her Softly*), if she becomes a series regular, may be the one seeking help from a therapist. Her particular powers may provide additional protection from Mending the Broken's insidious brainwashing techniques, so she can also serve as a whistleblower, alerting the crew to what the therapist organization is really up to.
- If you are playing this case as a one-shot, or if you want to add additional scenes, the crew can be called to help with a **domestic violence case** which will point them to Mending the Broken. **Felicia Pema Jones** (Palden Lhamo, wrathful protector goddess of Tibet and the Dalai Lamas) is a young Rift mother who has become depressed and violent after giving birth. Her husband, Jeff, either called social services or the police for assistance with his wife, or, thinking her possessed, asked around and reached the crew. Following this lead has the crew starting at the Joneses' apartment.

DEPTH 1: A CRY FOR HELP



THE JONESES' APARTMENT

You can't believe your bad luck when you get caught in a torrential downpour just outside the block-wide tenement where the Joneses live. By the time you're inside their cramped apartment, you're soaking wet. Jeff Jones welcomes you and walks you to the nursery, telling you about the outbursts of anger that his wife, Felicia, has had since the birth of their first child, Mira. He knocks on the door, but there's no answer. Through the keyhole you see a gloomy nursery room, exposed to the elements blowing through the open window, by billowing, tattered curtains. Someone in the corner is singing a hushed nursery rhyme.

Felicia Pema Jones is one of Mending the Broken's many victims. Mother to three-months-old Mira, she awakened shortly after childbirth as the Rift of Palden Lhamo, the Tibetan tutelary goddess, possibly because of her deep desire to protect her child and, for her, protect all that is good in the world. Unfortunately, Palden Lhamo can be a wrathful goddess who violently attacks threats to those under her protection, including her own daughter, and Felicia didn't know how to handle that intensity of rage.

When things got worse, she turned to Mending the Broken and was referred to Jungian therapist **Dr. Drew Langstone**.

Naturally, things just got worse from there. Langstone instilled destructive ideas in Felicia's head, playing on her Mythos' history with infanticide; his endgame was to get Felicia to kill her own daughter and commit suicide (for everyone's best interest, so he believes). When the crew arrives, Felicia is on the verge of doing just that – she has locked herself up in the nursery with Mira and keeps shouting at Jeff to stay away. The crew might be able to undo the damage done by Langstone and gain Felicia's help in chasing down the truth, but first they have to save both mother and child.

If Felicia does the unthinkable, she does so by throwing herself and/or her child through the nursery room window, falling to a glass-riddled death.

Jeff can bring the crew up to speed on Felicia's mental health history. She was fine until she gave birth to Mira. When Felicia's rage outbursts started, the couple tried to seek help but Felicia didn't feel the (Sleeper) therapist she met with could help her. She later saw a poster for Mending the Broken, called their helpline, and was referred to Dr. Drew Langstone, who is still her therapist.

Jeff is frustrated that he can't help Felicia and worried sick for her and Mira's safety. He explains Felicia's appearance and incredible strength as side effects of the rage.

While still enraged, Felicia may mumble words that betray her inner conflict: she is worried that her daughter may be a Rift too, which is a 'dirty, ugly thing', and contemplating hurting both herself and her daughter to prevent it from happening.

If Felicia is stabilized, she reports feeling safe with Dr. Langstone, who can see and understand her abilities. She claims that she always feels better after their sessions. However, **asking her to calmly reevaluate what was actually communicated in those sessions** makes her realize it was he who poisoned her mind against herself and her daughter.

FELICIA ★★★

At first, Felicia appears to be a normal sleep-deprived mother, dressed in loose and comfortable clothing, with a mane of uncombed red hair. When she taps into the power of Palden Lhamo, she takes on a horrifying visage: her skin turns blue, her hair bursts into flames, and a third eye opens on her forehead.

HURT OR SUBDUED 5 / RESTORE HER MIND 4 / LOSE HER MIND 4

- **Wrathful Goddess:** When Felicia enters the scene, give her *raging-2*.
 - **Demonic Protection:** When you advance towards Felicia or baby Mira or take aim at them, you are pushed back or out by an invisible force, forcing you to first **Take the Risk**.
 - **About to Snap:** When *lose-her-mind* maxes out, Felicia hurts herself or baby Mira (**Make Something Horrible Happen**).
-
- Punch someone or push them with invisible force (*broken-arm-3* or *broken-leg-3*)
 - Place a ward on someone so they can't approach her, baby Mira, or the room (*pushed-back-3*)
 - Scare the hell out of someone with her demonic visage (*palpitating-2*)
 - Freak out and get even more upset (giving herself *raging-2* or *despaired-2*)
-
- Scream at anyone who tries to enter the nursery, turning blue
 - Seethingly threaten someone not to come near her daughter



MENDING THE BROKEN PRIVATE CLINIC

You shudder when you walk into the shrink's office. Two comfy armchairs facing one another make you visualize clients spilling their guts over a hot beverage. Trauma, betrayal, secrets, unspeakable fantasies – these walls have heard it all. What would you tell the therapist if it were you in that chair? Dark thoughts creep up in the back of your mind, reminding you how you fail, how you come short, all the time and in every way. You feel what all of the clients that came before must have felt: broken beyond repair. The difference is you don't talk about it. Maybe some things are better left buried.

Mending the Broken has many member practitioners throughout the City. Each member runs their own private clinic and gets referrals from the organization's helplines. Here are a few names the crew may come across when looking for a Mending the Broken therapist.

- **Dr. Selma Perrin**, who worked with Martha Ellis (*Killing Her Softly*), is an expensive psychiatrist and psychoanalyst working in a luxurious private practice Downtown.
- **Dr. Archibald Tennant**, who counseled Maximillian Drake (*Carnival of Machines*), is a traditional psychiatrist with a clinic in the Old Quarter, who often mans the organization's helplines.



- **Dr. Drew Langstone**, Felicia Jones' Jungian therapist, has meetings in a clinic attached to his apartment in one of the Blue-Collar Residential neighborhoods.
- **Police Psychologist Dr. Tracy Wong** helps law enforcement personnel, meeting with them in their local precincts. She is the one most likely to work with Officer Das and has worked with security officer Ruben Stone (see [Golem Gone Wrong](#)).
- Life Coach and Nutritionist **Augusta Summers** started out in Suburbia, but is gaining a growing clientele in the City center.
- **Fr. Brian Kelly**, a priest taking confession in a local church.
- **Dr. Lauren White**, a social welfare psychologist in the slums.

LOOKING FOR ADVICE

If a PC seeks out a therapist as someone to talk to, play out a part of the therapy session. This should be an opportunity to give the PC a good deal of airtime and let her bear her inner world: her conflicts, her questions, her doubts, her pain. **This sets the scene for the upcoming conflicts with Dr. Krystal Knight (and potentially the Fisher King).**

Mending the Broken therapists are extremely intelligent and wise, so if the PC doesn't suspect the therapist or lets her guard down, **play the therapist as the ideal listener and confidant**, someone the PC feels they could really trust, someone who can see them through the Mist and not judge them for who they are. The therapist won't impose her ideas on the PC, but will instead listen for a while, humming, nodding, and asking questions to keep the PC talking.

When the PC asks for guidance, ask a deep open-ended question such as "Do you feel that whatever it is inside you is really a part of you?" or "Who do you think is responsible for what happens to you?" The therapist doesn't need to talk about her views openly to infect the PC with self-doubt and self-hatred – like the Devil's Mirror, it's the way she reflects things back to the PC that does the trick. After the PC leaves and has some time to think about the session, activate the therapist's custom move **Dark Thoughts**.

LOOKING FOR ANSWERS

If the crew comes looking for answers, they will be met with resistance. First, the therapist will avoid them or her receptionist will try to block them from going into the therapy room. The local security guards or beat cops may be alerted (*MC Toolkit*, page 148).

If they do finally corner her, questioning the therapist directly proves tricky. Her custom move **Hmmm** allows her to deflect questions and avoid being **Investigated** in a conversation. The protection provided by the **Hmmm** technique goes deep into the therapist's psyche, and she can use this move even when being telepathically probed (her mind answers with a question). To unlock the secrets in her mind, the crew must somehow break it. If there are no mentalists, psychologists, or psychics in the crew, finding one could be the subject of another scene (see **Saints and Psychics**, page 14). Furthermore, unless her mind is broken, the therapist will not admit that Mending the Broken's mission is to hurt Rifts, and keeps excusing and explaining the organizations' positions; the truth can still be gleaned from between her words, or lack thereof.

The information below can also be obtained in other ways: staking out and following the therapist, breaking into her office, interviewing her past patients or clients (see The Prison Visit sidebar), researching Mending the Broken, etc.

ABOUT MENDING THE BROKEN

Mending the Broken is a therapist organization that seeks to influence Rifts. They claim they want to help Rifts deal with their Rifthood better.

Officially, Mending the Broken "therapy" is a form of "mirroring" that aims to show the patient their life situation so they can take responsibility over it. In actuality, this twisted version of the technique only shows the patient what is wrong, negative, or painful about themselves and their Rifthood, causing them to develop negative feelings towards their Rifthood and driving them to take destructive action towards themselves or other Rifts.

The proponent of this theory is Dr. Esther Monahan.

ABOUT DR. ESTHER MONAHAN

Dr. Monahan has been running the **Municipal Institute for the Criminally Insane** (aka the Asylum) for decades, and should be well above ninety by now, but she never retired. She is single and childless by choice, having dedicated her life to her work.

Research may yield some of her published studies on the subject of Rifthood, a subject she became passionate about only in recent years. Treat a Rift who spends time reading these publications as someone who has been to a session with a Mending the Broken therapist, activating **Dark Thoughts**.

Due to her age, many of her records, such as a birth certificate, are not in the system. Further information may be available (physically or digitally) from the City's Historical Society.

ABOUT THE THERAPIST

The therapist keeps files on her former patients on a computer or in a file cabinet. The records are consistent with what the crew already knows about the victim(s), but studying them also divulges something about the therapist's disposition (see the clues below). This is also a great way to reveal that another NPC (or PC) is a victim of Mending the Broken, such as Ruben Stone (Golem Gone Wrong).

The therapist serves as a senior Mending the Broken member or reports to senior members at a weekly supervision meeting at the Old Quarter University (or, if you wish to skip this scene, directly at the Asylum).

Probing the therapist's psyche with mythical means will reveal a deep-rooted hatred towards Rifthood itself and a firm belief that all Rifts without exception are a perversion.

Beyond the Mist, there is a symbolic glass shard in the therapist's frozen heart. It can be traced back to the supervision meeting or the Asylum.

MENDING THE BROKEN THERAPIST ★★★

HURT OR SUBDUE 2 / BREAK MIND 4 / EXPOSE 4

- **Dark Thoughts:** When you've had the time to consider everything you've talked about with the Therapist, take *self-doubt-1* or *bad-feeling-1* (each time this move affects the same target, regardless of its source, increase the tier of its status by one for that target to *anxious-2*, *despaired-3*, *self-hating-4*, etc.).
 - **Hmmm:** When you **Investigate** a Therapist by asking her questions or when you get aggressive with her, she first gives you *self-doubt-2* by humming and asking a question, such as:
 - » Hmmm. Why do you feel aggression is needed here?
 - » Hmmm. Is this about me, or your father/mother?
 - » Hmmm. Where does this need to know comes from, do you think?
 - **Sublimation Techniques:** When the Therapist takes a mental or emotional status, reduce its tier by 1.
 - **Breathe Again:** When *exposed* is maxed out, the Therapist cannot use **Dark Thoughts** again on anyone to whom she was exposed. When *break mind* is maxed out, the Therapist cannot activate **Hmmm** or **Sublimation Techniques**.
-
- Raise poignant questions that make you doubt yourself or feel bad about yourself (*self-doubt* or *bad-feeling*, tier 1 or 2 as she sees fit)
 - Call security (Create a new Danger: Beat Cops / Security Guards, *MC Toolkit*, page 148) and later, her lawyer (Corporate Lawyer, *MC Toolkit*, page 142)
 - Analyze someone, accurately deducing their emotional situation (*vulnerable-1*)
 - Hypnotize someone, first holding their attention and then slipping them subconscious commands (*hypnotized-2*)
 - Escape through a back door (**Deny Them Something They Want**)
-
- Listen carefully to what you have to say



THE PRISON VISIT

While gathering information about Mending the Broken, the crew may need to compare notes with some of their former enemies and Mending the Broken victims, such as jazz singer Martha Ellis (the Banshee) or mad scientist Maximillian Drake (Hephaestus), or any other victim of the therapist organization. For example, one of their enemies or Nemeses could be found in one of the therapists' records, forcing them into an uneasy meeting.

Depending on how things ended in their previous encounters, the crew's enemy may be in a physical prison or in a spiritual one (such as Hell or the Otherworld), and likely still holds a grudge for the crew. Having had some time to think, away from the malign influence of Mending the Broken, the enemy could be softened or lonely, and ready to talk.

The crew's meeting with their old enemy could provide a chance for the PCs to scratch at old wounds, express their feelings, hash things out, and/or discover a new perspective about past events. This should be played as a roleplaying opportunity rather than a challenge, so the rules are not required.

Past enemies committed to the Asylum could pose a great opportunity for a visit that starts with roleplaying and ends with investigation or action, but such NPCs remain deeply under the influence of Mending the Broken.

SUPERVISION MEETING

The clickety-clack of fastidious shoes on the marble floors echoes throughout these grand halls, giving you a mild bout of anxiety. You climb a spacious marble staircase with a burgundy carpet to a landing where several hallways meet. Finally, opening a tall wooden double door, carved with decorative engravings, you interrupt a circle of distinguished, middle-aged individuals deep in conversation. They all hush at once, their eyes fixed on you. "Can we help you?"

Once a week, **Dr. Selma Perrin** and **Dr. Archibald Tennant** (or any other therapists you dub as the elders) host a Mending the Broken supervision meeting where therapists share their progress with their Rift cases and receive advice from more experienced practitioners. The meeting takes place at the Old Quarter University, in the never-ending ornate marble halls of the Department of the Psyche.

The crew may wish to come here for more answers, if they didn't get enough out of the first therapist they encountered. They may also wish to execute a raid and capture all or most of Mending the Broken's therapists.

Facing a handful (size factor 1) or a dozen (size factor 2) of Touched psychologists and psychiatrists may sound easy, but it won't be. The therapists can gang up on one or two weak crew members and tear them to pieces, analyzing their every weakness and laying bare their secret pain (or close enough), even if the PCs don't speak it. Furthermore, the supervision group, who often interview emotionally-volatile subjects here, has a **team of psychiatric nurses** on standby in the next room that can be summoned as soon as things get out of hand (if you want to reduce the challenge for the crew, **Give Them A Fair Warning** and let them try to prevent the therapists from buzzing the nurses in).

The therapist group members know the same clues described under Mending the Broken Private Clinic, which ultimately point to Dr. Monahan and the Asylum. However, if the crew manages to overcome the group or secure one of the elders, you can reward them with additional clues. If the crew are overpowered by the therapists and nurses, they wake up as patients confined to a padded room in the basement of the Asylum (see there, under Solitary Confinement).

Some of the most experienced Mending the Broken therapists know Dr. Monahan personally and actually helped formulate her theory. The others have never met this genius, who works behind closed doors at the Asylum.

Breaking and then deeply probing the mind of a senior therapist could reveal a fact that the therapist is violently trying to repress: Dr. Esther Monahan has been dead for years.

ASYLUM NURSES ★★★

Mending the Broken nurses are especially tall and muscular individuals, wearing the white uniforms of the Municipal Institute for the Criminally Insane. They don't display any bedside manners or nursing training; it almost seems like they are hired thugs who recite prescribed nurses' lines.

Consider increasing the size factor of this Danger to 2 if the crew has more than four members or if many of its members are strong combatants.

HURT OR SUBDUE 4 / CONVINCE 5

- **Collective:** This collective has a few members and a size factor of 1.
 - **Mean:** When the Nurse takes a social or emotional status that doesn't make her meaner, reduce its tier by 1.
 - **Abnormally Strong:** When the Nurse takes a physical harm or subdual status that can be avoided with sheer strength or stamina, reduce its tier by 1.
 - **It's Nap Time:** Once per scene per size factor, as a hard move, one Nurse produces a single-shot tranquilizer gun and fires it at an unruly patient, giving them *sedated-4*.
-
- Restrain manually or with a straight jacket (*restrained-3*)
 - Inject a restrained patient with a powerful sedative (convert a *restrained* status to *sedated*, keeping the same tier)
 - Ignore a patient's pleas (remove 2 tiers from any convincing statuses)
-
- Warn a patient to behave themselves, or else
 - Stand next to a restrained patient and pull out a syringe, squirting some liquid out of it

GOLEM GONE WRONG

A panicked flux of bodies scuttles out of the front doors of the department store, screaming. Many of them, especially those in the back, are covered with a thick layer of grey-brown mud. As they clear the entrance, you spot a crawling puddle of mud flowing down the aisles inside, knocking over mannequins and clothing racks that sink into the floor like it was quicksand. Over the commotion, you hear the building screech and moan, and notice several cracks along the gable that are slowly expanding. You wonder what could cause such devastation, when another scream is heard from inside.

Another victim of Mending the Broken, **Ruben Stone** (The Golem of Prague), was overwhelmed by depression and despair while at a department store in a mall. His emotional state triggered his powers, and now he is slowly turning the foundations of the mall into the same material he's made of: mud. Ruben is only half-aware of the impending implications of his actions, and the half that is aware is so despaired, he's willing to go with the mall.

If you're running the game as a one-shot, this scene provides the crew with a second Mending the Broken victim. Otherwise, you can use it as an action scene to up the cinematic beat when things are getting slow.

The crew can be alerted to the scene by someone who knows their reputation, a member of the supporting cast caught in the mall, the police (possibly officers Das and Quinn), or someone who knows Ruben. Crew members could also coincidentally be in the mall when the mayhem ensues.

THE SITUATION AT HAND

- **Ruben Stone** is sitting in what was once the department store's changing booths, oozing copious amounts of magical gray-brown mud that slowly turns inanimate matter to similar non-magical mud (stone and sediments turn faster, followed by common ores like iron and copper; dead organic matter, like wood and clothing, takes a long time to decompose). The non-magical mud, however, facilitates the flow of the magical stuff. Sleepers think Ruben is the site of a burst sewer or cement pipe (the kind used by builders) and only alert Sleepers notice a person in the gush, who they think is trying to fix it.
- There are **many helpless bystanders** still in the mall, whether they are unaware of what's happening, were tangled or injured during the scurry out, or are looking for someone or something.
- The mud had eaten out the floors in places, creating **pools of sticky mud** that functions like quicksand. In other places, it has eaten at the foundations of the mall building, making them sink unevenly, which causes **the entire structure to crack and break**. If the mud does not remit, the mall will collapse on everyone still inside.

Ruben Stone is the mall's security guard. This can be revealed by finding a witness who saw Ruben entering the store, or by groping Ruben's clothes through the mud and finding his badge.

Ruben Stone is the mall's security guard. This can be revealed by finding a witness who saw Ruben entering the store, or by groping Ruben's clothes through the mud and finding his badge.

Ruben Stone was Dr. Tracy Wong's patient, as can be deduced from his phone calls log, the therapist's patient files, or his employee file in the security company he works for.

He is struggling with extreme depression and suicidal thoughts, which is making his powers act up, although he's too dead inside to care.

Beyond the Mist, the Golem of Prague has three glowing Hebrew letters on his forehead, **אמת** (*e'met*), meaning 'truth', but the rightmost letter is fading, ultimately leaving just **מת** (*met*), meaning 'dead'. Within the story of the Golem, when it died, it turned from its human form back to the mud it was made of.

Beyond the Mist, also within the story of the Golem, it was originally created by the Maharal of Prague to protect his community. This fact can be linked to Ruben's occupation and may serve as a motivation to help him emerge from his depression.

If he is saved and probed about his sessions with Dr. Tracy Wong, Ruben will recognize that she deepened his depression by highlighting everything that went wrong with his life.

MUDSLIDE MALL ★★★

COLLAPSE 4 / CLEAR 5 / HURT RUBEN 4 / HELP RUBEN 4

- **Regular Hero:** For every person you get to safety out of the Mudslide Mall, give the Mudslide Mall *cleared-1*. When *clear* maxes out, there are no more bystanders in the mall.
- **Collapse:** When the *collapse* spectrum is maxed out, the building collapses and everyone inside takes *buried-by-debris-5*.
- **Suicidal:** When you first speak to Ruben, give him *suicidal-4*.
- **Made of Mud:** When Ruben takes a physical harm or subdual status that wouldn't pulverize or contain mud, reduce its tier by 3.
- **Mud Bomb:** When *hurt-Ruben* maxes out, if he dies, he explodes and Mudslide Mall takes *collapse-3*.
- Cover someone in thick, heavy mud, or drag them down into the puddle (*stuck-in-mud-3*)
- Ruben strikes someone who is upsetting him, throwing them back (*winded-3*) or sprays them with mud (*stuck-in-mud-3*)
- Ruben gets angry, erupting and spraying mud everywhere (giving everyone around *stuck-in-mud-3* and the Mudslide Mall *collapse-1*)
- Cracks open on the supporting walls and ceiling (Mudslide Mall takes *collapse-2*)
- Reveal a new bystander who is stuck, injured, lost, panicked, stealing, curious, etc.
- Block the path with a new mudslide

SAINTS AND PSYCHICS

With so much mental and emotional energy going around, the crew may wish to enlist other Rifts or Sleeper professionals to help bear the psychic load. Here are a few options.

First, not all City therapists are evil Mending the Broken psychos. Geraldine Granger (Sleeper) is one of many kind-hearted mental health professionals who truly want to help their clients. Geraldine knows all about trauma and how to emerge from it, and she has taken this journey both personally and as a guide many times. If they can trust her, Rifts will feel she can relate to them even without seeing their powers because ultimately their problems are human problems.

The challenge lies in convincing Geraldine that Mending the Broken are villainous; Geraldine is more likely to want to evaluate what's wrong with the PCs lives that makes them dream up imaginary psycho-villains.

GERALDINE GRANGER

Ally

IDENTITY

I'm listening.

POWER TAGS

great listener, trained psychologist, social worker, caring for others, assertive words, positive affirmation, City hospital patient database, private clinic, medical services in the City, motivated by love

WEAKNESS TAGS

interrupt aggression, client confidentiality, cannot see the supernatural, violent clients

THEME IMPROVEMENT

○ **Confidant:** When you spend downtime working out your issues with Geraldine, if you are preparing for your next activity, you get 5 Juice instead of 3; if you are recovering from past activity, remove all non-permanent psychological statuses.

If the crew is looking for a Rift psychic powerhouse, their best bet is with Rifts who work for the benign Avatar Ganesha and her Thousand Helping Hands (see *Shadows & Showdowns*). However, due to the nature of this story arc, explained under **Payne and Other Avatars** (see *Nights of Payne Town*), Ganesha and her Rifts may be prevented from helping. That said, Ganesha and most of her Rifts are helpful renegades by nature, and refusing to give help would put them in a precarious position with their Mythos. They will most likely try to wriggle out of helping, but give in and play along if the crew is persistent.

Another alternative is the mystic-Rift-for-hire known as **the Thaumaturge** (Grigori Rasputin, personal healer and mystic of the last tsar family of Russia), easily reachable by streetwise Rifts who frequent the Industrial Zone. The Thaumaturge boasts impressive psychic powers; he manipulates minds as deftly as he does knives, and can heal, protect, deep probe, shut down, and even wipe out multiple minds around him.

The oddball mystic-in-a-trenchcoat doesn't work for free. He will ask for a hefty sum, or a peculiar Relic, for his services. Another issue is his questionable allegiance; he's not below saving his own skin and leaving the crew to die if things get too dangerous.

THE THAUMATURGE

Ally

IDENTITY

Keep the money coming, and I'll keep the bad dreams away.

POWER TAGS

a powerful psychic, knife juggling, heal psychic trauma, always gets paid, crush one's mind, protective psychic barrier, read thoughts and memories, trench coat, underworld privateer, hypnotic gaze

WEAKNESS TAGS

turns his powers against me, this is above my pay-grade, disputable loyalties, displeased past clients

THEME IMPROVEMENT

○ **Pay Up:** Spend 2 points of Juice representing payment to the Thaumaturge to recover all burnt tags in this theme. Every time you activate this improvement, increase the cost by 1.

○ **Psychic Powerhouse:** When you **Change the Game** with tags from this theme, your effect is automatically scaled up once.

DEPTH 2: COOL RECEPTION

THE ASYLUM

As you ascend up the hill, the weather takes a turn for the worse. Clouds huddle together like black sheep, and it gets cold. Soon, the rain turns to slush, and then to snowflakes, softly piling on your car. Up above, between the ever-greens, you see a menacing old manor, buried under the snow. As you approach the Municipal Institute for the Criminally Insane, lightning crackles behind it, lighting it up like a fairytale ice castle.

The Municipal Institute for the Criminally Insane, also simply known as the Asylum, is a three-story red brick building set on an isolated, wooded hill on the outskirts of town, overlooking a peaceful suburb. As fitting for her ‘palace’, the Asylum and everyone in it serve the Snow Queen, Dr. Krystal Knight. Furthermore, those who approach the Asylum find it’s snowing there, although it may not look so from afar.

The Asylum can be the setting for many different types of scenes: the crew may come here to investigate, apprehend Mending the Broken practitioners, mount a heist to extract someone or find evidence, wake up as locked-up patients, and so on.

ARRIVING AT THE ASYLUM

As a cinematic device, you can establish an atmosphere of dread by causing the crew to crash or almost crash their vehicle (or another mode of transportation) on the way to the Asylum. Describe the car skidding on **black ice** or a **slippery road** towards a tall and hardy fir tree. The driver or other PCs can **Take the Risk** to avoid an accident. If the car does crash, broken ice shards and blood on the snow make for great visual motifs. Either way, the PCs’ arrival at the Asylum starts with an air of danger.

THE PERIMETER

The Asylum, designed to hold the “criminally insane”, is effectively a prison. It is surrounded by a tall brick wall topped with **barbed wire** with a single wrought-iron gate at the front and a small locked door in the back by the woods. There are security cameras on the perimeter wall. Behind it stretches a barren yard of brown, wilted grass, covered in frost and snow.

All entrances have **sally ports** (double door airlocks) with cameras; anyone crossing must be buzzed in or out remotely from the guard room. Forcing the doors open raises the alarm but otherwise security systems are outdated. PCs can cross these obstacles with a series of **Investigate**, **Sneak Around**, and **Take the Risk** moves. There are no security guards patrolling out in the yard, but they do patrol inside (use the Asylum Nurse Danger on page 12 for both nurses and guards).

THE FLOORPLAN

The Asylum building is U-shaped, with a smaller main building at the center and two wings stretching inwards along the sides of the perimeter.

The main building holds the reception, administrative offices, guard barracks, and the **guard room**. The security guards monitor the perimeter of the Asylum, and only deal with the patients in case one of them tries to escape.

The South Wing holds most of the miserable patients who call this place a home, many of whom are far from criminally-minded and suffering from mental health conditions far worse than they had when they first arrived. Patients are kept in rooms that were once white, clean, and pretty, designed not to look like the prison cells they essentially are; the lock to each room’s door is electrically controlled via the wing’s **nurses room**. Otherwise, movement within this ward is less restricted than elsewhere, but there are **watchful-1** nurses everywhere.

The North Wing holds the hospital ward where therapeutic experimentation is conducted, and where the most problematic cases are held in solitary confinement in the basement. This is also where the session rooms are located, where Mending the Broken activity takes place. The third, middle floor of this wing is dedicated to the “Special” Ward, where the head of the facility, Dr. Esther Monahan (aka Dr. Krystal Knight), usually works.

THE PATIENTS, THE STAFF, AND DR. MONAHAN

The Asylum is manned by a receptionist, guards, nurses, and the Mending the Broken psychiatrists and psychologists. Everyone who works or is hospitalized at the Asylum knows **Dr. Esther Monahan** is the head of the institute and chief psychiatrist here and, if **Investigated**, are first revealed to be **scared-to-death-3** of her (limiting what the PCs can glean from them). When asked to identify the head of the institute, they will give conflicting reports:



- Some have never seen her.
- Some newly-hired staff or new patients who have seen Dr. Knight are sure she is Dr. Monahan. They don't know her age, but estimate she's in her late 40s.
- Others, who worked or lived there longer, but have never seen Dr. Knight, think Dr. Monahan must look like an elderly woman close to a hundred years old (how the real Dr. Monahan would look like today), who nevertheless keeps working vigorously.
- Those who know the full story (mostly Mending the Broken elders) refer to Krystal Knight as Dr. Monahan, but lie about her identity to help cover it up and cover their hinds.
- An old patient suffering from a delusion-inducing condition may be telling the truth, but embellishes the story to the point of losing credibility (*I think she's a time traveller!*).

Dr. Monahan spends most of her time in the Special Ward, on the third floor of the North Wing. In fact, no one in the Asylum ever sees her coming or going.

SOLITARY CONFINEMENT

Dr. Knight doesn't usually enjoy just killing her enemies; she prefers to infect them with self- or Rift-hatred and see how much damage they can do. If any PCs and/or NPCs are hospitalized, they wake up in the basement of the North Wing in separate but adjacent padded solitary confinement cells, where the temperature is slightly below freezing (giving them *freezing-1* every hour they spend there from the moment they awaken). Particularly difficult patients find themselves in a straitjacket (*restrained-3*), while those who were sedated feel *woozy-1* or have a *headache-1*. Furthermore, all patients have *no-legal-rights-5*. They cannot see or hear one another through the walls, except when the shutter on the door is open from outside the cell. The cells have *armored doors* that are covered with *strange, reflective ice* that can cause magic and energy to rebound.

The door to the last cell in the block is completely frozen, encased in a block of ice. If it can be opened, the frozen and mutilated body of the real Dr. Monahan can be found inside. Forensic analysis will show she died years ago.

THE OLD “PRISONER IN THE NEXT CELL” PLOY

Krystal Knight may try to deceive the crew by pretending to be an abused patient (it shouldn't be hard; she was one for many many years). She locks herself up in a solitary confinement cell next to them, leaving the shutter open so they can hear her weep. As they escape, she begs them to set her free; if they do, she pretends to be their ally or guide. She presents herself by her real name. As a part of her cover story, she may also inadvertently reveal some accurate information about her past.

Krystal Knight will try to get the crew to open up and expose their hurts, gripes, and anger to her so she can later fan them. As the crew spends more and more time with her, she insidiously penetrates their minds; for every scene or downtime in her presence, choose one PC present and activate the **Dark Thoughts** custom move against them (see *Mending the Broken Therapist*, page 10).

THE PATIENT FILES

Accessing the Asylum file system, whether it is a cabinet or a hard drive, reveals the patient files.

Every victim (“patient”) of Mending the Broken is recorded here, including Martha Ellis (*Killing Her Softly*), Maximillian Drake (*Carnival of Machines*), Felicia Pema Jones, Ruben Stone, and any other character, PC or NPC, who came in contact with the organization. The files contain an analysis of the Rift's life, Mythos, and abilities.

Dr. Krystal Knight's file is here, but it's buried deep. It contains a picture of the woman who many know today as Dr. Esther Monahan. According to the file, Dr. Knight was admitted by Dr. Monahan almost a century ago (about 80 years) after she had a “nervous breakdown”. The file is overflowing with reports of the long list of forced treatments she's been through, including experimental psychoactive drugs, shock therapy, and a failed lobotomy.

Dr. Krystal Knight's file also contains a single document indicating **she was and remains the majority shareholder of Aurora Glassworks**, a glass manufacturer.

THE HISTORICAL SOCIETY

Graham, a “fellow” in a three-piece suit and a monocle, peers at you from over his heavy, lacquered oak receptionist podium and welcomes you to the City’s Historical Society. You take a quick glance around: the place looks like a labyrinthian library, all decked out in traditional dark wood furniture and red velvet upholstery. The air here reeks of old books and mothballs. The strange thing is there’s really no one around but Graham.

The City’s Historical Society naturally resides in a fine antique building in one of the Old Quarter’s lesser-known cobbled side streets. With its many books, microfilms, newspaper archives, and more, it holds vast information about the last century in the history of the City; anything before that slides into the realm of Mythos and while this library holds texts from that era, they get fuzzier and stranger the further back they go. The crew may arrive here at different stages of the investigation, looking for clues about Dr. Monahan, Dr. Knight, or someone else.

The Historical Society is a Gatekeeper honeytrap for curious Rifts. Sleepers don’t care about the factual past; they go with the version that works for them. Even Sleeper historians fiddle around with made-up accounts concocted by the Mist. Someone who truly wants to dig up the truth can only be a Rift, and a dangerous one at that. Ideally, the Gatekeepers would prefer to erase all of the information here permanently. However, their directive is to catch Rifts first, destroy information about the true past second, and to catch Rifts they need a bank of *true* knowledge to lure them with (they tried a trap with fake knowledge and it didn’t work; Rifts’ destinies and divinatory powers simply didn’t point them there).

The person posing as Graham (not his real name), the representative and receptionist in the dress coat, is in fact the Gatekeeper Sentry stationed here. His job is to gauge whether visitors are stray Sleepers or Rifts and, in the case of the latter, call in a squad to seal them. Once a PC enters the building, it’s a question of who identifies who first. As soon as a crew member spends a Clue on a question too deep, it’s shrouding time.

Whether or not the crew has a fight with the Gatekeepers, if they get away with any information on this occasion, Gatekeeper Command will have quadrupled the resources guarding the Historical Society, eliminating any chance of any further information leaks, unless the crew mounts a truly epic heist.

GRAHAM, THE HELP BOT

If you’re playing in the Neon Noir (80s) or Dreary Present, your crew may be accessing the Historical Society’s database virtually. In this case, Graham is a bot or a virtual assistant which activates when a PC logs into the database. Any abilities he has apply online and he can also crash any masking software a hacker is using as a hard move (*exposed-3*). The Gatekeeper Seal Squad he calls shows up at the hacker’s physical location(s).

PERTINENT HISTORICAL INFORMATION

According to records, Dr. Monahan is 102 years old. There is only one other person related to the Asylum who is as old as Dr. Monahan: a patient named **Krystal Knight**. There is no death certificate for either of the ladies. There is no evidence suggestive of tampering.

Newspaper clippings from the early roaring years of the City show that, before being hospitalized, **Dr. Krystal Knight was a successful psychiatrist for the rich-and-famous**, who aspired to use therapy as a way to heal the City’s social troubles.

Krystal Knight’s career ended when she had a “nervous breakdown” and was committed to the Asylum. That’s the last the City has heard of her. There’s a newspaper picture of her lavish bathroom on the day she was committed, showing a **shattered mirror on the floor**.

Krystal Knight was and remains the majority shareholder of Aurora Glassworks, a glass manufacturer. Financial papers show she received her shares as “payment for services rendered” to **Corbin Payne**, the City’s legendary construction tycoon.

If you are running *Percival* as an overarching case and the crew started the case, they may find information here that corresponds to the clues in whatever act they are in at the moment, especially newspaper clips about Corbin Payne.

GATEKEEPER SEALS ★★☆☆

Gatekeeper Seals are near enough the scariest threat a Rift could face. Armed head to toe with anti-Mythos gear and trained by the best, this superb tactical team eats Rifts for breakfast, lunch, and dinner.

The Seals' trench coats, jackets, or vests protect them from most Mythos powers. Only the most powerful Mythos attacks can overwhelm the intense Mist field this armor generates and even then only momentarily (unless a PC can somehow generate a permanent *overload* status). Instead of worrying about shrouding individuals, each team usually carries at least one portable shrouding beacon to continuously wipe out the memories of all around. They also carry powerful sealing wards that can keep a defeated target out of trouble in the future. At your option, a squad can also combine their forces to seal Rifts permanently, turning them to Sleepers.

HURT OR SUBDUE 4 / OVERLOAD 6

- **Collective:** This collective has a few members and a size factor of 1.
- **Deploy:** When Gatekeeper Seals enter the scene, give them *tactical-cover-2*.
- **Mythosproof Garment:**
 - » **Passive:** When the Gatekeeper Seal takes a status imposed by a Mythos power, replace its tag with *overload*.
 - » **Active:** As an intrusion, the Gatekeeper Seal can take an *overload* status of any tier to give someone activating Mythos powers against her a temporary *depowered* status of the same tier.
 - » **Recharge:** As a soft move (after a player move), the Gatekeeper Seal removes all non-permanent *overload* statuses.

» **Overloaded:** When *overload:6* is maxed out, the coat's **Passive** and **Active** defenses fail and can't be used momentarily. After the next player move, remove all non-permanent *overload* statuses.

- **Expert Hand-to-Hand Combatant:** When you engage in close quarters combat with a Gatekeeper Seal, she first hits you with one of her hard moves.
 - **Portable Shrouding Beacon:** As a soft move, all Rifts around the Gatekeeper Seal take *forgetting-1* and all Sleepers and Rifts with no Mythos powers left take *oblivious-5*.
 - **Military Discipline:** When a Gatekeeper Seal takes a social or emotional status, reduce its tier by 2.
-
- Fire a hail of anti-Mythos rounds or wards (*zapped-3*; after **Facing Danger**, burn one Mythos tag for each remaining tier of *zapped* and remove the status)
 - Switch to standard ammo, aiming to injure or kill (*gun-shot-wound-3*)
 - Use combat training to physically restrain or hurt a target (*broken-arm-3* or *restrained-3*) or slap a shrouding ward on them (*vague-memories-3*)
 - Slap a Mist-seal on a defeated Rift (give *sealed-5* to a Rift who has a tier-5 combat status or no remaining unburnt Mythos tags)
 - Regroup (remove up to 3 tiers of negative tactical statuses or give themselves a tier-2 tactical advantage status) or call backup (increase its size factor by 1)
 - Retreat into the Mist (**Deny Them Something They Want**)
-
- Storm their targets out of a billowing wisp of Mist
 - Draw a glowing magical ward with their fingers
 - Take aim with a rune-inscribed assault rifle or shotgun

GRAHAM (GATEKEEPER SENTRY) ★★☆☆

HURT OR SUBDUE 4

- **Sentry:** Once per scene, when you first try to **Convince** or **Sneak Around** Graham, give him *alert-2*.
- **Wards of Revelation:** When you try to use illusory, deceptive, or mind-altering Mythos powers around Graham, they fizzle out. You cannot invoke such tags and all existing effects are stripped away.
- **Creepy Feeling:** Whenever you try to **Investigate** to learn more about Graham, you get a strange feeling that he is impenetrable. Graham takes *mysterious-2*. This status cannot exceed tier 4.
- **Explosive Shrouding Ward:** Once per scene, as an intrusion, everyone around Graham takes *oblivious-5*. At his option, he may flee the scene.

• **Defensive Shrouding:** Once per scene, when you attempt to influence Graham with Mythos powers, the MC first burns two power tags you used in your attack.

-
- Regain his alertness (giving himself *alert-2*)
 - Call in a Gatekeeper Seals squad (create a new Danger)
 - Shroud someone (*vague-memories-3* or burn two Mythos tags)
 - Fire a standard-issue pistol (*gunshot-wound-3*) or use basic martial arts (*hold-down-2* or *bruise-2*)
-
- Smile wryly when someone tries to deceive him using Mythos powers and fails
 - Calmly unbutton his cuffs and roll up his sleeves, revealing Gatekeeper tattoos

DEPTH 3: THROWING STONES AT A GLASS HOUSE

AURORA GLASSWORKS

Aurora Glassworks is the missing link between the Asylum and Dr. Krystal Knight's greater plot: to use the dark magic she instilled in windows all over the City in order to cover it in an emotional winter. The company can be investigated in multiple locations: online, at the City's company registry, at their offices, employees' homes, etc.

Aurora Glassworks is the only manufacturer of construction glass in the City – it makes all the window panes in the City.

The company's official stance on its major shareholder, Dr. Krystal Knight, is that they assume she died decades ago in the Asylum. They blame the Asylum's staff's incompetency and messy paperwork, possibly even corruption, for the City not having her declared officially dead. The company has been in a long legal battle over this, but since most of its executives have a clear conflict of interest, it seems futile.

If someone investigates the company's factories beyond the Mist, they can find a dormant trace of the Devil's Mirror in every window pane they produce. Further investigation can reveal the same dormant trace in every glass pane in the City.

An elderly retired company executive can vaguely recount the day the shards of Krystal Knight's mirror were brought to the factory for melting. He recalls the air was tense, everyone was nervous, and employees started fights for no reason, breaking glass in the process (he still has a scar). The incident was followed by a wave of employees quitting, divorcing their spouses, getting involved in violence, or taking their own lives.

Based on the above, it can be deduced that Dr. Knight has some kind of dormant magic in the glass distributed all over town and that she intends to activate it. An engineer could theorize she could do so by means of a massive shockwave or precise sound waves.

The retired executive or old papertrail could point to the company's original factory, which today stands abandoned. If the PCs investigate the location, they notice shady dealings around it, but inside the place is empty, except for an old, out-of-use industrial furnace. See the old Aurora Glassworks factory under *The Furnace*.

THE "SPECIAL" WARD

The deserted third floor is a bluish vision of winter everlasting. All the windows here are broken, the shards of their shattered panes piled beneath them. Snow drifts inside, mounting in small banks against the frozen walls of the corridors and halls. There is a strange hush all around, but then you hear the crackle of glass breaking underfoot. A ghastly barefoot patient in nothing but a gown wanders by, mumbling secretly, ignoring you. You catch a glimpse of yourself on a piece of broken glass jutting dangerously from the window frame, and you hate what you see.

The "Special" Ward is Dr. Krystal Knight's villain lair and a potential location for a showdown, whether with Knight or between the PCs. It is a place of hate, especially self-hate that finds an outlet in hurting oneself or others like oneself.

The ward's main line of defense are the **Snow Queen's Snowflakes**, a host of emotionally-explosive patients scattered around the ward who function as human landmines. Snowflakes are patients who started out as hopeful, happy-go-lucky individuals but were betrayed by their loved ones or the circumstances to the ruination of their dreams, and ended up here (reflecting Knight's own journey). Adjust the Snowflakes' size factor to account for the crew's firepower as well as how many Snowflakes are in the scene: a hallway could have just a scattering of them (size factor 1) or be full of them (size factor 2), while taking on the entire ward could mean fighting off a blizzard of Snowflakes (size factor 3).

Unless the crew intentionally cuts through to avoid the effect, spending time in the ward activates the custom move **Dark Thoughts** (see Mending the Broken Therapist Danger profile, page 10). As they walk through the snowscape, PCs and their allies see themselves and those close to them reflected in ice and glass, but the images show them as despicable, pathetic, or malintending; only that which arouses hate is seen. Secret gripes, hidden rivalries, and old grudges surface in their minds. **Ask each player to describe what his character sees and how it affects her.**

As a cinematic instrument, when the crew approaches her treatment room, Dr. Krystal Knight's voice can be heard all around laughing hysterically or speaking maliciously to the PCs (even if she is with them, still pretending to be their ally).

Beyond the Mist, this place is perfusing hatred. The Devil's Mirror symbolism is all around, originating from where Krystal Knight stands, but also showing frozen shards in the hearts of those affected by her hate. Vague images from her life echo here: receiving the mirror, succumbing to self-loathing, smashing the mirror, and her tormenting treatments at the hands of Dr. Monahan.

SNOWFLAKES ★+

Snowflakes are Dr. Krystal Knight's human mines. They just stand there or pace like zombies, captives of their own minds and ignoring each other, but when an intruder invades their space they blow up.

RESTRAIN, KNOCK OUT, OR KILL 2 / DEFUSE 3

- **Collective:** This Danger can have a size factor ranging from 0 (one Snowflake) to 3 (an entire floor swarming with Snowflakes). Every size factor increment increases the Snowflakes' Danger Rating by ★.
- **High-strung:** When a Snowflake enters the scene, give her *high-strung-3*. This status cannot exceed tier 4.
- Scream (*deafened-2*), causing a chain reaction and setting off a group of Snowflakes one size factor larger (**Complicate Things, Bigtime**)
- Experience a fit of rage and attack someone (*knocked-back-2*, *pinned-2*), freeze someone with her gaze (*frozen-2*), or go through an emotional meltdown (*sad-2*, *guilty-2*)
- Notice an intruder, eyes widening

KRYSTAL KNIGHT'S TREATMENT ROOM

At the center of the third floor lies the room where Krystal Knight was "treated" for decades. This is where she relived her failure with Corbin Payne and her failure in life in general, as she saw it, over and over and over again, her pain developing into self-hatred the likes of which only the Devil's Mirror can engender.

Unless otherwise established, Dr. Krystal Knight is here, either curled up in a corner and mumbling or surveying the messy room authoritatively, pretending to be Dr. Monahan. The room is a converted operating theater, tiled top to bottom and containing various outdated "therapeutic" devices, such as an electric shock rig and a bed with restraining straps; however, the machinery and the bed are overturned, the tiles are cracked or missing, and the place looks like someone had a fit of rage here, many years ago. There are blood stains here and there, and icicles cover the ceiling. On one wall, a wide spectator window stands shattered, providing plenty of glass and reflective surfaces for visual motifs.

If the subject is broached wisely, Dr. Knight may reveal her entire history. Criminal profiling or Mythos abilities that reveal the past can glean most of the important details from Krystal, the treatment room, her attachment to it, etc.

If you are running *Percival* as an overarching case, Krystal will reveal information corresponding to her role as the first, second, or third Grail Knight to be encountered.

CLUES ABOUT THE DOCTOR'S SCHEME

If Dr. Knight is present, she is stalling the crew. She obviously wants to hold them up to prevent them from interfering with another, more important plan she has.

A closer look at the room shows **this isn't just the site of past trauma – it's a lab.** Dr. Krystal Knight was building something here, but whatever it is, it's gone.

The shattered wall tiles, the overturned equipment, and the broken spectator window are all evidence that **a high-power, spherical, sonic blast was emitted in the room.**

KRYSTAL KNIGHT ★★★★★

Krystal Knight looks like a woman in her late 40s. Depending on the circumstances of her meeting with the crew, she may appear as a patient in a straitjacket, dishevelled and maniacal, or she could be in the role of the therapist, in a dignified suit (although in the case of the latter, this facade may quickly crack to reveal the former). Sometimes her gaze is empty and numb, as if she had taken all the pain she could have; other times, it is a squall of arctic hate for everyone and everything.

Maximum Danger Rating: As a Grail Knight, Krystal is a formidable foe. Consider providing the players with enough warnings about her nature before they face her or, alternatively, reducing her challenge level. If they haven't done so yet, the crew may recruit psychologists and psychics to help confront her. Multiple encounters may be required to defeat this villain, some of which may end badly for the crew.

Compelling to Hate: Knight's hate statuses are compelling effects. When a PC takes such a status, ask the player what it makes his character want to do (presumably hurt herself or others). Any action to the contrary treats the hate status as a negative status. At tier-5 the character is compelled to take such actions, and at tier-6 the character is permanently consumed by hatred, transforming into a villain or taking immediate action to kill herself (player's choice).

Healing Krystal Knight: As with all the failed Grail Knights, Krystal Knight bears a deep emotional wound inflicted by the Fisher King, called **the Dolorous Stroke**, represented by a tier-6 status. Only a **Stop.Holding.Back** move may affect this status: releasing Dr. Knight from the effects of the Dolorous Stroke for one scene requires a no-return sacrifice, while curing such a wound altogether requires the ultimate sacrifice. Optionally, you may allow a **Dynamite! Change the Game** move to reduce the tier-6 status for the duration of a scene.

Ultimately, the solution to the Krystal Knight problem should be narrative. If you're playing the story arc, it should point to Corbin Payne – if he gave the wound, maybe he can cure it; if he is cured, maybe Krystal Knight will be cured too; etc. If the crew cannot heal her or destroy her yet, they may wish to contain her in her shattered state somehow.

SHATTER 6 / SEDATE - / HEAL -

- **The Dolorous Stroke:** When anyone tries to heal or comfort Krystal Knight for the first time in the series, give her *the-Dolorous-Stroke-6*.
 - **Awaken the Demons:** When you make a move around Krystal Knight, she first makes you remember everything you loathe about yourself (*self-hatred-4*).
 - **Mentally Impenetrable:** When Krystal Knight takes a social or emotional status, reduce its tier by 3.
 - **Pick up the Pieces:** When Krystal Knight's *shatter:6* maxes out, she shatters into a million glass pieces. Give her *reform:4*. She can take *reforming-1* as a soft move. When *reform:4* maxes out, remove all statuses from *reform* and *shatter*.
-
- Touch someone where it hurts the most with just a stare, a word, or a sound (*self-hatred-4*)
 - Urge someone to hurt another (give a PC 3 Hurt points against a fellow PC or *hateful-3*)
 - Make a poignant psychological observation that disarms someone of their mental defenses or overload psychic defenses until they shatter (burn up to two relevant tags or reduce the tier of a relevant status by two)
 - If she's done with someone or is threatened by them, freeze their blood in their veins (*frozen-5*) or use glass manipulation to cut them up (*fatal-cut-5*)
-
- Switch between weeping, laughing hysterically, and delivering a furious diatribe

DEPTH 4: SHOVELING THE HEART'S SNOW

A BLIZZARD OF HATE

The ambulance gallops down the main street, its sirens blaring to warn drivers to get out of its way. You follow in hot pursuit, watching anxiously as the vehicle in front of you makes a sharp turn on its two left wheels, back doors flapping and flailing to reveal a nurse bracing another siren-like contraption. You floor it, racing to cut the ambulance off. Whatever this thing in the back does, you need to stop it from reaching the City.

Whether they realize it during Dr. Knight's final dramatic speech or through piecing the evidence together, sooner or later the PCs learn that Knight's plans are much greater than Mending the Broken. Using the magical shards of the Devil's Mirror, the doctor has planted the seeds of hatred all over town, in the window panes manufactured by Aurora Glassworks over the years. Next, she intends to set off a sonic "bomb"

that will shatter all of those windows, activating their dormant component and covering the City with a snow that freezes not just the bones, but also the heart.

THE BOMB

Recently perfected by the doctor, the sonic bomb is a device that emits a high-pitched scream loaded with so much hatred, that it can shatter all the windows in town, assuming it is set off close enough to the City center. The contraption is the size and shape of an outdated manual siren, and, by the time the crew finds out, it is already being loaded to the back of the Asylum's "mental health services" **ambulance** by a couple of nurses. The ambulance then races towards the City; if it is not stopped, the bomb will go off by itself when it arrives within earshot of a major plaza Downtown.

A SECOND BOMB?

Depending on the tone of your campaign and the crew's success and failure so far, you may want to have Krystal Knight plant a second bomb (or dozens more bombs) elsewhere in the City. Even if the crew disables one bomb, they have to go to greater lengths if they are to save the entire City.



SCREAM BOMB AMBULANCE ★★★

DECOMMISSION 5 / CATCH 5 / GET IN POSITION 3

- **Vehicle:** When the nurses driving the Scream Bomb Ambulance disembark, create a new Danger: Asylum Nurses. This happens automatically when *decommission* is maxed out, but the Nurses take *hurt-1*.
- **Scream Bomb:** When *get-in-position* maxes out, the scream bomb goes off.
- Draw nearer and nearer to its target (*getting-closer-1*)
- Take sharp turns and on the sidewalk to shake off pursuers (remove 2 tiers from statuses on the *catch* spectrum)
- Clear a path for itself in traffic (remove up to three traffic related tags or tiers)
- Once per scene, fire a rocket launcher at vehicles in pursuit (*blown-up-4*, vehicles nearby take *dented-and-bent-2*)
- Accelerate, racing toward the City center

IF THE BOMB GOES OFF

When the sonic device goes off, a painful and shrill scream fills the air all over the City. Everyone in the immediate vicinity of the ambulance takes *deafened-5*. More importantly, all the glass on the street or on building exteriors in the City shatters into microscopic snowflake-shaped shards, showering the City with a blizzard of glass-made snow. Amplified by the Devil's Mirror magic, this snow quickly covers the City; this Devil snow is freezing cold, but being made of glass it doesn't melt (unless exposed to the extreme heat required to melt glass). Furthermore, coming in contact with the snow or even feeling the cold it causes distorts people's perception so that they see only what is negative and ugly around them. This affects everyone in the City, not just Rifts.

How this affects the City is up to you. Two options are:

- **Harsh Winter of the Heart:** The blizzard has an ongoing effect over the City that continues through the next cases you play. City folk become increasingly hateful, distrustful, and negative, making it hard to conduct business and have relationships. Murder and suicide rates go through the roof. The City itself takes *a-blizzard-of-hate-1* which affects actions related to human interactions and mobility in the City. At the end of every downtime, increase the tier by 1.
- **All-Out Dog-Eat-Dog Mayhem:** The blizzard is a one-shot event that threatens to destroy the City. Anyone who comes in contact with the snow instantly becomes a hate-filled maniac (*hateful-4*). Untreated extended exposure makes this hate all-consuming (tier 5) and then permanent (tier 6). Some may take to the streets to kill their fellow citizens before they are killed, while others will seek shelter only to find they have their own self-hatred to contend with. Within days, perhaps even hours, the City's social structures collapse.

The PCs can reduce or remove the status in certain areas of the City with a *Dynamite! Change The Game* move with the large-scale effect option, but removing it from the entire City requires a narrative solution, such as convincing Krystal Knight to end the storm, recruiting a small army of like-minded Rifts to work in tandem and melt the mirror shards, or a **Stop.Holding.Back** move with a no-return or ultimate sacrifice (MC's call).

AFTERMATH

Here are a few questions to consider and points to revisit when you wrap up this case:

- Did the bomb go off or was the blizzard of hate planned by Krystal Knight averted? If it did go off, the City will have to cope with this traumatic event in the weeks, months, or even years to come. If the crisis was averted, does the crew gain reputation among Sleepers or in the Rift underworld? Did they discover that the Devil's Mirror magic is infused into glass all over town, and if so, how do they plan to defuse it?
- What was the end of Dr. Krystal Knight, the Grail Knight? Was she killed, imprisoned, or shattered and contained? Was she healed and now must honorably face all the destruction and pain she has caused? Did she escape or even win the battle, and now plans her next move on the City from her lair? What will be her part in the greater fight against Corbin Payne?
- How did the crew and their supporting cast come out of this intensely emotional episode (and sub-arc)? Were relationships irreversibly damaged? Was this an opportunity for crew members to work through their issues? Did some of them embrace or reject their Rifthood more than before?

- What happened to the Mending the Broken victims Felicia Pema Jones and Ruben Stone (as well as Martha Ellis and Maximillian Drake)? Did they bounce back and find their place as Rifts? Were they able to cleanse their minds of the toxic thoughts instilled in them by their hate-mongering therapists? Did some of them try to confront their abuser or even seek revenge?
- How did the organization of Mending the Broken come out of this? Is it still operating and deceiving Rifts or did the crew make a point of shutting it down? If they lost their boss, did Mending the Broken practitioners disperse and revert back to Sleepers or did they awaken independently? Did they find a new Rift to keep them awake? What is their relation to Rifts after all this?
- And the Asylum – does it continue to operate? Is it time to shut down this atrocious institute or modernize it and turn it into an actual place of healing? Or does the crew decide they need a new prison for their unhinged villains?

If you are playing through the story arc, this case concludes the personal vein. With the red clues they received in this case, the crew can advance to the next act of *Percival*, the overarching case, and investigate more of Corbin Payne.

