

A comic book cover illustration for 'City of Mist: Fortune Row'. The scene is set in a futuristic, neon-lit casino or club. In the center, a man in a dark pinstripe suit and white shirt walks forward with a slight smile. To his left, a man in a brown trench coat and fedora walks in the same direction, holding a small black cat. To the right, a woman with vibrant red hair and a red bikini walks alongside them. The background features a large circular window or mirror reflecting a cosmic scene with a bright white sun, a ringed planet, and other celestial bodies. The overall color palette is dominated by blues, purples, and reds, creating a noir-futuristic atmosphere.

CITY OF MIST

FORTUNE ROW

A DISTRICT OF GLITZY CASINOS AND HIGH-RISK HEISTS

CITY of MIST

“Hey can you spare a cig—... Ahh, you’ve noticed the cat. Never mind then, it won’t work on you. I don’t mean my magic – oh, that will work, believe me – but the con. Can’t con people like us, they’re too sharp! Too clever. I guess it’s because they’re always on their toes. There was this one aware woman, she was... you know what, let’s go over to the hotel’s bar, buy me a drink and I’ll tell you all about her.”

– The beginning of Mervyn’s well-rehearsed Rift con

HOW TO USE THIS DISTRICT IN YOUR GAME

This PDF describes a new district in the City setting for the **City of Mist RPG**: the fast-paced and high-stakes **Fortune Row**. Here are some examples of how to use the included locations, NPCs, and Dangers:

- **The perfect setting for a heist.** Amazing Relics are hidden in the casinos’ well-guarded vaults, granting powers that can’t be gained anywhere else. The Row is where criminal professionals execute daring, complex plans set against colorful hotels and elaborate security systems. If the PCs are not such professionals themselves, they can turn to the district’s seething underworld scene and recruit a team that suits their needs.
- **Shady dealings and anti-heroes.** Some of the best crooks in the world walk the streets of Fortune Row, conning the rich out of their money. The PCs may accidentally fall prey to one of their scams, or deliberately search for them for their invaluable skills. And when the inevitable betrayal arrives? Hey, it’s just business.
- **The best rewards, at the highest risks.** One who knows where to look can gamble on anything, even their Mythos. You can earn millions then lose it all, within a single night. Even luck itself can be gained here – or more accurately, stolen.
- **Themes of elegance and high class.** In Fortune Row, everyone tries to look their best, except for those who know that there’s nothing less cool than showing you’re trying. It’s where every City denizen, regardless of their actual lot in life, can spend a wonderful evening and feel like they’re in charge of their own fate. It’s a grand show powered by self-delusion, and orchestrated by a shadowy cabal.

Written by Eran Aviram
Editing and Heist Rules: Amit Moshe
Game Production: Omer Shapira
Proofreading: Marshall Oppel
Art: Marcin Sobon, Hinchel Or (Gunship Revolution)
Graphic Design: Manuel Serra Sáez
City of Mist created by Amit Moshe

© 2020 Son of Oak Game Studio / Amit Moshe



Distributed by

MÖDIPHIUS
ENTERTAINMENT

FIND OUT MORE AT
WWW.CITYOFMIST.CO

Even from several streets away, you can already hear the music, a dozen different tunes clashing and echoing between the giant-sized hotels, each casino trying to outdo its competitors. Day or night, you can see beams of light blazing in a myriad of colors against the dark clouds, which cover this den of vice like a blanket. You can almost smell the copper of the slot machine coins, the cheap cologne of men dressed in equally cheap suits, the exotic perfumes spreading through the gambling halls, desperately fighting against the sweat of thousands of guests.

Walking down Fortune Row, surrounded by awe-inspiring attractions and replicas of world wonders, you can almost forget you're still in the City. Are you still in the City? There's hardly any police around. The architecture looks nothing like the rest of town and even the street signs are different. If you think about it for more than a moment, you might remember you read somewhere that Fortune Row is its own jurisdiction. But you won't even have that moment, as something alluring will soon hook your senses, directing you into a trap, meticulously crafted to arouse your desires, with a tantalizing promise for more.

With dozens of casinos to choose from, one is sure to find something fitting their style. From slot machines to roulette, from gambling a few bills on a horse to spending millions in an exclusive poker table for the mega-rich, Fortune Row has it all. Step out from the main casinos and you'll find yourself drinking in a bar that also runs sports bets and an evening lottery. Further along there's even a small but popular horse racing track, followed by a motor racing circuit, the Autodrome.

It's a well-known fact that Fortune Row is one of the safest places in town, despite the surprising lack of law enforcement. It's less known, yet still an open secret, that many of the biggest crime bosses of the City use the casinos for money laundering, either thanks to a lucrative alliance with the owner or by owning one themselves. It's not at all known that the homeless people who arrive at Fortune Row in hope of finding some peace from the mobs and police forces in the rest of town are kidnapped in the dark of night by black vans and taken to the edge of the district. There, in the ruins of an abandoned mall, the super-rich get the highest high as they bet on the ultimate bloodsport – hunting their fellow man.

In Fortune Row, you can bet on anything, gamble everything, and win it all... at least some of the time.

BEYOND THE MIST

During the early days of Fortune Row, spirits of luck and fortune converged on what was then a small gathering of gambling houses right outside of the City's juridical borders. As the Row's reputation grew, it began attracting more Sleepers and more powerful Rifts. Tiny, dimly-lit back rooms were replaced by wide casino floors, advertising their presence with a free buffet and women in glamorous dresses. That's when the strange times began.

The aggregate energy of luck and fate, created by a dozen different Mythoi, resulted in powerful conflicting currents. Eventually the surging power was so great, it threatened to break not only through the Mist but also the Rifts who were trying to control it. Unusual events became an everyday occurrence, and even the Gatekeepers found it hard to mobilize a powerful enough offensive to take control of the situation, suffering from countless accidents and mishaps.

The Rifts who owned the casinos, almighty masters of luck manipulation, then gathered together and agreed to establish the Regulatory Commission, a self-governing body whose job is not to regulate gambling, but *luck* itself. They constructed the main street in an elaborate pattern, following feng shui principles, to channel the tides of fortunes so they'll fill up their casinos, emptying unwanted misfortune into neighboring streets, which quickly became run-down slums. The Commission's influence grew with every year as it began to take on more responsibilities, effectively becoming the Row's governing and policing force. The City police and the Gatekeepers have only a little say regarding what's going on in the Row, but the Commission maintains good relations with both; it's in everyone's interest to see the status quo is preserved.





Visiting Rifts to Fortune Row tend to see it as a land of opportunities. With barely any authorities around and lots of people in different stages of hope and despair, the average Rift might think they can finally let loose. But this feeling is an orchestrated illusion, and the Rifts are even bigger patsies than the people they seek to exploit. The casino owners keep tight control over their own turfs and have ways of dealing with annoying Rifts while the Commission keeps track of some of the more frequent visitors to the Row, occasionally manipulating their fates like pawns.

The Mist in Fortune Row is well-maintained, thanks to an ongoing cooperation between the Regulatory Commission and the Gatekeepers, stretching back many years. The casino owners want everyone to feel safe and secure while sitting next to their slot machines, to keep feeding their vaults one nickel at a time and not be concerned with any unusual sight or disturbing presence.

CUSTOM MOVES

At your group's option, players can make use of the **Let's Make It Interesting** move when operating in Fortune Row to emphasize the gambling nature of this district:

LET'S MAKE IT INTERESTING

Whenever you make a Core Move in Fortune Row, you can choose one, two, or all of the following options:

Up the Stakes: Treat a final score of 7 as a miss (6 or less) and treat a final score of 9 as a strong hit (10+). Only a final score of 8 counts as a weak hit (7-9).

Double or Nothing: After you calculate Power but before you roll, remove one point from your Power; this is your wager. If your final result is a strong hit (10+), your wager is doubled; use your original Power and increase it by one.

Winner Takes All: On a double six, double your power. On a double one ("snake eyes"), it's always a miss and the MC doubles the effect of the resulting hard move.

PLACES OF INTEREST

THE SNAKE

Fortune Row's main street is also known as **THE SNAKE** (Enclave of Feng Shui, Chinese geomantic practice of balancing environment and individuals). Most people think of Fortune Row as a single, coiling street, but it actually stretches out of the glitz and light of the hotels and into the neighboring slums, where it twists and turns and returns to meet itself from the other side, in an endless loop – creating a balance of good and bad fortune.

In its fortunate section, the Snake is a broad avenue where expensive sports cars and armored vans drive in the shadows of the ostentatious hotels and casinos. With its bright lights and dangerous curves, it makes for a great motor racing track, which the Row hosts from time to time, drawing media attention. Just as commonly, it's the scene of a hot chase after an escaping heist crew.

Where the Snake stretches into its neutral sections, tracts of empty lots and hotels under perpetual construction separate those who have from those who don't. Just around the bend the setting changes again, this time into derelict slums and dead-ended ghost towns. Folks who live here are mythically pinned down to this place by the pervading misfortune; only a miraculous change of luck can help them escape. While many glare at the lights down the road and plan their hit, successful heists rarely originate from here. Those who visit must leave quickly or be infected. Racing breakdowns and accidents are common in the unluckiest spots on the Snake, while only the most desperate getaway driver will try to lose her pursuers in the alleys of the Snake's shanti houses. Casino owners tend to stop their security forces and let a crew vanish if the prize isn't worth soiling their fortunes, trusting the Snake's loop to bring luck their way again.

THE THEMED CASINO

While it's true that the promise of endless money is enough to make almost any City resident willingly step into a casino, it's a little harder to make them stay there despite repeated losses and accumulated debt, and even harder to make them choose *your* gambling pit over someone else's. Fortune Row sports dozens of places where one can gamble, but the truly great casinos, those that have become establishments, did so through specialization – offering something only they can, a reason to come and keep playing until you go broke, and beyond.



THE GRAND BALL

This casino is wider and “shorter” than its rivals, with their towering, 20-story hotel buildings. It is essentially a series of open-sky arenas, with hundreds of dining tables overlooking the field and hosting thousands of elegantly dressed guests. Every afternoon and evening, the audience feasts and cheers as they watch athletes play in a variety of sports in the pit below, all for their amusement.

Most of the gambling in the Grand Ball is made while sitting next to the dinner table, betting on the match that’s currently happening in the arena. Some of the most exciting sporting events and best culinary dishes in the City can be found here, to keep the clientele sitting, eating, drinking, and betting. There’s barely any reason to get up (except to cheer for a win).

The owner, **Margarita “Grand Marge” Flores** (Xochipilli, the Aztec god of feasts, games, and art) runs the place with endless energy, moving between the arenas to act as announcer in each one, then proceeding to walk between the tables and show interest in each of the guests. She cares for them, truly, and wants them to have the best and most entertaining time of their lives. She cares even more for the athletes who participate in her games, because at the end of every year, the team that loses in the finals is ritually sacrificed to ensure the casino’s ongoing prosperity in the coming year. The winning team, however, earns enough favor with luck to last for a whole year, although some blow it all at once on obtaining their heart’s single greatest desire.

THE ZODIAC CASINO HOTEL

Nothing can compare to the best and biggest of them all, and in Fortune Row’s eye-popping scene, “biggest” really means something. The night sky above **THE ZODIAC** (Enclave of the Zodiac) is always lit by searchlights, with the occasional colorful fireworks display drawing the crowds to look at the street-facing shows, with dozens of dancers moving in a sophisticated, well-choreographed set. The Zodiac has a reputation of being the most prestigious of the Fortune Row hotels, while still being affordable for the middle-class – pricey, but affordable. When people talk of the Row, the Zodiac’s signature star-studded entrance is the first thing that comes to their mind.

The Zodiac’s famed restaurants and giant shopping mall are themed and re-themed once every few years to stay fresh with current trends, but its splashy gambling floor is still the main attraction. With 24-hour buffets, pleasant music, intoxicating smells, and a complete lack of clocks or windows through which one might accidentally see the time of day, thousands spend countless hours and chips here, day after day. Beautiful waitresses in sparkling silver skirts, **the Starlets** (Touched), serve free drinks and provide gambling advice, while above a huge replica of the planet Jupiter hangs prominently at the top of the arched ceiling.

Mandla Klerck (The Crux, the smallest yet one of the brightest constellations) is the casino’s manager, but not its owner. This shrewd, clean-shaven South African is an expert hotelier and a demanding boss who cares only about the bottom line at the end of the fiscal year. He reports to the actual owners of the Zodiac: the Enclave itself, which can manifest any planet or star constellations – and their powers – within the boundaries of the casino. The Enclave communicates with Mr. Klerck through the voices of the planets, but only a handful of them are ever seen as full-blown Conjurations. One of those is the Jupiter model that hangs in the gambling floor, its presence bestowing a powerful astrological enriching effect on the entire casino. As a side effect, star-related Rifts independent of the Enclave, like Mandla, gravitate to the casino.

The bigger part of the casino’s revenue is kept in the Zodiac’s supremely secure **vault**, which uses a one-of-a-kind, Rift-forged, top-secret security system and a similarly arcane locking mechanism, **the Astrolabe**. But money and riches are not the vault’s biggest prize. The Zodiac Enclave uses the vault to secure its biggest treasures: the independent Rifts of the planets Mars, Venus, and Saturn, with their immense astrological power. So secure is the Zodiac’s vault that no one has seen Mars, Venus, or Saturn in decades, and few remain who even know if they are manifested in a parson, a Familiar, or a Relic. The Zodiac’s safe is kept secured not only by technological and magical means, but also by two Conjurations of the zodiac signs: **Scorpio**, a room-sized scorpion, and **Gemini**, which manifests as duplicates of anyone who tries to break into the safe.



ZODIAC'S RIFT-FORGED HOTEL SECURITY ★★★

The Zodiac is famous for having recently installed the best security system in the world. Only a handful of experts even know which companies were involved in developing it, and all copies of the plans were destroyed after the construction was finished. It's said that its only weakness is being made through mundane means, with no Rift intervention – but this is just another piece of misinformation spread by Mandla Klerck, to make any aspiring Rift robbers a bit too overconfident. In fact, the Zodiac's security system is packed with magical intrusion countermeasures alongside technological ones.

ALARM 3 / OVERRIDE 6

- **Intrusion Detected:** When *alarm* is maxed out, all security measures elsewhere in the casino become *alert-3* or *on-lockdown-3*. In addition, any or all of the following may happen:
 - » **Security!:** Create new Dangers: Elite Security (*MC Toolkit*, p.150) and/or Gemini.
 - » **Trapped!:** The intruder is *locked-in/out-5* and falls under *magical-sleep-5*, *planar-binding-5*, or any other appropriate subdual or restraint status.
 - » **Exposed!:** Remove all stealth and deception statuses and story tags from the intruder.
 - » **Doomed!:** The intruder takes *misfortunate-5* as the Zodiac Enclave alters her astrological chart.

- Increase its internal threat level (give itself *threat-1* on the *alarm* spectrum).
- Curse anyone trying to override it with *inauspicious-tidings-2*. This status can only be prevented using astrological methods.
- Present a security countermeasure that must be overcome:

LOGOS	MYTHOS
A lock with a keypad, a card reader, a fingerprint reader, or a retinal scan	A lock with astrological dials that requires astronomy or occult knowledge to unlock
Security guard patrols	Floating "unlucky star" mines that project inauspicious radiation
A room or corridor with heat/metal/motion detectors or a laser grid	A room or corridor bombarded with cosmic rays, resisted only by Rifts with star powers
An armored wall or barrier	Shimmering walls of starlight that prevent magical transportation and/or dispel invisibility and illusory powers
State-of-the-art firewall or an off-the-grid system that must be physically reached	Astrological command center that can detect intrusions by studying the casino's chart



THE ASTROLABE ★★★

The Zodiac's vault is protected on all sides by impenetrable armored walls and magical wards. The only entrance (except, maybe, that old cable shaft...) is through the vault door – an intricate, clockwork device resembling an ancient astronomical instrument of golden circles and arcs. The lock mechanism follows the current movements of the heavenly bodies without deviation and the combination to open the vault is a secret alignment of stars occurring at specific dates. Hardly anyone knows how often this alignment occurs and when the vault would be open.

In actuality, the accurate alignment occurs very rarely; Mandla Klerck uses his powers to override the mechanism, but he can only do so when the stars pass very close to the true alignment. This is possible because fate and time manipulation powers can tamper with the mechanism and move its latches out of sync with the current star chart; so can legendary lockpicking and clockwork powers. The Zodiac staff regularly open the vault at specific times and stow away the casino earnings under tight security.

Breaking into the vault would require at the very least knowledge of the device, a chart that shows what are the times closest to alignment, means to tamper with the mechanism, and a plan that can provide the safecracker with enough time to work. While Mandla himself can open the vault, he is not much of a key; if compromised and within the Enclave, he is as good as dead – the Zodiac can hammer him with so much bad luck that he would have an instant heart attack.

ALARM 3 / CRACK 6

- **Astrological Link:** When the stars are not close to alignment with the safe's secret combination, it is immune to cracking (*crack:-*). When the stars are especially close to the true alignment, the safe is easier to crack (*crack:5*).
- **Tamper Attempt Detected:** When *alarm* is maxed out, the Zodiac's Rift-forged Hotel Security alarm spectrum also maxes out.
- Creak and vibrate when it's being manipulated (give itself *tampered-1* on the *alarm* spectrum)
- *Intimidate-2* anyone who hears about it or sees it with a break-in in mind
- As a backlash to a tampering attempt, curse anyone trying to override it with *inauspicious-tidings-2*. This status can only be prevented using astrological methods.

SCORPIO ★★★★★

A gigantic scorpion, Scorpio is a constellation made material, looking both majestic and monstrous at the same time. The stars that form its joints can be seen shining for a moment through the dark crimson exoskeleton, when observed from certain angles.

Scorpio guards the main room of the sub-basement of the vault. All routes from this floor, even maintenance shafts and electrical cables, run through this room and up the elevator shaft. Twice a week, Scorpio is fed pure stardust that's gathered on the hotel's roof.

HURT OR SUBDUE 6 / BANISH 5

- **Majestic:** When Scorpio enters the scene, it shines in ethereal heavenly light, inspiring *awe-3*. Awed individuals feel reluctant to approach or harm Scorpio, entranced by its beauty. Those who resist his splendor immediately notice his star joints.
- **Made of Stars:** Scorpio is a Conjunction built upon the stars that make up its constellation. Physical damage to Scorpio's star joints destabilizes the Conjunction and goes on the *banish* spectrum, while ignoring his **Exoskeleton** move. However, the star joints are small and hard to pinpoint; to do so, a PC must **Investigate** and spend a Clue. A new Clue must be spent to find a star joint every time Scorpio moves.
- **Unearthly:** When you try to **Investigate** the constellation using a mundane ability, it first takes *not-of-this-world*.
- **Exoskeleton:** When Scorpio takes a physical harm status, reduce its tier by 2.
- Grab someone with a huge claw and sting them with an enormous tail (*grabbed-4* then *poisoned-4*). If poisoned, you then take the same status again at the beginning and at the end of each Downtime thereafter, until the MC rules you have survived the poison. Poison-curing effects only need to remove the potion status once to stop its action.
- Crush a creature that's already *grabbed-4* (*squashed-5* and then *splattered-to-pieces-6*).
- Grab a weapon and crush it (**Burn a Tag**).
- Crash through a wall, causing mayhem (*fallen-debris-2* and create a new Danger: Security Guards (MC Toolkit p.148) or Helpless City Resident (MC Toolkit p.142).
- Move eerily quiet for such a huge creature

GEMINI ★★★★★

Gemini is the ultimate double, but it has no form of its own. It therefore manifests as someone else's double – the crew's.

Gemini is kept inside a covered wall mirror close to the main security offices below the gambling floor. It is only released in times of need, since its non-corporeal nature makes it hard to control; the security team has a specialist Touched astrologer on site, who can devise a horoscope to push Gemini back into the mirror. Such a horoscope must be written on the spot, according to the current hour and calendar day.

Gemini doesn't think like regular people do, but it can be reasoned with. It seeks to disrupt and foil the crew's actions inside the casino, but it isn't malicious, and it doesn't have any plans for the future; it will make you chase it into a trap inside the casino and then shoot you with your own gun, but it won't call your parents and pretend to be you. It only cares about the wellbeing of itself and the other constellations (including Scorpio and Mandla Klerck), but might be persuaded to care about other things, as long as they relate to the heavens and any danger that may befall them.

HURT OR SUBDUE - / BANISH 4 / MOTIVATE 4

- **Unearthly:** When you try to **Investigate** the constellation using a mundane ability, it first takes *not-of-this-world*.
- **Body Double:** Gemini exists as perfect copies of the entire crew. It has complete replicas of all of their Logos abilities, and knows their Identities. He can mimic the material effects of their Mythos powers, such as shooting blasts of fire or becoming invisible, but not any psychic or mystical abilities. Gemini is able to perfectly

imitate the mannerism and looks of the crew. Each of his bodies can be injured and killed, but that doesn't stop Gemini, who can recreate a body as a soft move. When observed beyond the Mist, it is clearly seen as a single entity despite existing as several bodies.

- **Like Looking in a Mirror:** Gemini doesn't know what the crew thinks, but it knows *how* they think. It has an ongoing *I expected this* story tag.
 - **Made of Stars:** Gemini is a Conjunction that exists thanks to the stars that make up its constellation. These stars are embedded into the back of the giant mirror which covers a whole wall in one of the secret rooms beneath the casino. Anyone **Investigating** the mirror using Mythical powers can notice the star light shining through from behind. Disturbing the mirror in any way immediately summons Gemini, which steps out of it. The mirror is hardened by the stars' magic and has a *break:3* spectrum; if broken, the stars fall out of alignment and Gemini's *banish* spectrum immediately maxes out.
 - **Just in Time:** Once per scene, when Gemini isn't around, it can appear from behind a corner or from the crowd as an MC Intrusion, looking just like the character to interrupt her at the worst moment (**Complicate Things**, **Bigtime** and, in addition, **Burn a Tag** or **Turn Their Move Against Them**).
-
- Use one's own powers and methods against them:
 - » **Give a Status** with 1 tier per relevant power tag the original has
 - » Create one tag or affect one size factor per relevant power tag the original has
 - » Reduce 1 tier of a status per relevant power tag the original has (including incoming statuses, as an intrusion, if appropriate)
 - Appear like another member of the crew, to lure you away (**Complicate Things**, **Bigtime**).

SIDESTREETS OF THE ROW

The abundance of instantly-rich people with bad saving habits and the lack of real-estate on the Row itself (which is packed with the casinos and the big brand stores), gave rise to an infestation of speciality shops, mite-ridden "love hotels", and other dubious or peculiar service providers in the adjacent streets and alleys. One need only walk a few steps from the Snake avenue to find a double-storied motel with a NO VACANCY sign half-lit and a small bike shop beneath it, right next to a church full of decisions you'll regret in the morning. These overlooked side streets of the Row are where a lot of the underhanded "business" takes place.

Carrying enough flashy yet cheap junk to make even some Tourist Trap shops pale in comparison, the

LUCKY PITSTOP is a relatively well-known specialist shop, thanks to having sold a winning lottery ticket a few years back. Dozens of card decks, chips, "Gambling for Dummies" books, and other gambling accessories fill the tight rows of shelves, giving the place a strangely leathery smell.

In the back room, the curly grey-haired merchant and trivia-master, **Jedediah Willcem** (Sleeper), sells high-end heist gear under the guise of premium extreme sports equipment, such as military-grade rope and rappelling harnesses, hi-tech crossbows, and foldable air gliders. Anyone who's operating in the shadow of the casinos knows Jedediah can come by the craziest gear you can imagine; the problem is how to get him to shut up about it.



“SNAKE EYES”

In the exact spot where the invisible flows of fortune and misfortune along the Snake neutralize each other sits a small gambling hall by the name of **SNAKE EYES**. It's a two-story building, sharing its space with a dirty bowling alley. You need to know where the entrance is, or you'll miss it.

The woman behind the counter calls herself **Ever** (Ouroboros, the snake that eats itself in an endless loop), and she runs a fair business, frequented by low-income locals. Occasionally, a wide-eyed businessperson in a \$10K suit will stumble inside, and ask with a hushed voice if this is “the place”, if this is where “I can bet on anything, I can finally change my life”. It is, and they can.

In Ever's small gambling hall, anyone can bet on anything, and be sure they're not being cheated. Thanks to a loop in the Snake's tides of fortune, on Ever's table one can offer anything they have, from money, through memories, to Rift powers... but not one's fate, as it doesn't belong to them. Ever is the dealer, and she plays a mean game, but fair, always fair. Those who try to cheat simply fail. Those who try to bet on someone else's gains or bring something to the table that isn't wholly their own also fail – and are then pushed out the door and asked never to come back again.

THE REGULATORY COMMISSION

On the other side of the street from a large, statue-mounted fountain lies the unassuming offices of the Row's Regulatory Commission. With barely any windows and of modern construction, the building gives no reason to think there's anything unusual about it. The Mist is surprisingly thick here, completely obviating Sleepers and distracting most Rifts. However, a professional and awakened eye can spot undercover enforcers disguised as passersby, as well as some well-hidden security measures.

The Commission is technically a private organization but they hide it well. A section of the ground floor is dedicated to a public-facing service center, where people can complain about problems they've encountered with one of the casinos. The Commission employs several lawyers whose job is to help such customers to get their fair compensation, despite the fact the Commission is itself managed by the owners of the largest casinos. “We regulate ourselves”, they say, “and we take this responsibility very seriously.” They really do, but mostly out of necessity.

Despite the construction of the Snake, fortunes in Fortune Row keep shifting and occasionally reach dangerous levels. To avoid bankruptcy (and much, much

worse), the Rifts who operate the Commission make sure to keep their fortunes in check. The polished statue at the ground floor's main hall, depicting Lady Justice with her scale and sword, isn't just for show – it's a Relic of the tarot card of Justice, creating equilibrium (attentive onlookers can notice that the statue's eyes aren't covered, meaning this isn't in fact Lady Justice). Through this device, some of the fortunes that flow through the main street, both good and bad, can be channeled into the hidden halls of the Commission building, where they are stored inside hundreds of giant, ever-spinning Mani wheels (Tibetan prayer wheels). At times of need, the Commission releases some of these reserves to balance the flows along the Snake.

The Commission members are aware that these reserves are, themselves, a prize at least as lucrative as any of the caches of money they keep in their own vaults, which is why knowledge of their existence is limited to a select cabal of stakeholders, whose own fortunes are tied to its existence. The Commission also employs a special security force that doubles as emergency anti-robbery services for the entire Row, composed of Touched and Borderliner Rifts with a variety of special powers, equipped with Mani grenades of weaponized bad fortunes.

LOCALS

XAVIAR PEREZ

The Wild Card

Xaviar's 5-year plan used to include such items as “learn acting”, “get an agent”, “get a role in a musical”, and eventually “be a star”. None of these matter anymore, since that fateful night during which Xaviar, intoxicated and anxious for fame, bet on his future in some gambling table he no longer remembers. By the end of that game, he either received the Mythos of the Wild Card through his winnings, or spontaneously became its Rift by losing. He's not sure, and won't be able to tell the difference in any case.

Xaviar has been spending the past few months getting in and out of other people's stories. Unannounced, without warning, and with very little agency, Xaviar simply appears in the middle of some high-stakes event, does something that seems to mix things up, and disappears again. He has no desire to push his nose into other people's business; it just happens. Xaviar seems to be incapable of controlling his own powers and it isn't even clear to him what they are. He's starting to lose any hope that things will change, becoming more intoxicated and carefree than he ever thought he could be.



XAVIAR PEREZ ★★★

With a well-trimmed beard and a winking smile, Xaviar seems at first to be a respectable, even impressive man. A moment later his voice breaks and his smile turns sour, as his mood swings with every few sentences he speaks. He stumbles into and out of the situation without warning, walking aimlessly and with exaggerated movements, like the clown he sees himself as.

HURT OR SUBDUE 3 / STABILIZE 6

- **Draw:** Whenever a player rolls a double (same result on both dice) during a high-stakes situation in the Row, Xaviar enters the scene in a surprising manner, inflicting *distracted-2* on anyone who witnesses. He can appear in any scene, regardless of where he was previously.
- **Play:** Once in each of his appearances, as an intrusion, Xaviar either **Complicates Things, Bigtime** or simplifies things bigtime for the crew, depending on what is more cinematically interesting. This can occur as he enters, but mostly he spends a few moments in utter confusion until that special moment arrives.
- **Back Up The Sleeve:** As an intrusion, Xaviar leaves as unexpectedly as he appeared: he stumbles into a manhole, he is snatched into a van, or he is carried away by a passing griffon.
- **Never Discarded:** When Xaviar would take a harmful physical status, reduce its tier by 2 as it is mitigated by a lucky coincidence. When Xaviar's *hurt-or-subdue* spectrum would max out, **Back Up The Sleeve** triggers instead.
- **Stabilized, For Now:** While Xaviar's *stabilize* spectrum is maxed out, his moves **Draw**, **Play**, and **Back Up The Sleeve** do not trigger. At the start of each scene or downtime roll a die and remove a number of tiers equal to the result from the *stabilize* spectrum.
- Offer a swig from a flask he keeps in his shirt pocket (*share-my-sorrows-2*).
- Walk up to someone and start being judgmental about their choice of hairstyle, clothing, vehicle, etc. (*annoyed-2*).
- Appear while being chased by a raging Rift or Conjuration (**Complicate Things, Bigtime**).
- Take something unlikely but useful from his coat and put it in a character's hand (create a story tag)
- Stumble forward, asking for a smoke

SNOWY

Buddhistic Vishuddhi, purity from all character flaws

Very few scammers dare to go against the ultra-rich in their own playground, but Snowy isn't only such a scammer – she's one of the best. Capable of swindling millions of dollars before breakfast, she became a legend among her peers, known for her ability to completely change her demeanor and appearance. All of this changed with a single roll of the dice.

Snowy spent enough time among the powerful to know that there's something going on that she wasn't aware of. As a Sleeper she couldn't see through the Mist, but she realized that there *is* a Mist. When comparing herself to her Rift counterparts and fellow swindlers, she could tell that they have some edge she's missing. She wanted it. For a woman who already had all the money she would ever need, reputation was everything; she wanted to be known as *the best*. She started going after her Rift rivals, trying to con the conmen, using every trick in the book and then inventing her own scams. And so, by being completely true to herself, she awakened as the Rift of the Vishuddha, Buddhistic purity of character.

Her awakening devastated her. She immediately became aware of all flaws in every person she talked to, but was unable to act on this knowledge since she was painfully aware of her own flaws most of all. Even worse, she now feels the need to fix all 'flaws in morality' in others and in herself, effectively preventing her from ever running a scam again.

Snowy is currently living on her rainy-day funds, but they're beginning to run low (even though her current spending is much more modest compared to the opulent lifestyle she once had). Always one to have an escape plan, Snowy is trying to manipulate her Rifthood the same way she would manipulate a mark: by playing to their strengths. She is currently trying to achieve an even *true-er* state of self perfection, aiming to achieve Nirvana and with it the realization that everything is an illusion, even character flaws, even purity itself.

To liberate herself, Snowy first has to quench the three flames of desire, aversion, and ignorance within her. Then she plans to fire up *desire* again (She thinks. Maybe. She's pretty sure). To do so, she has devised the mother of all heists: a multi-pronged operation which will take place inside her soul. Now all she needs is someone capable of taking her inside herself, and a team qualified enough to penetrate the most well-hidden recesses of her mind and root out its most deep-rooted inclinations amidst a cosmic, spiritual, inner dreamscape. She does love a challenge.



LUKE WARD

Lugh of Irish myth, Master Craftsman of the Tuatha Dé Danann

In a small alley, next to a car garage, stands a tiny office with a blue window, looking almost like an estate agency. Inside, a person by the name of Luke Ward sits most early mornings and some afternoons, spending some of his time on the phone, occasionally going to the back room, the door to which is always kept locked. This nameless office is one of Fortune Row's best kept secrets: Luke's underworld "talent agency".

A stout, balding man, nevertheless of indeterminate age, Luke specializes in connecting the right professional criminal with the right job. He knows dozens of talents-for-hire, freelancers who work with many employers, but respect Luke most of all. When Luke calls, they know the gig is going to be sweet, straightforward, and elegant. He seems to just know what skills are going to be needed and who works best with whom.

Every year Luke organizes a private event for his talents, "the games" (The Tailteann Games), a series of urban contests meant to sharpen skills and foster camaraderie. Luke spares no expenses on the games, treating them with all seriousness. He always takes a few minutes at the start of the event to talk of those who were incarcerated or died this year, introduce new talents to the group, and to reiterate his cardinal rules: mercenaries may find themselves on opposing teams, but talents must draw the line at blood. A talent of his who seriously injures or kills another will incur the wrath of them all.

The talents don't realize this, but by participating in the Mythic games they receive Lugh's blessing, as he bestows on each of them one of his countless skills, pushing their natural and practiced abilities into mythical levels. Sleeper professionals who participate become Touched, while Rift talents gain a boost to their abilities (if they are PCs, they receive an appropriate ongoing story tag).

Luke is averse to going into the field himself, and his Mythos loathes breaking the law, which is why he invested so much of his power in other people. Luke is also not great with names, nor is he a great conversationalist. He's too goal-focused, too busy thinking of the big picture, how to get the job done; such superfluous things as names or trappings for his office simply don't matter much to him.

Luke's side hobby is crafting magical items. He has an ancient forge in the back room of his office, with which he hammers his abilities into everyday items, making them glow and shine with potential. He imbues each item with one of his many artistic skills: poetry, historical recitation, harp playing, fencing, or many others. He sells these items to Rifts who are in-the-know, always with a warning: once an item leaves his possession it can only be used three times, and by the next sunrise all of its remaining power dissipates and returns to him.

Items are represented by an appropriate ongoing story tag, which narratively expires after three uses: *harp of mesmerizing song*, *boots of running*, *toothpick of lockpicking*, *hairpin of historical recollection*, *cufflinks of climbing*. While he admits to enjoying crafting his Relics, he sells them quickly and with no sentimentality, and doesn't seem to care how they're being used – as long as they are, indeed, being used. Nothing infuriates Luke more than seeing hard work go to waste.

LUKE'S TALENTS

The following NPCs represent Luke's best talents. The crew may become involved with Luke's talents by negotiating a contract with Luke to hire them or by meeting them in a heist as part of an opposing team. If the crew wants to hire one or more of Luke's talents, it's going to cost them, most likely a share of the prize or something of equal value, with Luke collecting his percentage of the talent's share. Upon agreement, the talent joins the crew as a temporary Ally theme for the duration of the heist and the Prep Sequence. It is even possible to recruit a talent during the Prep Sequence. Note that Luke is an expert negotiator: remove 2 tiers of all negotiation-related statuses he takes and of any statuses inflicted upon him with **Convince**.

Other than the material cost there is the matter of adding a member into the heist and trusting them, as any talent will have the chance to betray the team, even if Luke vouches for her. Each talent extra theme comes with its own Identity. During the heist, try to create situations that will force the crew to make Hard Choices regarding their recruits. A talent that marks three Crack walks away and/or betrays the crew, so the crew might have to make concessions to meet those Identities to avoid losing the theme and therefore the talent's service mid-heist.

CAT BURGLAR: DIAMOND

The Fox of Aesop's Tales

It's not easy being a showgirl in Fortune Row. The wealthy (and cozy) casinos only hire the best, and while Tabitha Nassar, stage name "Diamond", is by far the most athletic of her troupe, she's no starlet when it comes to ambition and flair. Driven to seek success by her lover, agent, and backstreet cabaret owner, Danielle Lavish, and lured by the promise of easy, unlawful gains by the Fox in her, Diamond has recently taken up a criminal career as a contortionist, thief, and cat burglar.

Like the fox of Aesop's fables, Diamond comes across as gullible and naive, but when her health or financial security is in danger, bouts of sudden cunning help her get out of any sticky situation. A clever person can solve a problem that a wise person avoids – and Diamond is definitely clever, but not at all wise. While her foxlike agility and shrewdness have quickly made a name for her in Fortune Row, it won't last long. The more she channels the Fox going after the proverbial Grapes, the more she'll be tempted to reach too far, act too early, and miss the mark – and the more sour she'll be about it afterwards.

As a Danger: Cat Burglar (MC Toolkit, p.145) with the Thief Power Set (p.156)

DIAMOND

Ally

IDENTITY

What doesn't come easy isn't worth it, honey.

POWER TAGS

breaking & entering, acrobat & contortionist, legendary sneakiness, hungry for easy money, override security measures, hide in the rafters, heard it through the grapevine, hi-tech rappelling gear, showgirls of Fortune Row, shrewd as a fox.

WEAKNESS TAGS

rope knot, lacks ambition, doesn't anticipate problems, Danielle Lavish

CON ARTIST: MERVYN

Puss in Boots

Mervyn looks like a disheveled man in a well-worn raincoat, with oily hair and an unpleasant case of halitosis. He is none of these things. In actuality, Mervyn is the small, grey cat who accompanies the man and a legendary con artist.

Mervyn runs two cons at the same time, a small one and a big one. The lesser con is whatever his man is currently doing to fool someone out of their money. This man is always someone from the slums, usually a boy who developed a kind heart despite a tough childhood. The cat provides him with much needed guidance, helping him learn social skills and gain wealth through well-practiced cons. Mervyn's methods are so effective, he usually manages to take someone out of homelessness and into a comfortable life in the suburbs in less than a year, at which point the two part ways and the cat finds himself a new "master."

Replacing his "human face" is a great way to avoid drawing attention, but it's also the center point of his other, bigger con. Mervyn's long game has to do with Avatarhood. He wishes to gain recognition and make a place for himself in the human-controlled City, but his Mythos pushes him to be a servant of humans. He has a plan to settle the two conflicting desires, and it begins with placing several men in positions of power throughout the City, men who appreciate his counsel and owe him a huge favor...

As a Danger: Con Artist (MC Toolkit, p.145) with the Mind Controller Set (without mind reading, p.156)

MERVYN

Ally

IDENTITY

The kid is with me. / The cat is with me.

POWER TAGS

elaborate scams, top-tier conman, sugarcoat anything, mysterious agenda, sharp claws, multiple identities, feline senses, expensive garments, previous proteges in positions of power, utterly anonymous.

WEAKNESS TAGS

clueless kid, no pets allowed, unclear loyalties, catnip



FACE: FONZO

Touched by Luke Ward

Fonzo is a flamboyant socialite who can take you on a night out like you'll never forget (or have a hard time remembering). He knows all the best tables (and which dealers cheat), all the best shows (and in which dressing rooms there're drugs), and all the penthouses with the best after-parties (and what's best on the room service menu). On a heist, he usually serves as the distraction or the bait, disguising himself as a visiting sheik, a rich playboy, or a naughty drag queen. Using street magic, sleight of hand, and an impeccable command of social situations, he keeps all eyes on him while the heist takes place.

As a Danger: Social Butterfly (MC Toolkit, p.144) with the Trickster Power Set (p.156)

FONZO

Ally

IDENTITY

I'm a frontman. Don't make me sit backstage.

POWER TAGS

Impersonator, manipulator, sleight of hand, loves the crowds, shut someone down, well-timed distraction, lifestyle of the rich and bored, perfectly-crafted disguises, knows all the staff, spins a great yarn.

WEAKNESS TAGS

Forgets himself in the party, we're done talking, loud-mouthed, defenseless in a fight

GETAWAY DRIVER: NULA DAWG

Cu Chulainn, Charioteer Warrior-Hero of Irish Myth

Nula Dawg isn't from Fortune Row; she's a drift race driver from Cross End. It's when her pockets are empty and the boys from Fortune Row need a driver for a hit that her sense of adventure gets the better of her and she joins one of Luke Ward's heists. The teenager getaway driver is always snuggled in a windbreaker and a woolen hat pulled low, and covered in a funky assortment of stickers, pins, tattoos, nailpolish, earrings, and badges. Despite her pouty attitude and snappy comebacks, she and Luke share a special bond thanks to their related Mythoi.

There isn't a turn Nula Dawg can't make, and she famously once spun a car on one wheel, but her true powers show when adrenaline runs high and she goes through her Transformation. At times of great duress, a nimbus of incandescent energy engulfs her and the car she's driving, along with anyone in it. The car accelerates as it breaks down and is transformed within the flames, with nuts, gears, engine parts, and passengers all floating in a car-sized fireball that's hurtling down the streets. Very little can stand in the way of Nula Dawg's transformed car; her energy field packs an unimaginable kinetic punch. Thankfully, when it finally stops, everything and everyone snaps back into place in one piece, usually having left pursuers far, far behind.

As a Danger: Getaway Car (without the hired thugs, MC Toolkit, p.146) with the Demigod Power Set (p.153)

NULA DAWG

Ally

IDENTITY

I said, I am staying in the car!

POWER TAGS

Getaway vehicle, drift racer, "fireball" transformation, thrives in high-risk situations, leave them far behind, immune to kinetic harm, amateur mechanic, absorb kinetic force, friends in the Fortune Row slums, reliable team member.

WEAKNESS TAGS

lost in daydreams, leaves a trail of burn marks, teenager with attitude, engine burnout

MASTERMIND: AXEL DUVAL

Touched by Luke Ward

Axel Duval planned and executed dozens of successful heists for Luke Ward before he was betrayed, caught, and incarcerated. The man with a plan for every situation simply didn't expect being double crossed by his own employer – Ward himself – who sacrificed him to settle his debt to the Regulatory Commission. Duval spent 9 years in prison and when he came out, Luke was waiting for him. A punch and a broken nose later, bleeding Luke offered to compensate Duval by revealing to him a world beyond sight, where the true machinations of reality can be seen. Duval refused and walked away... but came back a few days later.

Today Duval works for Luke Ward as a legendary-class criminal mastermind. The two keep a cool and professional relationship, with Duval stifling his urge for revenge in order to retain his awakened status, at least until he can secure independent Rifthood. With Luke's skill-enhancing powers boosting his already-incredible mind, it's hard to outdo him in the field. The square-jawed middle-aged mastermind usually waltzes into a heist in a sharp designer suit, looking dapper and in control.

As a Danger: Detective / Investigator (MC Toolkit, p.148) with the Leader Power Set (p.154) as well as Elena Albertini's **Architect of Fate** and **Unreliable Servants** moves (p.183), with a *botch:3* spectrum.

AXEL DUVAL

Ally

IDENTITY

Follow my lead and we all go home rich.

POWER TAGS

expert heist planner, criminal mastermind, assess a mark, driven by revenge, two-fisted, contingency plan, eidetic memory, Kevlar-lined designer suits, knows everyone in the heist biz, virtually impossible to fool.

WEAKNESS TAGS

relentless manipulator, control freak, depends on crew cooperation, head injuries

HEISTS IN THE CITY

Heists have their own cinematic rules that create suspense and surprise. Use this set of optional rules and guides when your crew is hitting a mark, to make your game feel more like a heist movie.

HEIST TERMINOLOGY

The Mark: the target of the heist in general, usually a location or operation

The Prize: an object, person, or goal within the Mark that the heist seeks to obtain, achieve, control, destroy, extract, etc.

The House: those in possession of the prize and those working on their behalf to protect the prize, e.g., a casino owner and her security team

THE PREP SEQUENCE

When you play through a heist, you will be running two series of scenes side-by-side: the heist itself, and the **Prep Sequence**. The Prep Sequence is similar to a flashback: it is played alongside the heist scene, even though chronologically it happened in the past, before the heist. You can cut in and out of the Prep Sequence as you would between two parallel scenes. More importantly, **the players can make moves in the Prep Sequence and gain their benefits in the heist scene.**

The Prep Sequence shows the lead characters taking the following actions:

- Gathering intel about their mark
- Hiring additional crew members
- Shopping for the right gear
- Preparing for the heist, creating specific solutions for known or presumed obstacles
- Training for specific feats
- Cutting deals to secure a benefit, betraying the crew, etc.
- Talking about the heist, sharing their concerns and hopes, building morale, figuring out other character's plans and allegiances, etc.

While playing a heist, the Prep Sequence replaces the **Flashback** move. It can be activated as many times as the players would like (unlike **Flashback**, which can be used once per session).

INTRODUCING THE PREP SEQUENCE

Thanks to the Prep Sequence and the players' agency to move in and out of it, there is no need to play through the crew planning and preparing before starting the heist. You can simply start the heist, even mid-action, and flash back to the Prep Sequence when needed.

However, if the crew so wishes, they can spend time making some preparations for the heist before you begin the heist. Ask the players how their characters prepare for the heist, and describe it visually as a cinematic Prep Sequence. Tell the players they'll be able to flash back to the Prep Sequence during the heist to add new information and to show how their characters had prepared in advance for obstacles they encounter in the heist.

MAKING A MOVE IN THE PREP SEQUENCE

During the heist scene, when a player has the spotlight, he can choose to cut to the Prep Sequence and describe an action carried out by his character in the past. Time in the heist scene stops and the story flashes back to the Prep Sequence. The player then makes a move for that action, such as:

- **Investigating** to gather intel on a mark. Banked Clues carry over to the heist scene.
- **Changing the Game** to build up Juice that represents the character's preparedness for a certain task, or to create tags and statuses that represent specific tools

or benefits useful for the heist. Effects created and banked Juice carry over to the heist scene.

- **Convincing** to put pressure on PCs and NPCs to act in any given way during the heist. If the target is a part of the heist and the choice at hand relates to an action taken during the heist, she makes her choice between doing as the PC says and taking the status *during the heist*. E.g., the choice of a cleaning lady paid to leave a door open will only be revealed when the PCs approach the door. Conversely, if the decision had to be made before the heist, e.g., the crew is convincing a professional to join them, then it can be revealed during the Prep Sequence.

Refer to the Flashback move (*MC Toolkit*, p.199) for further advice.

The next player to receive the spotlight can cut back to the heist scene or continue the Prep Sequence, taking another action that either builds on the previous actions in the Prep Sequence or focuses on another aspect of the preparations. For example, one crew member can get the schematics of a casino and locate the vault, another can con the vault designer to reveal its weakness, and a third can infiltrate the casino a day before the heist and place customized explosives and a security guard outfit in the service room.

When a player cuts back to the heist, all the outcomes of the moves taken during the Prep Sequence take effect.



ROLLING A MISS IN THE PREP SEQUENCE

A miss in the Prep Sequence leads to a hard move as normal, but the hard move should mostly affect the heist. If the character has taken a status or lost a tag during the Prep Sequence, it should be revealed only in the heist, if appropriate. For example, a bruiser that was *grazed-2* in a fight in the Prep Sequence was able to function normally thus far but upon returning to the “present” she grunts, revealing her bruise; a burglar dropped his lockpick somewhere during the Prep Sequence and is finding out only now, when the story returns to the heist.

Alternatively, a miss in the Prep Sequence can simply mean the crew was unprepared for the current threat. Use the new hard move **Force Them To Improvise**:

Force Them To Improvise: The crew’s prep did not prepare them for the current threat. You cut back to the heist and optionally make another hard move within the heist scene (e.g., **Give Them a Status** *taken-by-surprise-2*). Players may not flash back to the Prep Sequence again until the current threat is overcome or circumvented.

TICK OF THE CLOCK

If you wish to limit the players’ use of the Prep Sequence, you can do so using a countdown spectrum such as *running-out-of-time*, *heat*, or *they’re-on-to-us* with a maximum of 4. Give the crew a tier-1 status on this spectrum whenever they miss a move in the Prep Sequence. Let them know that when the spectrum maxes out, the crew has run out of time or resources, or they’re about to be discovered and must execute the heist immediately; in rules terms, they cannot make any more moves in the Prep Sequence.

You can make the limitation more challenging by giving a status whenever the crew makes a move (whether successful or not), but this may require increasing the maximum to 5 or 6. Be mindful not to completely restrict the crew’s options; heists should be suspenseful, but they often succeed despite obstacles.

DESIGNING HEISTS: THREE CARDS

While within the fiction a heist can be a very complicated operation, cinematically, a heist most often consists of about three major challenges (give or take). It is those three challenges that truly test the crew’s preparation and skill; other obstacles, like easily-fooled security guards and easy-to-hack security systems are only there to warm up the crew members and show their level of proficiency, or to pose an immediate threat and increase the suspense when they slip up.

To design a heist, start by determining the three major obstacles the crew faces, which we will call **the three cards**. Each such obstacle is a major problem which may even seem insurmountable: a foolproof security system, a mastermind security manager, a trick up the house’s sleeve, etc. Normally, without the Prep Sequence, it would be impossible for the heist team to overcome these obstacles.

The three cards represent three layers of defense.

- The first card or threat is most exposed; it is the easiest to discover and study.
- The second card is less exposed and represents a more hidden layer of defense.
- The third card is the ace up the defending team’s sleeve, which they hold closest to their chest; it’s the hardest to know of in advance.

When PCs **Investigate** the mark (whether before the heist starts or during the Prep Sequence), start by revealing information about the first card. Move on to the second card only when they actively dig deeper. For dramatic purposes, try to reveal the third card only during the heist (the PCs are still allowed to flash back to the Prep Sequence and show how they actually discovered about it, as normal). You can also represent this increasing difficulty by giving the threat a counter-investigative status with a tier relative to the card’s ordinal number (1, 2, 3) such as *hushed-1*, *sealed-lips-2*, *private-3* or *avoided-subject-1*, *scrubbed-records-2*, *no-one-heard-of-this-3*.

During the heist, place three playing cards or tarot cards at the center of the table to create a dramatic effect (if you are using the quick heist generator below, they can be the same cards you drew). Flip over a card whenever an obstacle is revealed for the first time.



QUICK HEIST GENERATOR

You can quickly generate a heist using the table below and a pack of playing cards. Draw three cards, one for each threat, and consult the table.

♠ SPADES - UNEXPECTED DECEPTION

A ♠	The prize is a decoy. The real prize is elsewhere.
2 ♠	There is a curse on the prize, affecting anyone who touches/steals it.
3 ♠	The prize room is an inescapable deathtrap.
4 ♠	The prize keeps moving, physically or magically, making it impossible to know where it is at any given time.
5 ♠	The prize has strings attached (e.g., it belongs to an all-powerful Avatar whom the house will alert if it is stolen).
6 ♠	The prize is useless unless unlocked by someone or something else, or it has multiple parts.
7 ♠	A special evacuation routine allows the house to flee with the prize.
8 ♠	The prize is boobytrapped and will be destroyed/killed if moved, touched, etc.
9 ♠	A master-thief/trickster Rift is tasked with stealing the prize back from anyone who steals it.
10 ♠	Some time after being removed from the location where it is held, the prize magically transports back there, or disappears.
J ♠	Obtaining the prize involves a game of chance or a trade with a cunning deceiver.
Q ♠	The prize room is fake or illusory.
K ♠	The entire heist is staged or illusory.

♣ CLUBS - UNDEFEATABLE GUARDS

A ♣	The mark is guarded by an unbeatable Rift or Conjuration such as a sun-god Legendary or a monstrous behemoth (5-stars challenge).
2 ♣	The mark is protected by the world's best (Sleeper) security force.
3 ♣	The mark is guarded by an innumerable horde of monsters, beasts, or foot soldiers.
4 ♣	The mark's security cannot be harmed by ordinary means, but they can harm others.
5 ♣	The mark's security cannot be sensed by ordinary means, and they have special senses with which they detect infiltrators.
6 ♣	The mark's security force only needs a single blow or hit to subdue/kill a person.
7 ♣	The mark is protected by a battery of lawyers and bigshots, ready to obliterate the crew's private lives.
8 ♣	The mark or the mark's entire security force is a single living superorganism.
9 ♣	The mark is protected by clones or copies of the crew, or someone who can create such clones.
10 ♣	The mark is protected by the crew's mentor, master, employer, or idol, who knows their abilities and surpasses them.
J ♣	The mark's security can adapt their powers to bypass infiltrators' defenses and counter their abilities.
Q ♣	The mark is guarded by a Nemesis of the crew or of one of its members.
K ♣	The mark is guarded by someone immune to Mythos powers or who can take away Mythos powers.

◆ DIAMONDS - INFALLIBLE SECURITY MEASURES

- A** ◆ Magical protection interferes with Mythos powers (some or all) around the mark.
- 2** ◆ Reaching the prize requires supernatural abilities (it's in a dream, in the netherworld, etc.)
- 3** ◆ The prize is kept in an extremely harsh environment (lava cave, thunderstorm, acid vat).
- 4** ◆ Access to the prize is guarded by a Relic of a legendary security measure (the cave of Ali Baba, the nightingale floor, etc.).
- 5** ◆ The entire premises is boobytrapped with an unpredictable variety of elaborate lethal traps.
- 6** ◆ The place is rigged so that the use of Mythos powers triggers the alarm, permanently blocking access to the prize.
- 7** ◆ After they locked up this mark in an impenetrable place, they threw away the key (and its builder went mad, died, or had her memory wiped).
- 8** ◆ There is no physical way to reach the prize (e.g., under a solid mountain).
- 9** ◆ To reach the mark, one must traverse through a malign force that drains one's life, corrupts one's soul, erases one's memories, etc.
- 10** ◆ Anyone detected trying to infiltrate the mark is transported to a distant place, a dangerous situation, or another time.
- J** ◆ An all-knowing or farsighted Rift or entity is watching over the mark at all times.
- Q** ◆ Reaching the mark requires endless computational or mental capacity, e.g., an ever changing maze, a living firewall, etc.
- K** ◆ It is written in fate that only one person can pull off this heist (an NPC). They are dead, indisposed, or not interested.

♥ HEARTS - INSOLUBLE DILEMMA

- A** ♥ Someone in the heist team, PC or NPC, actually works for the house. Confronting or exposing them will alert the house.
- 2** ♥ The mark is rigged to put innocent lives in danger if someone tries to hit it.
- 3** ♥ The prize is just a bait to lure in the crew or a specific crew member, wanted for another reason.
- 4** ♥ The house holds a major supporting character hostage (or plans to).
- 5** ♥ A major supporting character secretly works for the house, potentially clashing with the crew.
- 6** ♥ A major supporting character is involved with the house (or is the house), and stands to lose everything if the heist succeeds.
- 7** ♥ A specific part of the heist goes against a crew member's identity or that of the whole crew.
- 8** ♥ A specific part of the heist requires forgoing answers to a crew member's Mystery or that of the whole crew.
- 9** ♥ A specific part of the heist requires taking morally questionable actions (e.g., access to prize can only be achieved by releasing a serial killer).
- 10** ♥ The house is relatable, raising moral questions about the heist (e.g., rightful owner of prize, forced to protect the prize by a third party, uses the prize for good).
- J** ♥ Something the crew or a crew member greatly desires becomes a secondary goal, distracting them completely.
- Q** ♥ The house or someone they have a deal with takes (or plans to take) an action that nullifies the crew's motivation for the heist.
- K** ♥ A mind-controlling Rift sets the crew members against each other.