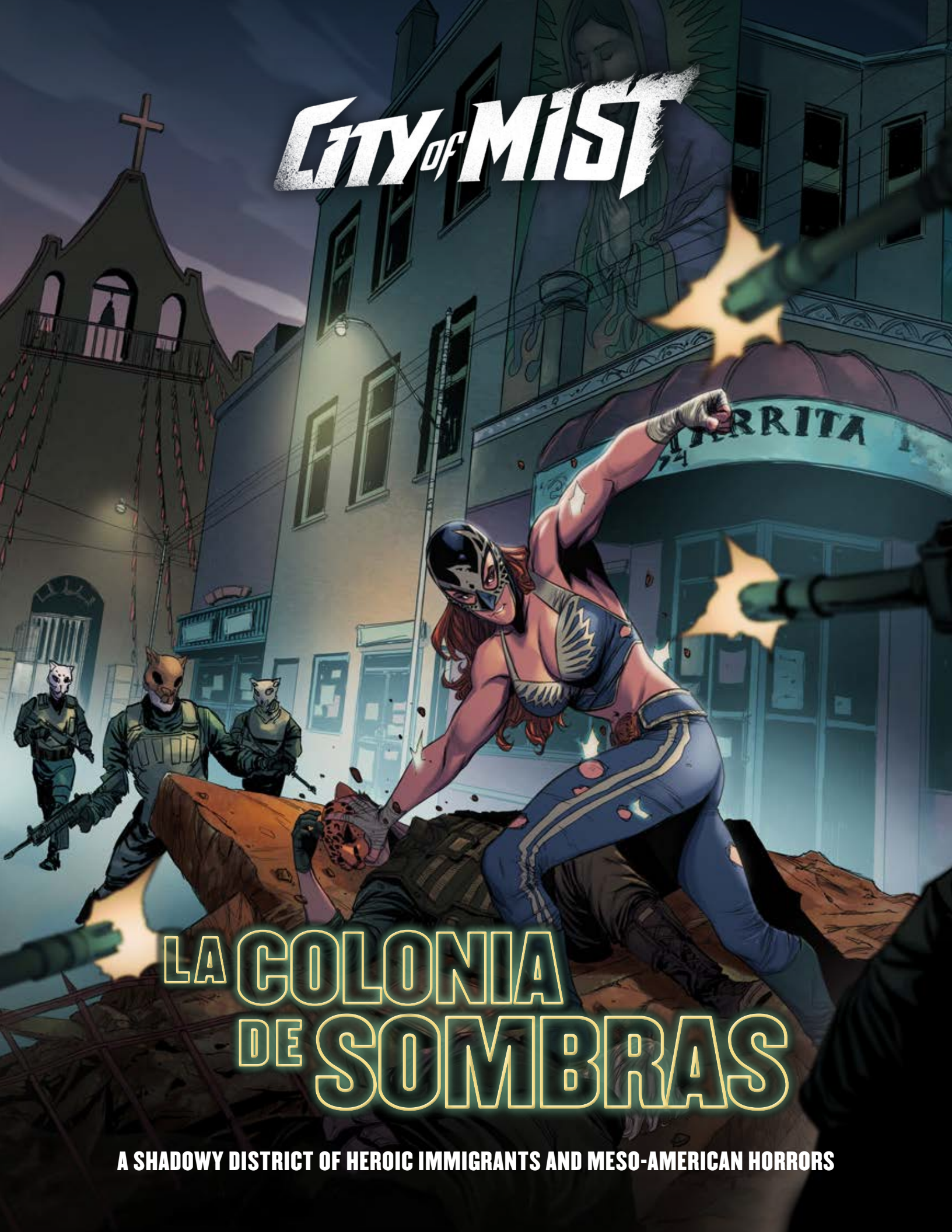


# CITY of MIST



## LA COLONIA DE SOMBRAS

A SHADY DISTRICT OF HEROIC IMMIGRANTS AND MESO-AMERICAN HORRORS

# CITY of MIST

“Everything I do is for this neighborhood, for the dream that one day Tío Tez won’t take a piece of every paycheck, every shipment, every life. The *niño* that died last week on the corner of 3rd and Comal Ave? Tez’s *sicarios* pulled the trigger. I know it. You know it. I’m the only one trying to do something about it. *Sinceramente*, it feels like I’ve been fighting him my *whole* life. I don’t remember a time before this time. I train. I watch. I strike. *Una y otra vez*. Eventually, one of us is going to crack. It sure as hell isn’t gonna be me.”

– Helen Troncoso, Águila de Plata

## 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 immigrant community of **La Colonia de Sombras**. Here are some examples of how to use the included locations, NPCs, and Dangers:

- **Enhancing themes of immigration.** While immigrants are ubiquitous in the City and inhabit its every district, characters who hail from this district and scenes set here give airtime to the cultural beauty and hardship of immigrants’ life in the City.
- **Playing La Colonia’s story arc.** The crew can find themselves embroiled in the escalating battle between mobster Tío Tez and tireless vigilante Águila de Plata, the ramifications of which echo in the community all around the district.
- **Pushing toward a Mist-disaster.** The ongoing open battle between Rifts is unique to La Colonia, and it has put the Mist here at risk of collapsing. This may have attracted the attention of the Gatekeepers (providing a good setting for a Gatekeeper game).
- **Finding answers from the beyond** in the blood-soaked water of La Llorona or beyond the gigantic worm who guards the entrance to paradise.
- **Facing man-eating challenges** such as the ever hungry El Charro Negro or the meat packing plant which devours its own workers.

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Every city needs immigrants, and the City is no exception. Districts like the Old Quarter echo a past carved from the intersection of the oldest peoples who came to this place; La Colonia de Sombras, the Colony of Shadows, is a testament to the City's eternal thirst for *new blood*. Located closer to Downtown than anyone realizes – and further from the eyes of God than anyone wants to admit – La Colonia is a bustling Latin immigrant District, a sprawling, messy, unregulated heart pumping new blood throughout the City, delivering bodies (and souls) where they are needed to maintain, service, and build.

Despite the poverty and hardships, La Colonia de Sombras is filled with color and life. By day, the District's bright murals – loving monuments to the religious and cultural origins of the local community – and festive shops – complete with Spanish signs propped up in open windows – represent the hope that the immigrants have brought with them, their desire to build a better life in this new place. Children can be seen everywhere: some were carried here, but most are native, born to these streets, riding bicycles and playing outside whenever the weather is warm enough.

But shadows loom large as the sun sets, and the District earns its epithet each and every night. Newcomers learn quickly to stay off the streets... unless they have business with Tío Tez.

Javier “Tío Tez” (Uncle Tez) Gutiérrez came to the City like many of the immigrants in La Colonia: nearly penniless and running toward what he hoped was a better life. Yet, while most people who settled in La Colonia have never found the rest they sought after, Tío Tez has seized power, building a criminal

empire on the back of his ruthless iron will and clever deal-making. Everyone now knows that he is the undisputed ruler of La Colonia de Sombras, the man who owns the cops and the criminals and the factories and... well, pretty much everything.

Everything... except for Águila de Plata, The Silver Eagle. A few citizens of La Colonia have claimed that they were rescued or protected from Tío Tez's men by a woman in a silver luchadora mask. Persistent rumors claim that this woman calls herself Águila de Plata, and that she intends to dethrone Tío Tez. Some think she's just another criminal, ready to topple Tío Tez's empire only to usurp it after he falls, but many have hope that she's something better, something new. A hero, maybe.

## BEYOND THE MIST

La Colonia de Sombras is a District divided, a section of the City caught between the dark machinations of Tío Tez, the crime kingpin (Tezcatlipoca, Aztec god of rulership and discord) who has seized control of the thriving immigrant-filled territory, and the mysterious masked luchadora (Kukulcan, Mayan Feathered Serpent) who calls herself Águila de Plata, The Silver Eagle. Tío Tez runs the show in La Colonia, supervising nearly all the organized and disorganized crime, but La Águila has proven to be a formidable opponent, capable of not only disrupting his criminal empire, but also threatening Tío Tez himself.

Both Tío Tez and La Águila recognize that they are caught in an eternal battle. Surprisingly, it's not the one that Tío Tez was *expecting*. His Mythos fears Quetzalcoatl, Aztec god of wind and chief rival of Tezcatlipoca, embodied in Thunder Kincaid (MC Toolkit, p.196) prompting Tío Tez to sometimes fund the work of Isabella Aguilar (Xochiquetzal, MC Toolkit, p.194) in the hopes that the feathered serpent would be too busy to oppose his rise. Tío Tez knew that Tezcatlipoca and Quetzalcoatl are doomed to oppose each other, destined to come to blows, but he thought his machinations had kept Quetzalcoatl at bay for now.

Unfortunately for Tío Tez, the Mythoi had other plans. Helen Troncoso, a local high school teacher, awakened as a Rift of Kukulcan last year. Kukulcan isn't Quetzalcoatl *exactly*, but as the nearly equivalent god to the Maya, he's close enough to fill the role that Quetzalcoatl hasn't had the time or interest to fill. Helen was already angry about the influence that Tío Tez had on the local community; it didn't take much prompting for her to put on a mask and start fighting for her neighborhood.



Tío Tez is adamant about keeping his hard-earned position as ruler of La Colonia, and he takes the vigilante threat with dead seriousness. He's struck deals with darker Rifts – monsters like El Charro Negro – to raise the costs of La Águila's war on him, in hope of turning the people against her. Tío Tez thinks that if everyone is terrified and angry, losing jobs and maybe even lives for a “hopeless vigilante cause”, they will no longer support her efforts. He may be right, but his plan only pushes La Águila to further protect the innocent lives he's put on the line. Refusing to back down, she's prepared to do whatever it takes to bring down his empire, upping the scales by going after Tez's personal lieutenants and family.

As the conflict between the two Rifts escalates, ordinary people are beginning to suspect that something more is at stake than mere crime bosses and vigilantes. The Mist conceals the truth, but it grows weak in the face of constant and unending conflict. People are starting to find more thin places, more areas in which the abstract realm of the Mythoi is peeking through the fabric of the City's mask. It's possible that someone – perhaps even the Gatekeepers themselves – may try to put an end to La Águila's crusade before events in La Colonia spiral out of control.

### IMMIGRATION TO THE CITY

The people who live in La Colonia de Sombras hail from places like México, Guatemala, Colombia, and Perú, but their memories of exactly where they came from and when they arrived at the City are hazy at best. They remember traveling with guides in secrecy – sometimes by car or boat, sometimes on foot – but events from before their arrival in the City seem less real than their experiences here and now. Despite each person's disconnection from their own past, their heritage remains strong, and many Rifts associated with the denizens' cultural origins crop up across the District.

For the most part, Sleepers don't think much about this phenomenon, preferring to dismiss the time before their arrival as simply “before” the stuff that matters to their lives right now. They don't talk about it, and they deflect most questions with a reminder that stories about your past aren't likely to put food on the table. But they still speak Spanish, put up *murales*, hold *quinceañeras*, and cook their traditional food at home and at work. The Mist suspends their questions and memories, but it does little to erase their identity.

## PLACES OF INTEREST

### THE TAQUERÍA

Life in La Colonia de Sombras is hard. The backbreaking labor of the factories and Tío Tez's ubiquitous graft mean that getting ahead is pretty much impossible, even for most Rifts. You do what you can to get by, and you offer up the struggle to God in the hopes that things get better next week. But when God is busy, you can hit **THE TAQUERÍA** for tacos and *cervezas*, cheap food that keeps your belly full and your spirit high, even when all else seems lost. The taquería is more than just a restaurant; it's a local community institution, the place you go to meet your *amigos* and your *enemigos* when you need to cut deals or learn crucial information.

It seems like a new taquería opens every week in La Colonia, but all the locals know that the only taquería worth visiting is **Taquería El Dorado** (The City of Gold). Rumor has it that the tacos there can heal the sick, grant wisdom to the ignorant, and maybe even offer Sleepers a taste of what they might find were the Mist to retreat completely. No one knows exactly what the elderly owner of Taquería El Dorado, Octavio Obregón (Mayahuel, Aztec deity of the maguey plant), puts in his tacos but the results are hard to dispute. Rumor has it that he keeps the really good food – the kind of stuff that would make someone turn against their own *familia*, their own kin – under lock and key. But if he knows you and trusts you, he might just be willing to let you put in a custom order.

### THE LOCAL SCHOOL

**THE LOCAL SCHOOL** is the center of life for anyone under the age of eighteen. Run on shoestring budgets by an army of overworked and underpaid teachers, administrators, and counselors, each school in La Colonia is a monument to the community's belief that the future lies in their children. After all, that's why they came to the City in the first place, to get a better life for the next generation, to build a legacy.

Much of La Colonia isn't actually incorporated, but that didn't stop local activists from founding a new public high school a few decades ago. Sleepers know it as Dolores Huerta High School, but some Rifts know it by its other name: **Tlalocan High**, an entrance to paradise itself (Tlālōcān, Aztec heaven). Most of the high school is perfectly normal – shrouded in the Mist that allows students to attend classes every day – but

the gym area is an Enclave that permits access to the mythical world of Tlalocan for those knowledgeable enough to pass through unharmed. And since the door to Tlalocan is at the bottom of the school's swimming pool and guarded on the other side by Cuiluhuexi, a fire breathing gigantic worm... one must be quite knowledgeable indeed to make the trip.

Some Rifts whisper that the gateway to Tlalocan has passages to other places as well: the Tunnels, Anatoli Vidales' realm (Hades), and other darker locales. Few Rifts are willing to brave the journey required to seek these alternate paths, but it's only a matter of time before someone is brave (or stupid) enough to seek out new trails under the high school.

## THE MEAT PACKING PLANT

For immigrants who come to the City looking for work, the row of **MEAT PACKING PLANTS** along the outskirts of town have long been the best place to get a job without too many questions. The foreman at the plants are supposed to check for documentation and identification, but there are too many jobs and not enough workers to be strict about immigration laws. Every few months the local authorities make a show of raiding the district, but the informal network that keeps an eye on such things keeps most people from getting swept up in the raids. And no one raids any plant that Tío Tez owns, anyway.

The work at the plant is physically grueling and mentally exhausting. Meat is brought in from slaughterhouses outside the City, and the workers break it down into parts fit for a grocery store. The inside of each plant is a hive of organized annihilation, as a whole cow or pig is turned into chops, steaks, and pieces that are themselves wrapped up and repacked onto waiting trucks. The equipment is often old and outdated – it's hard to improve on a machine that cuts meat apart – and sometimes the slip of a hand or a clumsy stumble leads to injuries or even death.

Some factories, like **the Wilson plant** (Cucuy, a bogeyman) on Montaña and 4th St, have seen so much blood spilled, so many fingers and limbs lost over time, that they've begun to take on a life of their own. Lately, it's like the line has gotten hungry for human blood, and the number of incidents has skyrocketed. The local workers are demanding that the foreman, Eric Lopez, shut down the line and inspect it, but he's convinced that something more sinister than a few faulty machines is the cause. He has started his own investigation, one that is fated to see him become possessed by the spirit of the child-eating factory.

## THE RIVER

**THE RIVER** (La Llorona, "The Weeping Woman") that runs through the middle of La Colonia bears special relevance to most of the immigrants who live here. It's the same one they crossed to get to the City, a reminder of what they've left behind to claim their shot at a better future. Most newcomers who live in La Colonia don't remember much about where they came from or what the journey was like, but the river is always their first clear memory, the first thing that stands out to them as the moment they crossed over from their old lives to the new.

But not all who tried to cross survived, and the river can spill forward the secrets of the dead to those who know how to ask. According to the local *curanderas* (traditional native healers and shamans), anyone who is willing to make a blood sacrifice to the river will receive the wisdom of the dead in proportion to their sacrifice, answers they have been seeking that only the dead can truly give. The sacrifice can be small for simple questions, a few drops of blood maybe, but a gift of incredible wisdom comes at incredible costs.

Perhaps it's not the river itself who drinks this blood and harbors this knowledge. Perhaps it's something that lives on its bottom. It's said that one should be careful not to follow the wail-like winds one can hear around the river's shores at night, lest they discover a truth better left buried deep underwater.

Arturo Alvarez (Sleepers) is on the verge of making the ultimate sacrifice. He lost his wife a few years ago to a drive-by shooting, and he desperately wants to learn who pulled the trigger. He knows that a sacrifice to the river, a human offering made directly on its shores, would offer him not only the truth but also the power to enact vengeance, but he worries the price is too high. It's only a matter of time before his grief and anger push him over the edge.

# LOCALS

## JAVIER “TÍO TEZ” GUTIÉRREZ

TEZCATLIPOCA, THE SMOKING MIRROR

Javier “Tez” Gutiérrez is the kingpin of La Colonia de Sombras, the iron fist that ensures that this newly thriving district keeps thriving. He moves immigrants into the City and finds them work, runs numbers and drugs alike, and takes his fair share of all the legitimate business that’s done under his protection. His hands reach into every pie, every pocket, every person that has sway in La Colonia, and it often feels that you cannot escape his reach, no matter which shadows you claim as your own.

Despite his diabolical machinations and cruel methods, Tío Tez is extremely charming in person. He’s always dressed in a suit and tie, a tall man with a thin, lithe body that moves more like a dancer than a thug. He’s reasonably soft-spoken, except for when he loses his temper and allows his true emotions to spill out. He keeps his head shaved, with a large and full beard that’s meticulously trimmed and groomed.

Tío Tez’s Mythos, Tezcatlipoca, is the builder, the creator through change and conflict, and the smoking mirror that sees what La Colonia could truly become... given enough guidance and the right kind of structure. Tío Tez has dreams for this part of the city, a vision for what it could become if only men like him are given the power and authority to make it into something great. Downtown, the Old Quarter, the Industrial Zone? La Colonia could surpass them all, given enough time, energy, money, and blood.

But there are no men like him. Just him. So Tío Tez rules alone on his criminal throne, seemingly content to govern all that he surveys but secretly pained at being a lone craftsman. If only he had a partner, an heir, a protégé, someone that he could trust to see La Colonia de Sombras seize its next evolution. Instead, Tío Tez has enemies: other crime lords, Gatekeepers and federal agents, and of course Águila de Plata, the greatest thorn in his side.

## TÍO TEZ ★★★★★

Tío Tez is a crime boss with supernatural reach, a Legendary Rift who uses his precognition and material manipulation to remake the world in his image. He’s not physically intimidating, but he’s got enough money to keep the district in his pocket and enough goons to throw at any problem that comes up.

### HURT OR SUBDUE 4 / IMPLICATE 6 / LASH OUT 4 / THREATEN OR BRIBE –

- **Channel the Rage:** When Tío Tez takes any status that infuriates him, reduce its tier by 2 and give Tío Tez *lash-out-1*.
- **Impatient:** At the end of each session, ask the following. For each negative answer, give Tío Tez’s *lash-out-1*:
  - » Did his criminal enterprise run smoothly this session?
  - » Did he find and kill Águila de Plata or one of her allies?
  - » Did he obtain a new asset or resource for himself or La Colonia?
- **El Mal Genio:** When *lash out* is maxed out, Tío Tez sends *sicarios* to **Make Something Horrible Happen** to one of Tío Tez’s enemies. If he can’t find or attack an enemy directly, he hurts or destroys one of their loved ones, allies, holdings, or assets. Afterward, remove any statuses on this spectrum.
- **Sicarios:** When Tío Tez takes a status from which his *sicarios* can protect him, the *sicarios* take the status instead. As a hard move, he can call a group of *sicarios* to aid him (create a Danger: Sicarios).
- **Exit Strategy:** Once per session, as an MC intrusion, Tío Tez can vanish from a scene, leaving behind the tag *smoke and mirrors*.
- Manipulate the physical environment to endanger (*crushed-3*) or impede (*blocked-3*)
- Strike at a foe with an improvised weapon (*dazed-3*), his fists (*bruise-2*), or a nearby automatic weapon (*gunshot-wound-4*)
- Offer information—at a price—on a different case or mystery (up to 3 Clues with a source of “otherworldly informants”). Until the price is paid, the recipient(s) also take an *indebted* status (without **Facing Danger**) with a tier equal to the number of Clues given.
- Captivate someone with a dream of what La Colonia could become (*entranced-3*)
- Calmly and eloquently lucidate his side of the story
- Slowly become agitated in the face of resistance

## SICARIOS ★★

Sicarios are based on the Hired Thugs Danger (MC Toolkit, p.147) with the addition of the **Smoking Mirror Jaguars** move, which represents the enhanced cognitive abilities granted to them by Tío Tez as well as the support they enjoy while operating within his nocturnal domain.

### HURT OR SUBDUE 3 / THREATEN 4

- **Collective:** This collective has a handful of members and a size factor of 1.
- **Smoking Mirror Jaguars:** When the Sicarios first reveal their true nature (or later whenever they enter the scene), give them *uncanny-sight-2*, *agents of the night*, and *smoke grenades*.
- Bully (*threatened-2*), beat up (*broken-arm-3*), or shower with bullets (*gunshot-wound-3*)
- Eliminate a vulnerable target (*shot-in-the-gut-4*)

## HELEN TRONCOSO / ÁGUILA DE PLATA

KUKULKAN, THE FEATHERED SERPENT

Helen Troncoso is in over her head. She grew up in La Colonia, returning to the 'hood after finishing her teaching degree at the University in the Old Quarter. She is deeply passionate about education, and she pushes her students to think and dream big about the future, about themselves, and about what La Colonia could become. She loves teaching, and she's excited to be back at Dolores Huerta, the high school from which she graduated.

Once she returned to La Colonia, however, a silver eagle began to appear in her dreams. Maybe the Mythoi had plans for her, or maybe by returning to her childhood streets and seeing them with new eyes, Helen awoke all by herself. In any case, the dreaming eagle kept urging her to do something about the crime and corruption that has flourished under Tío Tez's reign. She tried to put off her awakening for a year—desperate to just finish her first year of teaching—but her Mythos roared to life on the first day of summer break, pushing the Mist aside and showing her the true war at the heart of her district: the eternal struggle against Tezcatlipoca, lord of jaguars and divinations.

Now Helen finds herself stalking the streets in a silver lucha mask as La Águila de Plata, a masked vigilante trying her best to fix the 'hood one fight at a time. She's rescued trafficked migrants, interrupted robber-

ies and shakedowns, and destroyed more of Tío Tez's drug hideouts than she can count. But she's tired. And her relationship with her girlfriend is on the rocks. And she needs help. Tío Tez isn't invincible, but Helen is starting to realize that one Rift can't take down an empire alone. She'll take whatever help she can get, and in the meantime she's always on the verge of making a mistake that will cost her everything.

## HELEN TRONCOSO / ÁGUILA DE PLATA ★★★

As a Rift of Kukulkan, Helen is a force of nature. She's incredibly strong, fast, and tough, and she can fly for a limited time. She's still learning what she can do, but she's found that her powers work better when she's wearing the mask. Without it, it's hard for her to summon her full strength.

### BEFRIEND 4 / HURT OR SUBDUE 5 / THREATEN OR BRIBE – / IN OVER HER HEAD 3

- **Quien Eres Tú?:** When Helen Troncoso enters a scene, give her *observant-3*. To ask the MC a question about Helen Troncoso, you must spend three Clues instead of one.
- **Soy Águila:** When Águila de Plata enters the scene, give her *inspiring-4*, *swift-3*, *flashy-2*, and *silver mask*.
- **Invincible:** When Helen Troncoso takes a physical harm or subdual status, reduce the tier of the status by 3.
- **Impossible Movement:** Once per session, Helen can escape the crew as a soft move. If they don't already know her secret identity, she leaves a Clue about her occupation, relationships, or location in her wake.
- **Only Human:** Whenever the crew refuses to help Águila de Plata or hears of her heroics offscreen, give her *in-over-her-head-1*. When *in over her head* maxes out, Águila de Plata is captured, injured, disabled, or killed (MC's choice).
- Smash someone or something with incredible physical force (*all-but-destroyed-5*)
- Confess something to win someone over (gives herself *trustworthy-2*) or insist that someone follow her lead in fighting crime (*inspired-by-her-courage-2*)
- Reveal more information than she intends to about her plans or identity

If Águila de Plata teams up with the crew or a specific crew member, she can be represented as a temporary Ally extra theme. To make Águila de Plata a permanent Ally, a crew member must spend a Moment of Evolution or the Crew must complete the La Colonia story arc and choose her as their reward in the **Season Finale** move.

**AGUILA DE PLATA**

+

Ally

**IDENTITY**

I will never let Tío Tez (or anyone else) ruin La Colonia!

**POWER TAGS**

**punch out opposition**, invincible, immensely strong, crimefighter, smashing haymaker, shield allies, La Colonia contacts, the silver mask, limited flight, mutual hatred towards organized crime.

**WEAKNESS TAGS**

loud and flashy, weaker without the mask, uncompromising, Tío Tez (or his successor)

**THEME IMPROVEMENT**

○ **Flashy Entrance**: When Águila de Plata shows up at the scene of a crime and you or she **Convince** crooks to stand down with tags from this theme, the status you inflict equals Power+1 (one tier higher than normal).

## ALMA ESPINOZA

TEPEYOLLOTL, THE JAGUAR

Alma is a *sicario* for Tío Tez, a hired killer who deals with the inevitable problems that crop up while he runs his criminal empire. She joined his organization as a teenager about a decade ago, looking for work after one day her mom didn't return home, leaving behind Alma and her three little brothers. Alma's kept her brothers in school as she's risen in Tío Tez's ranks; she's not proud of what she's done for him, but she's put food on her family's table, and that's enough.

Alma is also a Borderliner on the verge of letting out the Aztec jaguar god – Tepeyollotl – that lives inside her. Each time she stalks prey in the night, each time she faces Águila de Plata, each time Tez reminds her that she's on his leash, she comes closer to awakening to the truth of the war that she's already fighting for

Tezcatlipoca against Kukulcan. She's kept her Mythos in check, the same way she's tried to pretend that her own bloodlust isn't controlling her, but the balance is too fine to keep forever. Something's got to give.

Even as a Borderliner, Alma is terrifying. She's incredibly strong and quick, skilled with a pistol, a knife, and multiple kinds of explosives, yet quiet as a mouse when she needs to be. Alma's gotten the drop on Águila de Plata multiple times, and it's only La Águila's Rift powers that have kept Alma from finishing the job that Tío Tez assigned to her. At this point, while she's conflicted as always about having agreed to kill, she's even more frustrated about how *hard* it is to kill the luchadora.

## ALMA ESPINOZA ★★

Alma has worked as a *sicario* for years; she knows how to get the drop on her targets and how to protect herself from the worst this job has to offer. Her affinity for the shadows is becoming more intense lately, and she's on the verge of starting to think of them as her real home.

### HURT OR SUBDUE 5 / THREATEN OR BRIBE 3

- **Mirar**: When you engage in a conflict with Alma by trying to outflank her or get the drop on her, remove up to 3 tags, status tiers, points of Juice, or Clues that reflect your readiness (MC's choice) and take *unprepared-2*.
- **Top Predator**: When Alma enters a scene on the hunt, give her *stealthy-2*, *focused-2*, and *armored-2*.
- **Lucky**: When Alma takes a physical harm status from an attack that could be narrowly dodged, reduce the tier by 2.
- Disable a threat with a chokehold (*choking-4*) or a single gunshot (*bleeding-out-4*)
- Ask penetrating questions about the situation at hand
- Already have a weapon in hand, seemingly out of nowhere

## ERICA GARZA

### SLEEPER

Erica is trying her best to pretend this isn't happening. Her real name is Erica Gutiérrez, and she's the only daughter of Tío Tez. She's told her father never to contact her, never to see her, never to even talk about her, but her new romance with a fellow teacher at Dolores Huerta High – Helen Troncoso – has made her question whether all the lying is worth it. Soon, she'll have to come clean to Helen about her family's dirty business, lest Helen find out and decide that Erica can't be trusted.

But the truth may not set Erica free. She knows that Helen *hates* Tío Tez and everything he's done to La Colonia, and she suspects that Helen may not be eager to forgive Erica's deceptions, no matter her intentions.

While mulling over this difficult decision, however, Erica has begun to have doubts of her own about Helen's honesty. They've agreed to move in together, but Helen always has some excuse to delay the date, push it forward. She goes missing for long stretches of time, not answering her phone or responding to texts. Erica doesn't think Helen would cheat, but she's forced to confront the possibility that Helen is lying about something. She's looked up private detectives in the past, and she's on the verge of hiring someone to look into whatever it is that Helen is really up to after dark.

## ERICA GARZA

Erica Garza is based on the Helpless City Resident Danger (MC Toolkit, p.142) with the addition of the **Connections** move, which represents her important relationships in the district, and the **Teacher** move, which represents her role at Dolores Huerta High School.

### HURT OR SUBDUE I / SCARE I

- **Connections:** When one of Erica's spectrums is maxed out, **Complicate Things, Bigtime** – via Águila de Plata or some of Tío Tez's *sicarios* – for whoever caused the status that maxed out the spectrum.
- **Teacher:** Give someone *access to school grounds*
- Alert school authorities to an unwelcome presence at the school (*alerted-2*)
- Try to fight back (*ouch-1*)
- Call the police or scream for help

## OFFICER EDGAR MARTINEZ

### EL CHARRO NEGRO

Officer Martinez is Tío Tez's newest weapon against La Águila, a Rift that feeds upon the greedy and the weak. Tío Tez has promised Martinez that he can hunt as much as he likes within La Colonia, provided he kills La Águila and lets Tío Tez get back to business. Martinez is eager to live up to his end of the deal, but so many tasty morsels keep distracting him that he's having trouble staying focused. He figures that eventually his crimes will attract La Águila de Plata's attention, giving him an opportunity to ambush her when she comes looking for him.

Officer Martinez works as a regular police officer assigned to La Colonia – an assignment that Tío Tez himself arranged – so his superiors know that he works a night shift patrolling the darkened corners of the immigrant district. What his superiors don't know is that Martinez regularly kills and devours people he meets along his patrol, a fact that would most certainly require them to take action, if only the Mist would allow them to see his cruel crimes in the first place. Thanks to the Mist, Martinez rarely even worries about getting caught by ordinary mortals; his conspicuous absences and weak excuses would have gotten him in trouble already if they were ever going to get him in trouble at all.

And so, he hunts. Each night, Martinez drives through La Colonia, searching for people out late, individuals walking home from work or returning from a late night tryst. He offers them a ride, promising them that he's been assigned to community work in La Colonia and doing his best to seduce or cajole them into the car with him. Anyone who agrees finds themselves trapped in the car with a monster who takes his time consuming them, piece by piece.

Lately, Martinez has set his eyes on a teacher – Erica Garza – who often stays late at the high school before walking home on her own. He hasn't been able to convince her to accept a ride, but he only rarely gives up once he's selected his prey...

## OFFICER EDGAR MARTINEZ ★★

Officer Edgar Martinez was never a good cop, but his awakening has made him a monster. He has the power to confuse and mislead people, even attacking their minds directly, but his evolving relationship with the darkness hints that his true powers are still to come.

### HURT OR SUBDUE 4 / THREATEN 5 / BEFRIEND –

- **Drain Life:** As a hard move, Edgar inflicts *drained-3*. For every tier of *drained* the target takes after applying its defenses, Edgar removes one tier from a harmful status or gives himself a positive status with one tier.
- **Dark Servants:** Once per scene, Edgar can create three story tags as an MC intrusion to represent demonic servants crafted out of darkness. If no darkness is present, Edgar must also take a *drained-1* status.
- Shatter someone's mind (*harrowed-3*) or distract them with shadowy illusions (*confused-3*)
- Blend in with the crowd as an ordinary police officer
- Reminisce about the taste of his victim's flesh and the memories they treasured

## CUILUHUEXI, THE WORM OF TLALOCAN

### CONJURATION

The door to the underworld found in Tlalocan High is guarded by a monstrous worm, Cuiluhuexi, who protects the door from the unworthy and unwise. The worm serves Tlaloc first and foremost, but in his absence it does the best it can to ensure that the passage is not abused. Unfortunately, Cuiluhuexi doesn't have a good sense of who ought to pass through the

gates other than Tlaloc and his wife Chalchiuhtlicue, so he's decided to scare (or eat) anyone who decides to open the door. As a giant worm with acidic saliva who also breathes fire, Cuiluhuexi is fairly successful at intimidating anyone who tries to come through... but that's left him fairly lonely. Anyone who finds a way to befriend the giant worm – no small task! – might find him more amenable to requests for permission to cross the threshold unimpeded.

## CUILUHUEXI ★★★★★

### BEFRIEND 4 / HURT OR SUBDUE 6 / THREATEN –

- **Gargantuan:** When Cuiluhuexi takes a physical harm status, reduce its tier by 4, unless it can affect all of Cuiluhuexi.
- **Toasty:** When you attack Cuiluhuexi, take *charred-2*. Once per scene, Cuiluhuexi can flood the scene with fire, giving *charred-2* to everything and everyone around it as a soft move.
- **All-Consuming Saliva:** When you have a burn status given by Cuiluhuexi, you take *burning-from-the-inside-2* from which you cannot **Face Danger** after every move you make or as a hard move.
- **Bound by Fate:** Cuiluhuexi is unaffected by moves that tamper with his role in guarding the gate or serving Tlaloc, including moves that create illusions or confusion.
- Bite, smash, buffet with tail, burn with fire, or consume someone whole (*dying-5*)
- Tell someone about the duty entrusted to him by Tlaloc, the beauty of paradise waiting beyond, or his growing loneliness

