

CITY of MIST

A comic book style illustration featuring two characters against a dark, starry background. On the left, a man with a pale, textured face and a wide-brimmed hat screams with his mouth open. On the right, a woman with long, flowing blonde hair and a red hooded cloak looks directly at the viewer with a cold expression. Two white snakes are coiled around the woman's neck and shoulders. The overall color palette is dominated by dark blues, greys, and reds, with bright highlights on the characters' faces and clothing.

STONE-COLD BEAUTY

A VINDICTIVE SMALL-TIME VILLAIN OF PETRIFYING GLAMOUR

CITY of MIST

A vindictive supermodel tragically cast down from stardom, Madeline Moretti (Medusa) is the feared leader of a gang of mercenary thugs who specialize in making people “disappear”. Madeline grants her men bulletproof skin and then sends them to capture targets and bring them back, before using her stone gaze to add them to her vast collection of lifelike statues.

HOW TO USE MADELINE IN YOUR GAME

This PDF describes a small-scale criminal operation for the **City of Mist RPG**, run by the Rift of Medusa, **Madeline Moretti**. You can use Madeline and her gang in your City of Mist series in the following ways:

- **As a component in a case or story arc you are creating**, where Madeline and her gang are responsible for the systematic disappearance of unwanted individuals, for making a key witness mysteriously disappear, or for protecting another villain.
- **As a retaliation to the crew’s actions**, where Madeline is hired by a third-party to make the crew or their supporting cast disappear, after the crew meddled in their affairs.
- **As a side case**, where the crew searches for one of Madeline’s victims, possibly even Samantha Booker, the famous model who vanished shortly before retirement, or Greg Burnes, the detective who was onto Madeline’s operation. This option allows the crew to dig deeper into Madeline’s tragic past.
- **As a ready-to-play random encounter**, when the crew unexpectedly crosses paths with Madeline, her sisters, or her bulletproof gangsters.

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MADELINE'S BACKGROUND

Madeline was not always a cold-hearted gang leader. Only a year ago, she was a rising star in the City's fashion industry. As a woman of legendary appearance, designers begged her to wear their clothes on the runway. One night, however, Madeline was attacked by an older model named **Samantha Booker**, who was jealous of her rising fame. Samantha threw a small vial of acid into Madeline's face, permanently scarring her with horrible burn marks that quickly ended her career in fashion.

Two of Madeline's childhood friends, **Angelica (Stheno)** and **Mariana (Euryale)** took her in after the terrible incident. Madeline, feeling her future was stolen from her, poured her heart out before her friends. In their rage, the three women broke into Samantha Booker's mansion, intending to inflict the same terrible fate upon the older model. As they faced Samantha, the three were taken by surprise as Madeline's angry stare turned the terrified woman into a stone statue.

Madeline was terrified of the power she displayed and was prepared to turn herself in, but Angelica and Mariana convinced her that these abilities were not a curse, but an opportunity. The three women began seeking cases similar to Madeline's: people who have been shut-out or oppressed by jealous rivals, who would do anything to see their culprit disappear for good.

It was Angelica that first turned to more violent methods. She began carrying a whip on their missions, lashing out at their prey with a wild rage. Mariana, increasingly concerned about being caught, started hiring some men to handle the simpler dirty work and serve as protection. Madeline was made the leader of the rising street gang with Angelica and Mariana serving as her two lieutenants. The friends made a near-perfect team, and it was not long before the thugs that worked for them began calling them "The Sisters".

Soon, Angelica and Mariana began to develop powers of their own, only heightening the strength of their startup operation. Like their leader, the other Sisters were able to turn their hair into snakes, striking down their surprised prey with deadly swiftness. Angelica's behavior became more and

more unpredictable while Mariana became more stoic and emotionless, Madeline filling the void between them.

MADELINE'S OPERATION

Madeline's gang operates within the wealthier parts of the city, targeting members of the upper class. While several of the thugs are always on duty protecting the rental house from which The Sisters operate, the remainder of the hired muscle can usually be found drinking at a small pub called **The Serpent's Cup**. Madeline and Mariana would never be found in such a place as the small, weathered pub, but Angelica often spends her nights drinking and brawling with the men.

When her hired men are unable to get the job done, Madeline sends in her two "Sisters", Angelica and Mariana, to do the dirty work. Between the unrelenting aggression of Angelica and the firm, almost unfeeling approach of the calculating Mariana, few have ever survived an encounter with the dangerous duo. Above all else, the two Sisters are fiercely loyal to Madeline and do anything that she asks of them without question. In situations where Angelica and Mariana must work together without the leadership of Madeline, however, their opposing personalities have been known to lead to fierce arguments.

Most of Madeline's employers are jealous businessmen or criminals that need someone to disappear at a convenient time. She has been working in the city for a year now, and the string of disappearances has not gone unnoticed; between the disappearance of the model Samantha Booker, several wealthy businessmen, and even a few key witnesses in high-stakes court cases, the police and the media are trying desperately to solve the case of the disappearing people, so far with no success.

Madeline spends most of her time in a small rented home in The Blue-Collar Residential district. The house's backyard is a beautiful garden which she designed herself, adorned with incredibly lifelike statues which are, of course, the frozen bodies of her victims. Surrounding the statues are vibrant flowers and thick vines that weave their way around, creating a strange kind of serenity in a place so filled with the victims of murder.

Lately, the three Sisters spend more and more of their free time apart from each other, as their personalities grow more extreme. Angelica spends her time at The Serpent's Cup, where she drinks with the men and participates in games and contests. Mariana usually spends her time in her bedroom at the rental house, where she reads books, paints beautiful paintings, and becomes increasingly concerned over Angelica's behaviour, which she believes will lead to their organization's ultimate destruction through reckless carelessness. Madeline, in the meantime, continues to explore the ramifications of her powers.

REVERSING MEDUSA'S PETRIFYING GAZE

Once a person has been turned to stone by Madeline Moretti's deadly gaze, it takes 24 hours for the effect to become permanent. During this time, Madeline is able to reverse the transformation, restoring the petrified person to normal. Abilities that dispel magic can also lift the petrifying curse. After the 24 hour period has passed, the victim dies, their body now fully transformed to stone. From this point, not even Medusa can save them from the deathly grip of the cold grey stone that has become their tomb.

If an NPC, or possibly even a member of the crew, is turned to stone by Medusa's gaze, the MC may choose to use this as an opportunity to set the crew on a race against the clock. Perhaps Madeline has agreed to un-petrify their friend if they complete a job for her in time, or maybe the characters will have to find a relic capable of reversing the magic before their comrade is lost to them forever.

MADELINE IN PERSON

Even though she turned to a life of crime, Madeline still wears beautiful dresses from her time as a model, taking care to cover the lower half of her face with a purple veil, hiding the hideous burns inflicted upon her. She walks with a near-perfect posture, like a model making her way down the runway. Madeline shows little sympathy for others, still mourning her own hopes and dreams being burned away along with her face. Madeline will never allow her reputation in the criminal world to come to harm – once a fame-seeker, always a fame-seeker.

MADELINE'S ABILITIES

Madeline possesses the power to turn anyone to stone with her deadly gaze. While Rifts may possess magic that can weaken the effects of this ability, her gaze can still harden their bodies and slow them down. Her long hair can turn into snakes and violently attack anyone who dares approach. Perhaps her most valuable gift is the power to make others' skin hardened and bulletproof by using her petrifying stare and stopping just before her target is fully transformed. This power gives her thugs an advantage over other gangs on the street. Because of this power, her men have become easily distinguishable by their grey skin.

KEY LOCATIONS

THE SERPENT'S CUP

Stuffed between a pair of red-bricked apartment buildings in the Blue-Collar Residential district stands a rather unremarkable structure with a sign over the door that reads, "The Serpent's Cup". This small pub has become the choice establishment for the members of the Bulletproof Gang after hours and between shifts, it being just a few blocks from the rented home from which Madeline Moretti runs their operation.

Inside, The Serpent's Cup is a dimly lit sports bar with a long space for bar seating and tables scattered around the rest of the room. Booths run along the outer walls of the room, and a single pool table stands in the far corner near the bathrooms. Low-volume music mixes with the chatter of announcers from the television sets hanging on the walls. Smoke fills the air, making a mockery of the "No Smoking" sign posted at the door.

The Serpent's Cup is open for business from noon till dawn, always with several members of the gang drinking, gambling, and generally causing trouble for anyone not a part of their organization. One of the Sisters, Angelica, stops at the pub almost every night, where she joins the men in their games. A Detective named **Charles Yates** is also a regular to The Serpent's Cup, though he has long resigned himself to drinking quietly in the corner, rarely interacting with anyone unless provoked.

INVESTIGATING THE SERPENT'S CUP

Charles Yates has taken a particular interest in Madeline's operation, following the disappearance of his partner, **Greg Burnes**. At the time, Detective Burnes had been looking into rumors of a new street gang that set up shop in a small pub called The Serpent's Cup. These days, Detective Yates frequents the pub, where he keeps an eye on Angelica and her men, watching for any evidence of the gangster's involvement in his partner's disappearance. Angelica learned long ago of the Detective's identity and enjoys the prospect of letting the man observe her while he drinks himself into an early grave.

THE HOME OF THE GORGON SISTERS

Madeline, Angelica, and Mariana have made their home in a small rental house in the Blue-Collar Residential district soon after Madeline's promising career in fashion came to a tragic end and their lives as criminals began. The three own private homes in other parts of the city, but they only ever conduct business in the rental house. They lease it from an old woman who is ignorant of its use; the rent is always paid on time and in cash, giving her no reason to question the three residents.

The rental house is protected at all times by several members of the Bulletproof Gang. Two men keep watch at the front door, and three more patrol around the backyard. No members of the gang outside of the three leaders are allowed inside the house or into Madeline's garden. The few men who did get invited inside have never returned to tell about it, having failed the Sisters in some way that earned them a permanent place as a garden statue.

The small house consists of one floor, with the attic converted into an additional bedroom. The spacious backyard has been transformed into a beautiful garden by Madeline, who can be found there during the day, caring for the plants. At the center of the garden is a small outdoor seating area where Madeline is often found enjoying the fresh air and the view of her garden.

The inside of the home is kept orderly by the constant effort of Mariana, who often has to clean up after the carefree Angelica. Mariana and Angelica each have a small bedroom in the house, while Madeline occupies the converted attic room whenever business goes longer than intended.

Mariana's room is neat and organized, consisting of several bookshelves filled with weathered books and journals. In the corner of the room is a painting easel, where she creates beautiful portraits, many of which were inspired by the garden behind the house.

Angelica's room, on the other hand, is always messy. The small space is cluttered by an assortment of random objects, many of which she won through gambling over at The Serpent's Cup. Angelica spends little time in her room and uses it mostly for sleep and as storage space for her many possessions.

Madeline's attic room can be reached using a ladder at the end of the short hallway that leads to all three women's rooms. The gang leader's room is fairly neat, with little decoration of note. In her closet is a vast assortment of beautiful dresses, many dating back to her time in the fashion world, though she often treats herself to a new outfit after a successful job. The most notable object in her bedroom, however, is the amazingly lifelike statue in the form of fashion star Samantha Booker's head, resting on a desk, forever frozen in a scream of absolute terror.

ANGELICA (STHENO) ★★★

The first of Madeline's two Gorgon Sister Lieutenants, Angelica is the more independent and sometimes uncontrollable member of the Bulletproof Gang. On occasion, her rage would get out of hand and she would kill the victim even before Medusa petrifies them. Angelica is a striking woman with brilliant red hair.

In a fight, use Angelica's anger statuses as an impeding status for player moves when they take actions that try to control or subdue her or **Face Danger** against her attacks.

HURT OR SUBDUE 3 / SEDUCE 4 / BRIBE 3

- **Hothead:** When Angelica enters the scene, give her *seething-2* or *intense-2*.
- **Bulletproof Skin:** When Angelica takes a physical harm status, reduce its tier by 2.
- Turn her hair into snakes, biting someone (*snake-bites-3*) or startling them (*fearful-3*)
- Rally her thugs (create a new Danger: Bulletproof Gangsters)
- Crack her whip and lash at someone (*deep-gash-3*) or punch them with her bare hands (*bruises-2*)
- Make a passionate advance at anyone who may fall for her charms (*lustful-3* or *excited-3*)
- Work herself into a rage (*furious-3*)
- Make a scene, start a fight, push someone around
- Lunge at someone in a fit of anger

MADELINE MORETTI (MEDUSA) ★★★

The deadly leader of a gang of bulletproof gangsters, Madeline is known for being able to make those who stand against her quickly disappear. She is ruthless and vengeful, but can also play the part of an alluring seductress if the job calls for it. With the signature ability to grant bulletproof skin to those she chooses, she makes for a powerful leader that few dare to question.

HURT OR SUBDUE 4 / BRIBE 4

- **Bulletproof Skin:** When Madeline takes a physical harm status, reduce its tier by 2.
- **Bestow Bulletproof Skin:** As a soft move, Madeline can touch another person and grant them the custom move **Bulletproof Skin** (as above).
- **Creeping Petrification:** At the beginning of each scene or Downtime, if you still have a petrification status from Madeline, you take another *turned-to-stone-5*.
- **Hideous Reflection:** When you **Face Danger** against Madeline's petrifying stare with a tag that describes a smooth reflective surface, your **Face Danger** is *Dynamite!* (on 12+, you can choose to reflect the status at her).
- **Bodyguards:** When Madeline takes a status from which her sisters or gangsters can protect her, her sisters or gangsters take the status instead. As a hard move, Madeline can call a group of her gangsters to her help (create a new Danger: Bulletproof Gangsters).
- Lock eyes with a character, turning them to stone (*turned-to-stone-5*)
- Turn her hair into snakes, biting someone (*snake-bites-3*) or startling them (*fearful-3*)
- Hold someone's attention by striking a pose, manipulating them, or employing her sultry charms (*intrigued-2* or *attracted-2*)
- When cornered, hold out her pistol and fire a few desperate shots (*flesh-wound-2*)
- Creep in the shadows and avoid being seen
- Make a dramatic entrance, dazzling everyone present
- Make aggressive threats, revealing herself as a ruthless mobster

MARIANA (EURYALE) ★★★

The second of Madeline's two Gorgon Sister Lieutenants, Mariana is a stoic, almost emotionless gangster who is known for following orders without hesitation. With long blonde hair and a smaller frame, Mariana appears delicate and almost harmless, but these looks are deceiving, for Mariana can subdue her prey with little more than a scream.

HURT OR SUBDUE 3

- **Criminal Mastermind:** When you engage in a conflict with Mariana, burn or remove up to 3 tags, status tiers, points of Juice, or Clues that reflect your readiness (MC's choice) and take *unprepared-2*.
- **Bulletproof Skin:** When Mariana takes a physical harm status, reduce its tier by 2.
- Turn her hair into snakes, biting someone (*snake-bites-3*) or startling them (*fearful-3*)
- Call her backup thugs (create a new Danger: Bulletproof Gangsters)
- Let out a resounding scream of suppressed emotion, giving everyone around a *pounding-headache-3*
- When attacked, draw out a knife and slash at her enemy (*bleeding-cut-2*)
- Stare coldly at the unfolding scene
- Calmly inform her victims or foes of what is about to happen, based on her plans

BULLETPROOF GANGSTER ★★

Easily distinguished by their pale grey skin, the thugs that serve under Madeline are more dangerous than normal hoodlums. Their skin has been hardened to deflect bullets and cushion all but the strongest of attacks, giving them an advantage over other gangs in the city. Preferring heavy blunt weapons over traditional firearms, these gangsters are a deadly force to be reckoned with.

HURT OR SUBDUE 3 / THREATEN 4 / BRIBE 3

- **Collective:** This collective has a handful of members and a size factor of 1.
- **Bulletproof Skin:** When Bulletproof Gangsters take a physical harm status, reduce its tier by 2.
- Beat up someone with baseball bats, knucklebusters, or crow bars (*cracked-ribs-2*)
- Gang up on someone and push them around violently (*intimidated-2*)
- Tie up their target (*restrained-2*) and then throw their subdued target into a getaway van and drive away (**Deny Them Something They Want** or create a new Danger: Getaway Vehicle, see the MC Toolkit)
- Suddenly barge into their target's house in the middle of the night
- Look tough and glare menacingly at the opposition