

CITY of MIST

ORDINARY PEOPLE · LEGENDARY POWERS



THE PLAYERS



ALL-SEEING EYE INVESTIGATIONS

CITY of MIST

STARTER SET

THE PLAYERS



WELCOME TO THE CITY

This booklet will guide you and your group as you learn how to play *City of Mist*. Just follow the evidence and solve the case!

One of you will take on the role of **the MC** (Master of Ceremonies), the host and the narrator of the game. As the MC, you should read both this booklet and the MC booklet to get acquainted with the game before running it.

To play this game you will need everything in the box:

- The players' booklet
- The MC booklet
- The five character folios
- Two dice
- Tracking cards
- Crew theme card

You may also wish to print out a summary of the "Player Moves" for each player available at the end of this booklet and at cityofmist.co/download.

CREDITS

City of Mist created by Amit Moshe

Writing and Game Design: Amit Moshe

Editing: Eran Aviram

Proofreading: Olivia Lauritzen, Omer Shapira

Art: Marcin Sobon, Ario Murti, Gunship Revolution (Marlon Ruiz, Oliver Morit)

Graphic Design: Manuel Serra Sáez

Contributors: Juancho Capic, Chema L. Centenero

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HOMAGE TO D. VINCENT BAKER AND APOCALYPSE WORLD

The rules of this game are partially based on the "Powered by the Apocalypse" game engine, presented in 2010 by D. Vincent Baker in his revolutionary game *Apocalypse World*. Vincent changed role-playing games forever by introducing a new way to play that emphasized a flowing conversation and a great story. Many great games that use this engine have since been published. We thank Vincent for his contribution to the world of role-playing games which also allowed the creation of *City of Mist*.

PRONOUN USE

Where the third person is required, this book refers to characters as 'she', players as 'he', and the MC as 'she' as well. This is an arbitrary division for the sake of readability and balance in the use of pronouns; characters, players, and MCs may be of any or no gender.

CONTENT WARNING

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

EXHIBIT No. #0 NEW TO ROLE PLAYING?

If this is the first role-playing experience for at least one of you, choose someone in your group to read this out loud:

A role-playing game is a storytelling game in which each player takes the role of a character in an imaginary world. It relies a lot on your imagination and common sense, but it also has some rules.

When you play *City of Mist*, you and your group create a story together, similar to a TV show or a comic book. You create it by describing **characters** and what they do during each **scene** of the story.

Most of the participants in the game are **players**. Each player focuses on portraying his character: describing his character and her actions in the scene, and sometimes her life and background.

One participant takes the role of **the MC (Master of Ceremonies)**. The MC serves as the host of the game as well as the narrator. She sets the scenes and chooses the challenges the characters will face (much like a TV director or showrunner). However, the MC does not control the player characters, nor the outcomes of their actions, so she never knows how things will unfold in each scene.

This is part of the fun: the MC presents a scene and asks "What do you do?", the players respond by describing their character's actions, the MC continues by reacting to those actions by presenting new challenges, and so forth. The result is a story that you all play through and enjoy as an audience, a story with an unknown end.

To make things interesting, this storytelling conversation has **rules**. The rules define what player characters can or cannot do and they add an element of chance by asking you to **roll dice to determine the outcome of your actions**.

That's all you need to know at this point: characters, scenes, players, MC, rules, and dice. Move on to the next exhibit.

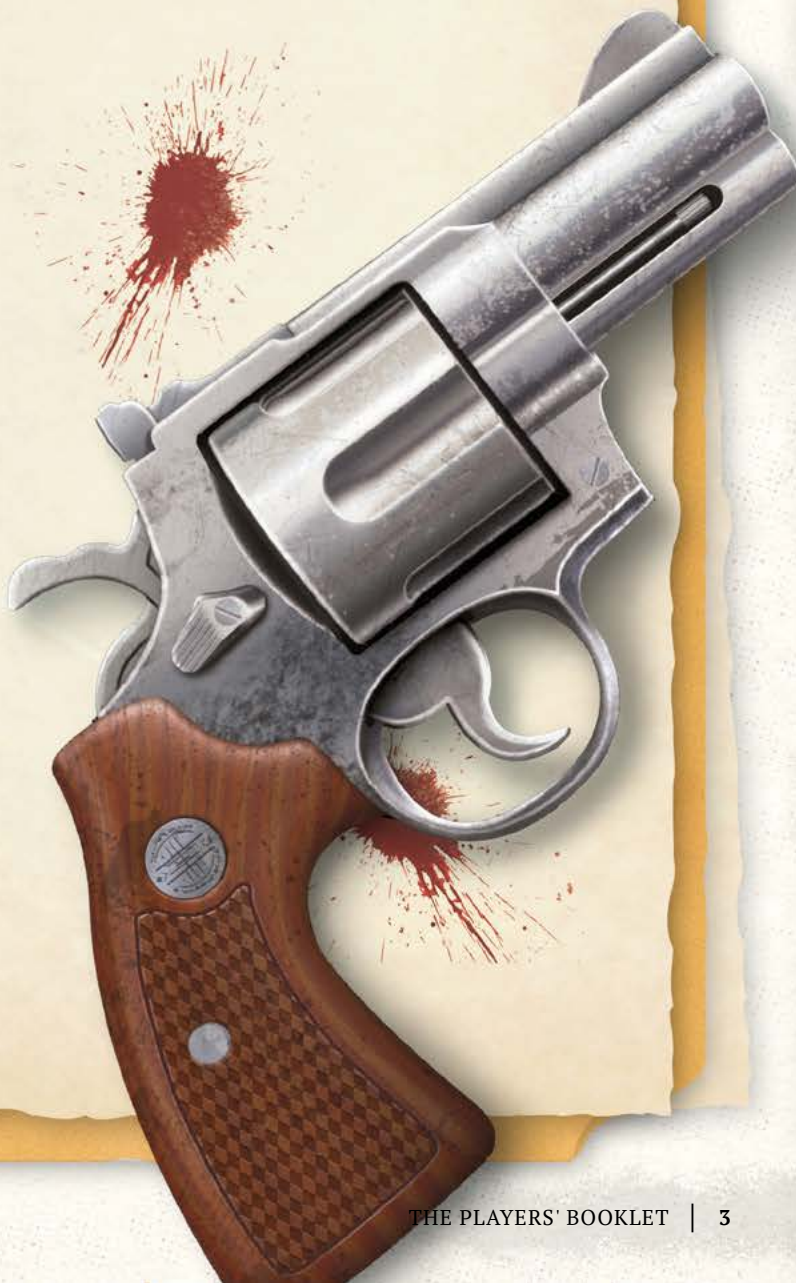


EXHIBIT No. #1 VOICEOVER MONOLOGUE

Choose someone in your group to read out loud this introduction to the City, in a gruff and raspy 'hard-boiled detective' voice:

Welcome to the City of legends made flesh.

In this corrupt and haunted metropolis, anyone can become a living gateway to an ancient myth or legend. In the shadows of shiny skyscrapers and derelict residential blocks, ordinary folk wield supernatural powers bestowed by the stories that live inside them, but those same stories threaten to tear their lives apart.

The Mist, a mystical veil known only to a select few, prevents the unwitting City residents from ever acknowledging the miracles they witness daily. It hides the legendary and distorts it, making it look plain and mundane. And so, distracted by their everyday hopes and fears, the people on the streets remain oblivious to the clash of mythical forces that drive and control the very life of the City.

You too were an ordinary person, until the seed of the legendary awoke within you. Now you are a **Rift** between the worlds, seeking answers to questions about your powers, but the truth always seems to elude you.

Awakened or not, you still want what every human being wants: love, money, power, peace of mind. Together with your ragtag crew of gifted individuals, you work to reveal the powers operating in the dark smoky alleys of the City, just as those very powers seek you out for what you are. You will hit the streets

in search of the strange cases, loose ends, and unsolved mysteries that will lead you to the truth, inevitably clashing with other legends in mortal form, the modern-day incarnations of stories from beyond the Mist.

Be warned – the truth is as dangerous as the forces that hide it. Only when you find yourself sacrificing that which is dearest to you will you truly learn the answer to the ultimate question: 'who am I?'.

But will it be worth it?

In short:

- **Rifts** are ordinary people with the power of legends.
- **The Mist** is the force that hides their existence and powers.

This is the premise of *City of Mist*. Move on to the next exhibit.



FURTHER INVESTIGATION: MYTHOI AND MIST

A Mythos is a story that is trying to manifest itself in the City. It can be an existing myth or legend, like the Mythoi of the included characters: Enkidu, Tlaloc, Iron Hans, Job or Baku. It can also be an abstract concept, like anger itself or the spirit of well-being.

The Mist prevents the Mythoi from directly influencing the City. This allows the City to exist as it is; otherwise, it would become a chaotic canvas where stories mix, clash, and rip each other to shreds.

To influence the City, Mythoi must manifest through Rifts, portals through the Mist. Some kind of awareness or an awakening of the soul is needed to become a Rift, so the most common form of a Rift is a human resident of the City. However, even animals, places and objects can be infused with enough awareness to serve as Rifts. They are called Familiars, Enclaves, and Relics, respectively.

Nevertheless, the Mythoi are not an alien force trying to invade the City – they are its heart and the blood that runs through it. Everything in the City only exists because the Mythoi live inside it and animate it, despite the Mist. It's possible that without the Mythoi the City would simply cease to be.



EXHIBIT No. #2 YOUR CREW

This set includes five character folios. Spread them around the table with their portrait and blurb facing up. Choose someone to read this:

This is your **crew**, the crew of "All-Seeing Eye Investigations". You're connected to each other in different ways, but you're all Rifts, gateways to some legend, and you're all searching for answers in the City. For these reasons, you've set up this private investigation agency as a front for your search after the truth. Your office lies at the heart of one of the City's blue-collar residential neighborhoods, Miller's Square.

Each character has a legendary side, called **MYTHOS**, and her everyday persona, who she is in the City, called **LOGOS**.

Browse the characters and have each player choose one character to portray. (The MC doesn't choose a character.) Read these character descriptions out loud to help everyone choose a character:



Detective Enkidu is a hard-boiled and experienced police detective, who has been secretly moonlighting with "All-Seeing Eye Investigations". Despite her stone-cold exterior, she harbors inside her a creature of the wild from Sumerian myth, who pushes her to break the very rules she fights to protect.



Tlaloc is a two-bit crook who can talk his way out of anything but in fact is quite the diamond in the rough. He never meant to be helping anyone but himself... but then he awakened to the Mythos of Tlaloc, the Aztec god of rain and water, thunder and lightning. His newfound powers also come with a call to protect the City.



Lily Chow is a runaway teen who is fleeing her high-flying executive parents after discovering what they really do for a living. The secret they were hiding, and that she set free, is Iron Hans, a magician-giant who soon became her companion, protector, and big brother as she started her adventure as a young adult in the City.



Job took the cloth after losing his family and fortune to the criminal underworld. His work as a priest is just a cover, however, for his true mission is to work through the lower ranks of the mob and find those who killed his family. Lucky for him, he is imbued with the powers of biblical Job, a god-fearing man who endured all of the Devil's tests and simply cannot die.



Baku is a bona fide monster hunter. Almost completely taken over by his Mythos, a mythological Japanese chimera which devours nightmares. This ghost-hunting predator prowls the night and preys on the things that go bump. To remind himself of

his humanity, he teaches martial arts in a little dojo in Miller's Square, but will this be enough to contain his Mythos?

You can change the characters background and details (such as their alias, real name, or gender) to your liking and complete the parts of their background that aren't specified as you wish

Once each player is holding their character folio, move on to the next exhibit.

FURTHER INVESTIGATION: THE CITY

The City is a burgeoning metropolis, home to millions of people. Everything you have learned to expect of a modern city can be found here: economy and business, culture and recreation, society and art, education and technology, law and crime.

But there's something more. Every part of the City hides a story: not just dry historical facts but something *alive*, something that's struggling to exist – not unlike what's growing in you. It's in the people and everything they do and make: the buildings, the establishments, the trends.

It's the old opera house on the waterfront that echoes faintly with organ music late at night, or the landmark corporate skyscraper that you always see on the skyline but whose actual entrance you can't ever seem to find. It's a new fad of dolls for little girls that seem to devilishly smile at you, or a rock star who sends uncontrolled waves of ecstasy through listeners. Or maybe it's that crummy diner at the corner of the street, giving off such tantalizing smells of fresh coffee and pastries that even sworn enemies can be seen sharing breakfast there.

The parts of the City that were abandoned by the mainstream, however, are those that most reek of something eldritch. Go under a highway bridge and you might find a hovel where something big

and roughly human lived. Way up by the spires of a forsaken church, stone statues of angels weighing several tons occasionally go missing, only to reappear after a day or two. And if you ever make it to the abandoned subway tunnels, you'll see the occasional hooded teenager slinking furtively into a candle-lit cistern, perhaps a member of some unknown cult.

You can place the *City of Mist* anywhere in the world or leave it as its own context. You can give it a name, real or fictional; fashion it based on an existing city or make it up entirely from scratch. You can have a map of the City or just reference different locations as you go. It's all good, because the City is only the backdrop for your story. What really matters is who's in the story and what's going to happen to them on the streets when the cameras of the mind's eye start rolling.

Residents of the City simply call it 'the City', and refer to anything outside of it as 'out of town' ("Oh, Johnny? Johnny's out of town. But he'll be back..." , "This stuff is weird, definitely came from out of town."). Their world view is so centered on the City that they don't really bother thinking about what's outside. Is that because of the Mist or is it just everyday absent-mindedness? You'll be the judge of that.

EXHIBIT No. #3 YOUR CHARACTER FOLIOS

Open your character folios and read through their different parts:

A A SUMMARY OF THE RULES OF THE GAME

B YOUR CHARACTER'S NAME OR ALIAS

C YOUR CHARACTER'S THEMES

Each of the four cards on your folio is a **theme**. It represents a major aspect of your character, her abilities, or her life.

Your themes are divided between **MYTHOS** (legendary, in purple) and **LOGOS** (ordinary, in red).

Characters with more Mythos themes are closer to their legend than to their ordinary life; characters with more Logos themes are closer to their ordinary life than to their legend.

Read your four theme titles to everyone at the table.

D YOUR CHARACTER'S MOTIVATIONS (MYSTERIES AND IDENTITIES)

Like a real person, your character has different and sometimes conflicting motivations, reasons to do what she does.

Each of your Mythos themes has a **Mystery**, a question that the Mythos inside your character wants her to explore.

Each of your Logos themes has an **Identity**, a statement that represents a conviction, a belief, or an emotion that defines your character.

Read your Mysteries and Identities now, to the group or to yourself.

E MAKING HARD CHOICES (FADE AND CRACK)

Like a real person, your character can face dilemmas when she is forced to choose between her Mysteries and her Identities. Her choices can bring about dramatic changes in her themes: one major aspect in her life is lost while another is gained.

Whenever you have the chance to get answers to one of your Mysteries and you choose not to follow it, mark **Fade** under that Mystery. If you mark all three Fade boxes, replace that Mythos theme with a new Logos theme.

Whenever you take action you feel goes against one of your Identities, mark **Crack** under that Identity. If you mark all three Crack boxes, replace that Logos theme with a new Mythos theme (see page 25).

Be aware of the balance of Mythos and Logos in your character. Going all the way in either direction will have fateful consequences.

F YOUR POWER TAGS

Each theme has three **power tags**.

Power tags are short descriptions of something useful to your character: a quality, an ability, an item, a resource, or even a catchphrase.

Whenever you take an important action, you invoke power tags that can help you achieve your goal. Each power tag you invoke gives you a point of **POWER** that improves both your chances of success and the effect of your action. You can invoke power tags over and over again and mix power tags from different themes.

Sometimes your Power tags will be burnt, becoming temporarily unavailable. Mark the flame (🔥) symbol next to a burnt tag. You cannot invoke this power tag until you choose to recover it when your character gets a chance to rest up.



G POWER TAG COMBOS

To help you become familiar with your character, your sheet includes four ready-to-use actions that she would typically take. Each combo combines a move with some of your power tags. You will learn how to use these later. However, be aware that you are not limited to these combos and you can always create your own power tag combinations when taking actions.

This is all you need to know to play the game at a basic level. You can keep **Exhibit #4** and **Exhibit #5** for later (perhaps at the end of the session or before the next session).

Note: Use dry-erase markers when you mark anything on your character folios.



You're ready to start playing *City of Mist*! Dim the lights, grab some snacks, and let the MC take over. **You can set this booklet aside for now.** During the case you will be referred to the next exhibits.

CITY OF MIST

DET. ENKIDU

MYTHOS-1 LOGOS-3

Expression

WILD

ATTENTION FADE

Identity:
"WHEN SHOULD I FOLLOW MY INSTINCTS?"

In the dark recesses of her soul, Detective Enkidu harbors a feral creature, the heroic beastman Enkidu of ancient Mesopotamia. Can she trust its animalistic wisdom?

POWER TAGS

- Unleash the beast within
- Thorny tentacles
- Feral athletics

NEW POWER TAG OPTIONS

- Single combat champion
- Pheromone control
- Instinct over reason

WEAKNESS TAGS

- Uncouth brute

THEME IMPROVEMENT

- Contain the Surge

When you make the move Stop, Holding, Back, with this theme's powers, if you roll 6 or less, treat it as 7-9 instead.

Training

HARD-BOILED DETECTIVE

ATTENTION CRACK

Identity:
"I NEVER LEAVE A CASE UNSOLVED."

The detective has seen her fair share of rainy crime scenes surrounded by yellow tape. She knows the job, and she knows she shouldn't get involved, but she always does.

POWER TAGS

- Police work
- Search for evidence
- Drive with lights and sirens

NEW POWER TAG OPTIONS

- Veteran's hunch
- Excessive use of force
- Promoted to Sergeant

WEAKNESS TAGS

- Don't get too personal

THEME IMPROVEMENTS

- Broad Training

Once per session, you can create a theme story tag that reflects a useful method of detail covered by your training.

Possessions

STANDARD ISSUE GEAR

ATTENTION CRACK

Identity:
"I TRUST MY GUN BETTER THAN I TRUST ANYONE HERE."

A badge and a gun are all a cop needs, according to Detective Enkidu. People may betray you, but well-maintained gear can always be trusted.

POWER TAGS

- Police badge
- Access to police armory
- Standard issue pistol

NEW POWER TAG OPTIONS

- Higher stopping power rounds
- Concealed holster
- Squad car

WEAKNESS TAGS

- Gear screams "police"

THEME IMPROVEMENTS

- Quartermaster

Once per scene, you can let another player use a power tag from this theme describing an item. You do not need to Change the Game to do so.

Turf

PRECINCT 23

ATTENTION CRACK

Identity:
"MESS WITH SQUAD 23, AND YOU'VE GOT ME WITH ME."

For the last decade, Precinct 23 has been watching over the city. That happens on a neighborhood is...

POWER TAGS

- Streets of Miller's
- Local small-time cops
- You're in my jurisdiction

NEW POWER TAG OPTIONS

- Incorruptible
- Push someone for
- Call for backup

WEAKNESS TAGS

- Corruption everywhere

THEME IMPROVEMENTS

- (No) Loyalty Knows

When in your turf, you can use an NPC ally or object from this theme meant for you. If you do, mark Crack on the...

HOW TO PLAY

When you take action as your character:

1 DESCRIBE YOUR ACTION

2 CHOOSE A MOVE

that matches the action you are taking

CHANGE THE GAME

To give an advantage or remove disadvantage

CONVINCE to get someone to do something they wouldn't normally do

FACE DANGER

Avoid harm or resist a malign influence

GO TOE TO TOE

Fight someone for control over something

3 CHOOSE TAGS

relevant to your action:

EACH POWER TAG

+1 POWER

EACH WEAKNESS TAG

-1 POWER

+1 ATTENTION

4 APPLY STATUSES

HIGHEST HELPFUL STATUS

ADD TIER TO POWER

HIGHEST IMPEDING STATUS

SUBTRACT FROM

5 ROLL+POWER

Roll two City of Mist (or six-sided) dice and add your power

6 OR LESS > MISS
THE MC MAKES A MOVE

7 TO 9 > HIT
SUCCESS, WITH COMPLICATION

Look at the move description for the exact outcome.

IMPROVEMENT When you mark three Attention, you can improve your character's power or tag.

CHOOSE A NEW POWER TAG OR **UNLOCK THE THEME**

TAG COMBOS

STUDY A CRIME SCENE

Investigate: police work + search for evidence
POWER 2

GO BERSERK ON SOMEONE

Go Toe to Toe or Hit With All You've Got: unleash the beast within + thorny tentacles
POWER 2

THREATEN TO ARREST SOMEONE

Convince: police work + you're in my jurisdiction
POWER 3

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG. ALL-SEEING EYE INVESTIGATION

EXHIBIT No.

#4 CHARACTER GROWTH

Read this when you're ready to learn more about your character folio or when the MC booklet refers you here.

H YOUR WEAKNESS TAGS

Each theme has one **weakness tag**. Weakness tags are short descriptions of things that interfere with your actions: a shortcoming, a limitation, or an uncontrolled factor. When you take actions, you or the MC can invoke weakness tags. Each weakness tag invoked reduces your Power by one but also earns you a point of Attention on its theme.

I YOUR ATTENTION TRACK

Each theme has an **Attention** track, which represents the theme's improvement. When you mark 3 Attention, you can choose a new power tag from the list given for the theme, or you can choose to take the theme's improvement. You then reset the track to zero. (The full *City of Mist* game includes additional improvement options).

J YOUR NEW POWER TAG OPTIONS

These are power tags that you can unlock with Attention.

K THEME IMPROVEMENTS

Each theme has a theme improvement which enhances its abilities and/or performance by setting new rules or changing some of the existing rules. You can unlock theme improvements with Attention.

EXHIBIT No. #4

FURTHER INVESTIGATION: MYTHOS VS. LOGOS

You want a lot of things. You want to keep your job, you want to make your mom happy, or maybe you just want to find the *best* blueberry muffins in the City. You might also want to take revenge on those who have hurt you, or to show your true worth to someone. There are different sides to your **Identity**, each desiring different things.

Then, there is your Mythos. It wants you to go deeper, beyond your petty human desires and beyond what you know and so habitually cling to. There is a story inside you, a legend that transcends your personality and the circumstances of your life. It's calling to you to find it, to unravel it. It's a **Mystery** that you feel compelled to follow.

Your **Mythos** represents **the unknown** in your character's life: questions, doubts, dark places, subconscious, the void, a search for a higher or deeper truth, intuition, clues, visions, symbolism, loss of touch with daily life, and specifically the **mystery** in your character's existence:

- Questions your character has about herself and her place in the world
- Things your character senses or feels but are intangible
- Symbolism that fascinates her
- A wish to be more than what she is
- What attracts your character to the edge

Your **Logos** represents **the known** in your character's life: answers, convictions, decisions, definitions, values, attachments, habits, clarity, safety, stability, and specifically your character's **identity**:

- What your character knows about herself
- How your character defines herself
- What's important to your character
- What your character appreciates, values, or loves
- What makes your character feel safe in an unpredictable world

EXHIBIT No. #5 CREW THEME

The crew theme is an optional aspect of the game. Should you choose to use it, place the Crew Theme card at the center of the table and read aloud the following:

The crew theme represents our crew. Like character themes, the crew theme has a Mystery, three power tags, and a weakness tag.

Any player can invoke the crew theme's power tags when making a move and use them as his own power tags (if they are relevant to the action). However, once a crew power tag is invoked, it is burnt. Crew power tags are recovered at the beginning of every session (crew power tags cannot be burnt for a hit, as explained later).

Any player or the MC can invoke the crew theme's weakness tags when a player is making a move (if the tag is relevant to the action). The crew theme gains Attention like a normal theme and can gain new tags as it evolves.

Finally, a crew theme marks Fade or Crack when any one of the crew members acts against its Mystery or Identity. When it marks its third Fade/Crack, the crew is broken and the theme is lost. A new crew theme can be gained if the crew members find a new reason to cooperate.



Crew Theme



ALL-SEEING EYE INVESTIGATIONS





ATTENTION FADE

Mystery:
"WHAT ARE THE HIDDEN POWERS CONTROLLING OUR CITY?"

The private investigation firm is a front used by Det. Enkidu, Tlaloc, Lily Chow, Job, and Baku in their joint search after what really goes on in the City. Little by little, it has also become a new family for these five loners.

POWER TAGS

Be there for each other 

Office space 

Private investigator license 

NEW POWER TAG OPTIONS

☐ Second sight 

☐ Heroes of Miller's Square 

☐ Tactical coordination 

IMPROVEMENT

☐ Pull It Together

Once per scene, you can recover a burnt crew power tag.

WEAKNESS TAGS

A team of loners

FURTHER INVESTIGATION: THE MIST

The public knows nothing. The mysteries you will encounter every night on the streets will never really be brought to light. When the work of legends is reported in the media, it's usually completely skewed or purely anecdotal. People on the street know that something is going on, but most of them excuse it as something mundane and just forget about it. They're *Sleepers*; they'd much rather sink back into the drama of their lives, be it a spouse's possible infidelity or a TV show they just love to watch. Why? And why aren't you like them?

Like the Mythoi themselves, the nature of the force that keeps the legendary hidden is largely unknown, as is the reason for its existence and power over humanity. Different esoteric traditions mention it and give it their own names, like the Indian *Maya* or the kabbalist *Ester*, but these ancient lores aren't exactly common knowledge in the City. The vast majority of the residents of the City remain under this spell, ignoring or excusing even the most blatant miracle in their paths.

Not so for those touched by a Mythos. To the extent their awareness allows, Rifts can see with open eyes, remembering the wonders they witness. Unfortunately, they too are subject to the pull of the Mist; even the greatest of legends has mortal aspirations and attachments that may eventually bring her to forget her Mythos, if she does not keep them in check.

It is theorized that there is another player in this game of Mist and Mythos. Sometime, somewhere, they must have known the origin of the Mist, enough to derive its name from the Greek word *μυσ* (*miyó*) - "to conceal", and perhaps they are the only ones in the City who actually know it by this name. Who they are and what they know is a mystery for you to unravel.

Overall, Rifts can operate quite freely in the City as their Mythos powers are masked by the Mist. A thunder god's lightning bolts can be excused as a freak power surge or the hellhound companions of a succubus are later remembered as really big and really nasty dogs. Deep in their hearts, Sleepers know what they saw, but they just can't bring themselves to acknowledge it, so they get distracted, make up excuses, or simply forget.

There are, however, several reasons for Rifts to watch their step and curb the use of their Mythos powers on the streets of the City:

- **The Mist hides legendary powers, not their consequences.** For example, if a Rift trashes a bar using her powers, the powers may be dismissed but not the destruction – she will still be held accountable for the mess (even though it might be hard to prove how she did it).
- **You never know who is watching.** Not everyone is affected by the Mist the same way. Though the vast majority of the City residents are Sleepers, many others are awakening. Even at the very beginning of awakening, individuals can remember miracles they see, at least partially. Anyone, from your girlfriend to an unassuming bank clerk, could be one of those people, so you may find yourself surprised if you rely on the Mist too much. And, of course, there are plenty of other Rifts roaming the streets. Unchecked use of your Mythos powers has the potential of exposing you to great danger, attracting the attention of the ancient and powerful.
- **Exposing Sleepers to Mythos powers may awaken them.** It's hard to tell what exactly makes a person awaken. It's different for everyone. But there is no doubt that witnessing something extraordinary can break the Mist's hold over someone and birth a new Rift. What this new Rift will do with their powers is now indirectly your responsibility.
- **The Mist can bite back.** The Mist is an elaborate conscious force constantly working to maintain the ordinary reality. Normally, it works by making Sleepers forget, but if faced with a threat to its very fabric it may somehow intensify its efforts and try to permanently seal the offending Rift. How this actually manifests is up to the MC to decide.

EXHIBIT No. #6 TAKING ACTION

The MC booklet will refer you here when a player character takes a dramatic action for the first time. Read this:

The rules kick in when you take an action that could have several interesting outcomes. Most actions in the game are translated into one of eight **MOVES** called the **CORE MOVES**:

CHANGE THE GAME PAGE 15
Give an advantage or remove a disadvantage

CONVINCE PAGE 16
Get someone to do something they wouldn't

FACE DANGER PAGE 16
Avoid harm or resist a malign influence

GO TOE TO TOE PAGE 17
Fight with someone for control over something

HIT WITH ALL YOU'VE GOT PAGE 18
Harm someone in the worst way you can

INVESTIGATE PAGE 18
Get answers to burning questions

SNEAK AROUND PAGE 19
Act secretly or deceptively

TAKE THE RISK PAGE 19
Perform a feat of daring

You don't need to remember the moves or read their descriptions now. We'll refer to them as we use them.

THE FINE PRINT: TAKING ACTION

Tag relevance: The power tags you invoke have to contribute directly to the specific action and move you are making. Only relevant tags add to your Power. The MC has the final call on which tags count.

Tag reuse and combinations: You can use tags from different themes, including the crew theme. You can also use story tags (see under **Change the Game**, page 15). You

To take action:

First, **describe your character's action** and **choose a move** to represent it (the MC can help you with that).

Second, **invoke POWER TAGS from your THEMES that directly help your action**. Your action has one point of **POWER** for every tag you name.

Finally, **roll two City of Mist or six-sided dice and add the results to your POWER**. The total is your score.

- If you scored 7 or more, it's a **HIT**: 7 to 9 (7-9) is a success with complications, and 10 or more (10+) is a great success.
- If you scored 6 or less, it's a **MISS**: the spotlight goes back to the MC and she makes her own move to complicate (or shorten) your character's life.

Different moves have different outcomes. When you have your score, look at the move description on the following pages and follow the rules there to determine the outcome of your action.

(There are more rules to taking actions which will be introduced later.)

Now let the player who took the first dramatic action describe it, choose a move, name tags, and roll. Use the move descriptions starting on page 15 to resolve the action.

From now on, whenever a player takes a dramatic action, return here to read the description of the move he is making. If the move makes use of statuses, first read **Exhibit #7: Statuses** (page 20).

can use your themes' power tags over and over again in different actions, as long as the actions are different and as long as there is no other limitation in the rules of that move.

Complex actions: If you're trying to make a complex action, like attacking and defending at the same time, break it up into separate moves (e.g., **Hit With All You've Got** and **Face Danger**).

HOW IS *CITY OF MIST* DIFFERENT FROM TRADITIONAL RPGS?

- **It's cinematic.** Like in a movie, these rules put the focus on dramatic actions and developments while blurring unimportant details. For example, you don't track exactly how much money your character has or what exactly she's carrying; instead, you know what resources you have in broad strokes and focus on their interesting aspects, which you can activate to make dramatic actions, such as purchasing or pulling out a new weapon.
- **It rewards creativity.** There are endless ways to use your tags in different actions and situations. The more creative you get with your tags, the more you get out of them.
- **"Damage" is more than just hit points.** Statuses reduce your character's ability to take actions and lead the story. The same rules are used to represent any type of condition: physical, mental, or social, but also emotional, political, legal, magical, or anything else.
- **Initiative is based on the narrative.** The MC passes the spotlight between the players in the same way a director manages multiple cameras covering the lead cast. Characters can **Take the Risk** to act before something happens, except when they are hit by a hard move, in which case the hard move happens first.

- **The MC never rolls the dice.** Instead, the MC dispenses threats and challenges; when the PCs fail to respond to the MC's challenges, they suffer consequences as set in the rules or the case. This keeps the focus on the player characters and on the narrative.
- **Adversaries do not have their own turns.** Instead, the MC narrates how adversaries move, attack, and take actions, before or after a player acts. These actions harm the PCs only when ignored or when a player misses a roll (see **Exhibit #9: Playing Through Conflict** on page 22).

WHEN IS A TAG RELEVANT?

A tag can be invoked in a move when it directly helps or impedes the move's action. For example, when throwing a punch, being **strong** helps the action, being **clumsy** impedes the action, while being **blue** is irrelevant so it does not apply. Being **smart** or being **brave**, while related, do not directly help the act of punching; they can be used in a separate action, before punching, to find an opponent's weakness or to shake off fear. The same logic applies to applying statuses, explained below.



THE CORE MOVES

CHANGE THE GAME

When you use your abilities to give yourself or your allies an advantage, roll+Power. On a hit, you get Juice=Power. Spend your Juice to gain the following effects, one-to-one:

- Create a story tag
- Burn a power tag or a story tag
- Give or reduce a status (one tier per point of Juice)

On a 10+, you get a minimum of 2 Juice, and you can also use your Juice to choose:

- Scale up the effect (greater area or more targets)
- Prolong the effect (make it ongoing)
- Hide the effect
- Any other improvement you and the MC agree on

USE THIS MOVE WHEN YOU:

- Heal, restore, or fix: Remove negative status
- Help someone else: Give positive tags or status
- Find, buy, create, or get a useful object: Create a new tag describing an item
- Conjure, summon, or rally new allies: Create a new tag describing your ally
- Weaken or interfere with someone else: Give negative tags or statuses

WHEN YOU SCORE A HIT IN THIS MOVE:

Each point of Power you have grants you a point of Juice.

You can spend Juice to create new tags, called **story tags**, or new statuses, or to remove existing tags or reduce existing statuses.

Each point of Juice creates or removes one tag or one tier in a status.

THE FINE PRINT: CHANGE THE GAME

Rule of Minimum One: If your Power is zero or less, you still get a minimum of 1 Juice. If you rolled 10+, you get a minimum of 2 Juice.

Effect must match action: You must spend your Juice on effects related to your action. You cannot describe an action of healing and give someone an injury status.

Using story tags: Write down the story tag on a tracking card. It can belong to you, to someone else, or the scene in general. Story tags can act both as power tags or as weakness tags, depending on the situation (but unlike weakness tags, they don't earn you Attention).

Effects are temporary: Remove story tags and statuses created with Juice after the first time they are invoked in a move. To make them last for a scene, you need to score

10+ and choose the *prolong effect* option, making the tag or status *ongoing*.

One target per point of Juice: Normally, each point of Juice affects just one target, but you can divide your points between different targets. If you score 10+ and choose the *scale up effect* option, each point can affect a group of targets (MC has the final call).

Helping or Interfering: You can use **Change the Game** before a fellow player rolls the dice on their action to help or interfere with their action. Ask the MC for the spotlight, make the **Change the Game** move, and give the other player character a positive or a negative status. Then, return the spotlight to the player to complete their action with the added effect of your move.

CONVINCE

When you use your abilities to **talk, threaten, or seduce someone into doing something**, roll+Power. On a hit, choose a relevant status with tier=Power. Your target can choose either to take the status or:

- on a 7-9, to give in a little, but protect their own agenda.
- on a 10+, to change their agenda to include yours, at least for the time being.

USE THIS MOVE WHEN YOU:

- Persuade someone to help you
- Hold someone at gunpoint
- Bribe an official
- Flirt to get what you want
- Blackmail someone

To get someone to share information, use **Investigate** instead.

To deceive someone, use **Sneak Around** instead.

WHEN YOU SCORE A HIT IN THIS MOVE:

Tell the MC or the player who controls the target what you want them to do. Then take a tracking card and write the status they will get if they don't do as you say (if you hold them at gunpoint and they move, you give them *gunshot-wound-3*; if you ask for help and they turn you down, they will feel *guilty-2*; etc.). The tier of the status equals your Power.

The MC or the player who controls the target must choose between going against your wish and taking the status, or doing as you wish. On a 7-9, they can choose to do as you wish but still protect their interests.

FACE DANGER

When you use your abilities to **avoid an incoming hit, endure harm, resist a malign influence, or hold it together**, the MC (or player) will name a status with its tag and tier. Roll+Power. On a 10+, you fend off the effect and take no status at all. On a 7-9, you take the status, but with -1 tier. On a miss, you take the full status.

This move activates automatically when you are about to receive a status, even if you don't have the spotlight right now.

USE THIS MOVE WHEN YOU:

- Take, dodge, or block a hit
- Withstand harsh conditions
- Endure the effects of a toxin or disease
- Resist psychological or magical effects

WHEN YOU SCORE A HIT IN THIS MOVE:

You either take the status with one tier lower (7-9) or avoid the status completely (10+).



GO TOE TO TOE

When you use your abilities to overcome someone or something in a struggle for control, state what your goal is. Your opponent can describe how they respond, at their option. Roll+Power. On a 7-9, choose 1. On a 10+, choose 2:

- You manage to achieve your goal, e.g., take something they hold.
- You get them good, giving your opponent a status with tier=Power.
- You block, dodge, or counter their best attempts. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.

USE THIS MOVE WHEN YOU:

- Fight someone for control over a position or object
- Outshine others at a social gathering
- Try to outrun pursuers
- Fight someone who is actively opposing you, e.g., in a fist fight or when exchanging shots

WHEN YOU SCORE A HIT IN THIS MOVE:

You choose one or two out of three options: achieve a goal, give a status, or avoid taking a status.

The choices you don't choose are just as important as the ones you do. If you don't achieve your goal, someone else might; if you don't protect yourself, the MC will hit you with a status (even if you didn't score a miss).

THE FINE PRINT: CONVINCE

Rule of Minimum One: If your Power is zero or less, you still create a tier-1 status.

The status must represent the stick, not the carrot: You cannot convince someone to help you and give them a *convinced-2* status if they don't help you. The status must represent what happens if they **refuse** you, for example *publicly-shamed-2* or *hunted-by-police-2*.

Leverage: If you have something the target really wants, the MC can give you a temporary story tag (see under **Change the Game**) to boost your roll. If they have a great deal to lose by doing as you wish, the MC can do the same to weaken your roll.

Player vs. Player: You can use **Convince** on a fellow player character to pressure them into accepting a course of action. The player then chooses whether to take the status or adopt your agenda (partially or wholly, depending on your success).

THE FINE PRINT: FACE DANGER

No MC move on miss: When you miss on this move, you simply take the full status as intended. The MC does not get to make a hard move against you, as she would when you miss on other moves.

Need the right tags: To avoid a status, you need to have the ability to defend from it. Otherwise, you cannot **Face Danger** and you receive the full status. E.g., if someone casts a *cursed-2* on you and you have no tags that can resist a magic spell, you don't get to **Face Danger** at all.

Roll with no tags: If the status you are about to take can be reasonably resisted or avoided by any normal person, you can roll without invoking tags. Your starting Power is zero (no power tags). E.g., if you are *punched-1* or *humiliated-3*, you can **Face Danger** even if you don't have specific tags that help you defend from it.

No reuse of tags: If your **Face Danger** move is a result of another move you made (e.g. you attacked and were counterattacked as part of your move), you cannot use any power tags you named in the first move.

THE FINE PRINT: GO TOE TO TOE

Rule of Minimum One: If your Power is zero or less and you choose to give a status, you still give a tier-1 status.

Going Toe to Toe with Dangers: If you're facing a significant challenge (a Danger), you cannot choose to simply overcome it as your goal. Instead, choose to give them a status. You can use the "achieve your goal" option to gain tactical advantages like securing an escape route, blocking your foe's path to their target, taking hold of something they have, opening them up to attack etc.

Player vs. Player: If you use this move on a player and don't choose to protect yourself, they can make a counterattack by counting their relevant tags and giving you a status with a tier equal to their Power.

HIT WITH ALL YOU'VE GOT

When you have a clear shot and you use your abilities to hit someone or something with all you've got, roll+Power. On a hit, you give the target an appropriate status of your choice with tier=Power. On a 10+, choose 2. On a 7-9, choose 1:

- You take cover or secure a superior position. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.
- You get them good or get many of them (+1 tier).
- You control the collateral damage.
- You hold the target's attention, if possible.
- You gain the upper hand. Take 1 Juice.

USE THIS MOVE WHEN YOU:

- Throw a punch or fire at someone
- Use a supernatural ability on someone at full power
- Use your social skills to intimidate, offend, or humiliate someone

To use this move, you must have a clear shot or a golden opportunity to hit your opponent; if you're in a struggle, you should use **Go Toe to Toe**.

WHEN YOU SCORE A HIT IN THIS MOVE:

Each point of Power you have grants a tier in a status you give to your target. You choose a description for the status.

You also choose one or two of the five listed effects, depending on your success. You cannot choose any single effect more than once.

The choices you don't choose are just as important as the ones you do. If you don't control the collateral damage, someone might get hurt; if you don't protect yourself, the MC will hit you with a status (even if you didn't score a miss).

If you choose to gain the upper hand and get Juice, use it as in **Change the Game**.

INVESTIGATE

When you use your abilities to seek answers to burning questions, roll+Power. On a hit, you get Clues=Power. Spend your Clues one-to-one to ask the MC a question about the subject of your investigation or ask another player a relevant question about their character. They must give you either a straight answer or a solid lead. On a 7-9, they can also choose 1:

- Your investigation exposes you to danger.
- The clues you get are fuzzy, incomplete, or part-true part-false.
- Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.

USE THIS MOVE WHEN YOU:

- Inspect or search the scene, a person, or an object
- Try to learn something through a conversation
- Turn to your contacts or allies for information
- Refer to your knowledge or legendary abilities for answers.

WHEN YOU SCORE A HIT IN THIS MOVE:

Each point of Power grants you a Clue.

You can spend a Clue to ask the MC a question about the subject of your investigation; **the MC must give you a clue about it** (she may also tell you the entire answer).

Example questions:

- Who did this?
- Where is the killer now?
- What does this person want?
- What is this person hiding?
- How can I get out of here?
- etc.

On a 7-9, the MC also chooses a complication from the list.

SNEAK AROUND

When you use your abilities to act secretly or deceptively, roll+Power. On a hit, everyone that should fall for it falls for it. On a 7-9, it's complicated. The MC chooses 1:

- Someone unimportant noticed you, but that just made them important, right?
- You are perceived only by a secondary sense (someone picks up your scent while you're stalking them; you're seen whispering a message but the message is not heard).
- You must leave something important behind – or be discovered.

USE THIS MOVE WHEN YOU:

- Lie, deceive, or impersonate
- Pickpocket
- Move undetected or hide
- Eavesdrop

WHEN YOU SCORE A HIT IN THIS MOVE:

You avoid being detected or successfully hide your true intentions.

On a 7-9, the MC chooses a complication from the list.

THE FINE PRINT: HIT WITH ALL YOU'VE GOT

Rule of Minimum One: If your Power is zero or less, you still give a tier-1 status.

Effect must match action: You must give a status that is reasonably related to your action. You cannot attack with a sword and give the status *personally-offended-2*.

Player vs. Player: If you use this move on a player and don't choose to protect yourself, they can make a counterattack by counting their relevant tags and giving you a status with a tier equal to their Power.

THE FINE PRINT: SNEAK AROUND

Player vs. Player: You can use **Sneak Around** to hide actions from your fellow player characters. If you succeed, while the players as the audience know about your actions, their characters within the story do not.

TAKE THE RISK

When you perform a daring, risky, or outright stupid feat, roll+Power. On a 10+, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

USE THIS MOVE WHEN YOU:

- Climb a slippery ledge
- Defuse a bomb
- Drive through a marketplace
- Slide under a closing gate
- Dive through a glass ceiling

WHEN YOU SCORE A HIT IN THIS MOVE:

On a 10+, you pull off your feat of daring successfully.

On a 7-9, you still succeed, but the MC gives you two bad outcomes or side-effects and asks you to choose between them (see the hard MC move **Force them to Choose**, page 6 in the MC Booklet).

THE FINE PRINT: INVESTIGATE

Rule of Minimum One: If your Power is zero or less, you still get one Clue.

Effect must match action: You must ask questions that relate to the way you investigated and the subject of your investigation. You cannot search for fingerprints and use the Clues to ask about a witness's emotional state.

Player vs. Player: You can use **Investigate** on a fellow player to uncover hidden information about their character (such as their planned course of action or whether they're hiding the truth).

THE FINE PRINT: TAKE THE RISK

Taking the initiative: If you want to take action before someone else or before something happens, you can ask the MC to **Take the Risk** to check if you succeed and what it'll cost you. This doesn't apply to the MC's hard moves (for example, when you roll a miss); when the MC makes a hard move, it's too late to prevent it.

EXHIBIT No. #7 STATUSES

The MC booklet will refer you here when a player character first takes or gives a status. Read this:

Statuses represent passing conditions, like distracted, supercharged, or wounded (unlike tags, which represent qualities or things).

A status has a **descriptive tag** and a **tier**, a number from 1 to 6 which reflects its severity: A tier-1 status is a mild condition while a tier-4 status is a dramatic condition. When a status reaches tier-5, it's incapacitating. When it reaches tier-6 it becomes deadly or forces a permanent change on your character, decided by the MC.

When you **give a status**, you are affecting the target, making it stronger with a positive status or hurting it with a negative status.

When you **take a status**, your character is the one affected. You can usually **Face Danger** to try to reduce the incoming status or ignore it. The MC has the final say on this.

The most important thing to know about statuses is that they affect the Power of your actions:

When you take an action and you have a status that interferes with it, you subtract the tier of the status from

your Power (for example, trying to run while having the status *tied-up-3* reduces the action's Power by 3).

When you take an action and you have a status that directly helps it, you add the tier of the status to your Power (for example, trying to run while having the status *quicken-2* increases the action's Power by 2).

If you are trying to take an action that affects someone or something and they have a status that makes your action easier or harder, you treat their status as yours. The MC will tell you when this applies.



Your group now knows about statuses! Any statuses you receive from now on will affect your actions, if relevant. You can use the **Tracking Cards** in this box to track statuses on PCs, NPCs, and the environment. You can get back to the case now.

THE FINE PRINT: STATUSES

Multiple statuses: If you have different relevant positive statuses, only the status with the highest tier counts. If you have different relevant negative statuses, only the status with the highest tier counts. Therefore, you only ever apply one positive status and one negative status to any single action, at most.

Merging statuses: If you take multiple statuses that are identical or similar, they are "on the same spectrum," so they stack. But they don't just add up. Instead:

- A higher tier replaces a lower tier. *Bruised-2* replaces *grazed-1*.

- Two statuses of the same tier merge into a status one tier higher. *Gunshot-wound-3* and *gunshot-wound-3* merge into *bleeding-out-4*.
- A lower tier slowly builds up on a higher tier. On a tracking card, mark the higher tier. Then, mark a number of boxes equal to the lower tier, to the right of the higher tier. If you are *humiliated-3* and you take *insulted-2*, mark tier 3 and two boxes right of tier 3. If you reach the next tier, erase your current tier and circle the tier you reached.

EXHIBIT No. #8 PLAYING THROUGH A CONFLICT

The MC booklet will refer you here when your crew first engages in a fight or an ongoing conflict. Read this:

Serious threats to your characters' lives or to their investigation are called **Dangers**. These could be anything from street thugs, environmental hazards, or other Rifts with Mythos powers and their magical minions.

To overcome a Danger you must give it a status high enough to neutralize it as a threat and end the conflict. You could try to harm it, befriend it, distract it, bribe it, banish it, incriminate it, and so on.

To give a status to a Danger you make the move **Hit With All You've Got**, or, if the Danger is fighting back, **Go Toe to Toe**.

During the conflict the MC will describe how the Danger threatens you and your crew. The Danger can harm you when...

- you make a move and score a miss.
- you attack or affect it and *don't* choose to protect yourself from a counterattack.
- you ignore a threat from the Danger long enough for it to materialize.

The MC can also reveal special abilities belonging to the Danger, called **custom moves**. For example, some Dangers can attack you just before you move to attack them or defend from your attacks better and reduce the tier of the status you inflict.

Finally, when a Danger has a status that doesn't lead directly to her defeat, such as *prone-2* or *alert-3*, it may affect your moves. The MC will tell you when this applies.

Are you ready to clash with your first Danger?

EXHIBIT No. #9 DOWNTIME

The MC booklet will refer you here when your crew has its first downtime. Read this:

When your crew decides to take a break from the investigation or action, it's called **downtime**. Your characters may want to take some time off to recover, prepare, and focus on their personal lives, before getting back to the case.

Downtime happens between scenes. Just like in a movie, we fast forward the hours, days, and even weeks that pass while the characters are pursuing other goals or living their lives. You can imagine this part as a **montage**, a rapid series of shots depicting the characters' activities without going into detail.

During downtime, you cannot take actions using the Core Moves; instead, you choose one of five options: focus on your ordinary life, continue investigating, explore your Mythos, prepare, or recover. Each player may choose a different activity for his character. The **Montage (Downtime)** move shows what benefits you gain from each option.

Once everyone has chosen their options and described their character's activity in the montage, the MC can use some of the montage shots as a basis for the next scene.

MONTAGE (DOWNTIME)

Whenever your character has some downtime, choose one way to spend it:

- **Give attention** to one of your Logos (or extra) themes. Tell everyone at the table how you do it and mark Attention on that theme.
- **Work the case.** Tell everyone at the table how you do it, and gain 3 Clues with a method and a source based on your description.
- **Explore your Mythos.** Tell everyone at the table which Mystery you explore and how you do it. You gain 1 Clue with a method and a source based on your description. Mark Attention on that Mystery's theme.
- **Prepare for your next activity.** Tell everyone at the table how you prepare and choose one: recover all your burnt power tags OR gain 3 Juice with a method based on your description. You can choose from the effect improvements under **Change the Game**.
- **Recover from your last activity.** For each ongoing status still affecting you, the MC will tell you if and how it can be reduced during your downtime and by how many tiers. Alternatively, the MC can allow you to reduce any or some of your statuses by one tier for each relevant tag you have.

The MC can cue into any of the montage events and continue them as scenes.



EXHIBIT No.

#10 BURNING FOR A HIT AND STOP. HOLDING. BACK

The MC booklet will refer you here when it's time to learn about how to push your character's abilities to the limit and beyond. Read this:

You can choose to voluntarily burn one of your power tags to get an instant success. This is called **burning for a hit**. When you burn for a hit, you do not invoke any power tags and you do not roll the dice. Instead, you automatically get a Power of 3 and a score of 10. If you don't have any relevant statuses, this is your final score. If you do, apply your statuses to both your Power and your score. Then, compare the result to the move description as usual.

When you want to push your powers beyond their limits or beyond how they are described in your tags, you can **Stop. Holding. Back**. This move allows you to do anything, even turn back time, as long as it's somehow related to your Mythos.

When you **Stop. Holding. Back.**, you do not invoke any tags or statuses. Instead, you add the number of Logos themes you have to the result of the roll. Tell the MC what you want to achieve and she will set the level of sacrifice required from you. Depending on what you are trying to do, the potential consequences can be marking Fade/Crack, burning multiple tags, replacing a theme, or even your character dying. If you accept the risk, roll and follow the outcome in the move description below.

You already read about marking Fade and Crack and burning tags under Exhibit #3 (page 8). If relevant, read more about replacing themes under Exhibit #12 (page 25).

STOP. HOLDING. BACK.

When you use your powers in a new and never-before-seen way or scale, tell the MC what you hope to achieve. The MC will tell you the sacrifice it will take from you. Then roll+Logos. On a hit, you achieve exactly what you wanted to achieve and pay the price:

Significant: On a 7-9, mark Fade/Crack and burn all the power tags on one theme. On a 10+, mark Fade/Crack on one theme.

No Return: On a 7-9, replace one theme. On a 10+, mark Fade/Crack and burn all the power tags on one theme.

Ultimate: On a 7-9, you are killed, destroyed, or transformed forever (for now). Take a tier-6 status. You cannot **Face Danger**. On a 10+, replace one theme

On a 6 or less, you pay the price given for 7-9, but you also lose control over your powers or fail to use them as planned. The MC will decide how, and what the consequences are.





EXHIBIT No. #11 COLLECTIVES

The MC booklet will refer you here when you enter a fight with a large group of similar adversaries:

When you go up against large numbers of similar adversaries, the MC can treat them as a single Danger to simplify the game. Such a Danger is called a **Collective**.

A collective has the same stats as any one of its units, but it has a size factor ranging from 1 to 4.

When you give a status to a collective Danger, reduce its tier by the collective's size factor.

When a collective Danger gives you a status, if all its members can attack you at the same time, increase the status you receive by its size factor.

The MC will tell you the size factor of the collective you are up against.

THE FINE PRINT: COLLECTIVES

Collective size factors:

SIZE OF COLLECTIVE	SIZE FACTOR
One member	0
A handful of members	1
Several members	2
Many Members	3
A host of members	4

Example for giving a status to a collective: Firing a submachine gun at one zombie could give it *perforated-4*. Firing it in the same way at a raging mob of zombies with a size factor of 3 would give the entire mob only *some-broken-limbs-1*.

Example for taking a status from a collective: If one thug could cause you *broken-bones-3*, a crew of thugs with a size factor of 2 could have you *beaten-unconscious-5*, assuming they can all get to you.

Change the Game: When you **Change the Game** and score 10+, you can choose to scale up the effect. Each activation of this improvement allows you to ignore one tier of size factor when giving a status to a collective.

EXHIBIT No. #11



EXHIBIT No. #12 REPLACING THEMES

Read this when someone first replaces a theme. This can happen because they marked three Fade or Crack on that theme or because they sacrificed a theme to **Stop. Holding. Back.**

When you replace a theme, you lose it along with all of its tags, but you immediately gain a new theme. This change could mean your character has actually lost her abilities, that she's unwilling to use them, forgot how to use them, can't access them, etc. However, this loss has freed up some space in your character's life, a space for something new to appear.

When you lose a Mythos theme, you gain a Logos theme instead, and vice versa. Create a new theme for yourself with one power tag, one weakness tag and a Mystery or an Identity. In time, this new theme will evolve and gain more tags.

Don't be afraid to replace themes. It represents a major shift in your character's life and in the balance between the ordinary and the legendary within her. It's a great opportunity to role-play your character and the drama of her split life, for better or for worse. Also, changing a theme changes the balance of Mythos and Logos in your character, pushing her further towards her legend or towards her ordinary life.

BECOMING AN AVATAR

When a player would replace his last Logos theme, read this:

If you ever lose your last Logos theme, you do not get a Mythos theme to replace it. Instead, your character becomes an Avatar of your Mythos, glowing with nothing but its

pure legendary power. As an Avatar, your power tags cannot be burnt. This means you can **burn tags for a hit** for each and every action you take, giving you supreme power.

When you become an Avatar, ask yourself: What does my Mythos ultimately want? What is its endgame? This is your **Agenda** going forward. This, and only this, is what your Mythos wants you to do.

Your Avatarhood ends when you choose to end it (for example, if someone reminds you of your humanity), when you take an action that does not promote your Mythos' Agenda, or when any other narrative solution the MC deems appropriate takes place (for example, your character's comrades find an ancient mystical ritual to banish her).

Your character's Avatarhood can end with you either transcending her humanity or being cast down back into the ordinary life. When it ends, you can choose one: your character ascends into her Mythos and is never seen again OR she returns, now or later, with one Mythos and three Logos themes.

THE FINE PRINT: REPLACING THEMES

Nascent theme: A new theme will quickly mature into a full theme. Every time you would mark Attention, instead choose a new tag or improvement, until you reach the same number of tags and improvements you had in the theme you lost. From that point on, your theme evolves normally by marking Attention.

In the full City of Mist game, new themes evolve differently. More importantly, changing themes unlocks special improvements titled **Moments of Evolution**, which grant enhanced moves and extra themes, such as Ally, Base of Operations, or Ride.



FALLING ASLEEP

When a player would replace his last Mythos theme, read this:

If you ever lose your last Mythos theme, you do not get a Logos theme to replace it. Instead, your character “falls asleep”, forgets her Mythos, and becomes an ordinary person (Sleeper) again. Choose whether your character remembers the world beyond the Mist but represses it, or if she is completely unaware and enshrouded in the Mist. You can also choose to have her **Denying the Beyond**, repressing the mythical so aggressively that no-one can use any Mythos powers in her vicinity or on people and things related to her life.

This state ends when you choose to end it, when you take an action to look for answers beyond your ordinary life, or when any other narrative solution the MC deems appropriate takes place (for example, your character’s comrades take her on a vision quest to rediscover the power within her).

When you reawaken, your character either rediscovers her Mythos in all its glory or turn her back on it forever. You choose one: your character continues her life in the mundane to her last day, OR she returns, now or later, with three Mythos and one Logos themes.

GLOSSARY

In order of appearance:

SETTING TERMS

The City: The modern-day metropolis where the game takes place.

The Mist: The mystical force that hides the magical powers of Rifts from Sleepers and pushes Rifts to forget their Mythoi and become Sleepers.

Rifts: Residents of the City who have awakened to their Mythos, wield legendary powers, and can see others’ Mythos powers.

Sleepers: Residents of the City who are unaware of their Mythos and cannot see through the Mist.

Mythos: The legend or story alive within a Rift

Logos: A Rift’s ordinary life and everyday persona.

GAME TERMS

Player Character (PC): The character you portray as a player.

The Crew: The team of Rifts played by the players.

Master of Ceremonies (MC): The host and narrator of the game.

Theme: A set of game elements (power tags, weakness tags, and Mystery/Identity) that together represent one aspect of a player character. A theme can belong to either the legendary (Mythos) or ordinary (Logos) sides of a player character.

Mysteries and Identities: Your character’s motivations; questions your character wants to answer and statements that define her. Ignoring Mysteries or Identities gives you an option to mark **Fade** or **Crack**, which may lead to dramatic changes in your character.

Tag: A short description of a quality, resource, (dis)advantage, or object in the game. Tags are marked in *yellow highlight*.

Power: The sum of positive and negative tags and statuses affecting an action; the final number you add to your dice roll result when making a move.

Power Tag: A tag that adds one point of Power to your action (if it is useful for that action).

Weakness Tag: A tag that subtracts one point of power from your action (if it is impeding that action), but at the same time earns you a point of Attention.

Attention: A point representing the development of a theme. When a theme has three points of Attention, it receives a new power tag or a theme improvement and its Attention is reset to zero.

Crew Theme: A theme shared by the entire crew, representing shared resources, limitations, and goals.

Core Move: One of eight specific types of action you can take in the game as your character. The outcome of the action is determined by calculating its score: rolling two City of Mist or six-sided dice, and adding the action's Power. There are three possible outcomes for a move: a final score of 10+ is a great success, 7-9 is a mild success, and 6 or less is a miss.

MC Move: A complication or consequence the MC presents. When a player misses a move, the MC can make a *hard* MC move, with greater consequences.

Story Tag: A temporary tag created by a player or by the MC that can be used as a power tag or a weakness tag depending on the situation.

Status: A condition described by a tag and a tier. The tier is added to or subtracted from the Power of actions affected by this status. Statuses are marked in *green highlight*.

Juice: Points that can be used to give advantage or disadvantage. Each point of Juice can create or remove a tag or one tier in a status. Juice is usually generated with the Core Move **Change the Game**.

Clues: Points that can be traded for a clue from the MC. For each point you spend, ask a question; the MC must give you a solid lead or a straight answer. Clues are usually generated with the Core Move **Investigate**.

Dangers: Non-player adversaries or threats.

Burning a Tag: Making a tag unusable until it is recovered during downtime. This can be done voluntarily to gain an instant success, known as **burning for a hit**.

Stop.Holding.Back.: A special player move which allows you to use your powers at their limit and beyond, at the cost of making a sacrifice.



SAMPLE PLAYTHROUGH

Simone and **Gary** play **Det. Enkidu** and **Tlaloc**, respectively. They are already deep into an investigation, after having been conned into obtaining illegal goods for a shady individual.

MC: So, it looks like you have enough information on this fella, Lars Erickson, to assume he is behind the attempt to trick you into stealing that crate. What do you do?

Simone: I think we will head to the Blue Oyster restaurant, where we know he's been hanging out. It's time to confront him.

Gary: Right. I look forward to figuring out *what* exactly this guy is.

MC: Super. You two take Detective Enkidu's squad car and drive down to the light industry district where the Blue Oyster is situated. It's a drab and rainy afternoon. You drive by factories, warehouses, and red-brick office buildings with soot-covered windows. You eventually spot the big sign of the Blue Oyster tucked in a back alley between two factories. It's noisy outside and steam rolls in front of you on the road as you turn into the alleyway. The restaurant is on the second floor of a converted warehouse. You take the elevator, which opens up to a small waiting area with a large open double door. There's a hostess standing there next to a podium where her clipboard is resting. She spots you as soon as you emerge from the elevator. Wafts of seafood and oyster sauce welcome you to the Blue Oyster. Jazz music is heard from within.

Simone: Det. Enkidu is the typical cop, so she's overprotective of Tlaloc who is known to get into all kinds of trouble. She'll say: "Now, watch your step here. We don't know who this guy is, or what's his story. Let me do the talking."

Gary: Tlaloc just shrugs. I'm gonna hang around while Enkidu does her thing and try to swipe the hostess's clipboard to get a look at it. I'm looking for the name Lars Erickson.

MC: Great, that would be an **Investigate** move as you're ultimately after information. Which tags are you going to include?

Gary: I have *shadow and observe* and *sticky fingers*. That's two power tags, so a Power of 2.

MC: Roll away: two six-sided dice as always and add your Power.

Gary: I rolled a 5 and 3, plus 2. That's a 10, so it's in the category of 10+.

MC: Great! The **Investigate** move gives you two Clues which you can spend as you wish. For each clue, ask me any question you want and I will give you a clue about it. You rolled 10+ so there are no complications this time.

Gary: Awesome. So Tlaloc is circling around the waiting area, chewing on gum, and looking inconspicuous. As soon as Enkidu walks up to the hostess he tries to get her clipboard and take a look, and then put it back. So for

my first Clue, I want to ask "Has Lars Erickson been here?"

MC: Very quickly your eyes catch the name Lars Erickson, on a reservation for two persons today at this time. In fact, he should be here right now.

Gary: Perfect. I also want to ask "Where is he sitting?"

MC: You see a map of the restaurant and figure out where he's sitting. In fact, you can see him through the double door, at the far end of the restaurant. You see a man in his mid-40s, mostly blonde with some gray hair on the sides, wearing a gray suit. There's a hulk of a man standing next to him in a black suit, like a waiter or a bodyguard, you're not sure. And of course, you have no way of knowing if this really is Lars Erickson, but that's his table. Detective Enkidu, what do you do?

Simone: Still unaware of everything wonder-boy here has been up to, the detective walks up to the hostess and flashes her badge, saying: "Good afternoon, miss. I'm am looking for a patron of yours, Lars Erickson." I wait to see her response.

MC: She flicks through lists on her clipboard for a moment and then responds with a fake smile: "I'm sorry, ma'am, there is no-one under that name here today."

Simone: Huh? I look back at Tlaloc, confused.

Gary: I shake my head to indicate she's lying.

Simone: I turn back to the hostess and say, "Look, there must have been a mistake. He's supposed to be here. I need to go in and have a word with him."

MC: She moves uneasily. "I'm sorry, detective, but this is a respectable

establishment. Our customers' privacy is important to us, so unless you have a warrant..."

Simone: We'll see about that. I'm going to try to intimidate her into letting me in. I've got the tags *police badge* and *you're in my jurisdiction*, if that works.

MC: That works. That's a **Convince** move. You're rolling with two power tags, so your Power is 2.

Simone: I say: "Listen, young lady. Do you want to be an accomplice to a convict escaping justice? I don't think so. So step aside." And with a stern face I hang the badge on the buckle of my belt. I roll a 5. That's a total of 7, so that's a 7-9.

MC: For **Convince**, you give her a choice: take a status or do as you say. You rolled 7-9, so she can still protect her agenda if she chooses to do as you say. What status would you give her if she refuses? You rolled with a Power of 2, so the tier of this status would be 2 as well.

Simone: The detective isn't a bad person, but she is brusque. Let's say, if the hostess resists, she'll take *shaken-2*. It's her choice now whether to help me or not, right?

MC: Yup. She looks you up and down, shuddering, trying to weigh whether she should even get into this. Then she looks into the restaurant as if looking for her boss. "Please make it quick. And if anyone asks, tell them you're a customer." She moves out of your way.

Simone: "Wouldn't be the first time..." I go in.

Gary: Tlaloc walks in right after Detective Enkidu, blurting: "I'm with her."

MC: The hostess gives you a confused look, but she stands back.

Gary: I quickly fill in the detective about Erickson as we walk into the restaurant.

MC: Sure. The restaurant is a wide space divided into semi-circular booths facing each other in different angles. The walls and fixtures are decorated with art-deco designs. There is a loud chatter of people talking as they are having their lunch, almost too loud to hear the jazz band playing on the left hand side. Far on the right, there is a swinging double door with two circular windows next to a hatch where waiters are queueing to pick up trays with steaming dishes. With a napkin tucked in his collar, the person you identified as Lars Erickson is having his meal on his own in one of the farthest booths, which is slightly elevated and overlooks the restaurant. As you approach, his manservant, who is standing in front of the booth, says something in a low voice and Lars raises his head to look right at you.

Simone: I walk right up to the table.

MC: The manservant blocks your way. You get a closer look at him – he's a six-foot-four walking mass of muscle, with sallow skin, short cropped dark hair and a Roman nose. "You've got the wrong table. Piss off before you get burned."

Simone: I bare my teeth at him: "We'll see who will get burned."

Gary: While the brutes are measuring each other up, Tlaloc steps up. "Lars Erickson, right? Listen, man, we're the team you sent to steal that crate for you. It wasn't easy to find you, you know? You seem to slip people's minds quite easily. How about you tell us what was so important about that crate? And who the hell are you working for?"

MC: Are you investigating?

Gary: Nah. For now, I just wait to see how he reacts to being called out.

MC: Okay. You see it in his eyes, he did not expect you to find him, and that confirms a little bit that he is indeed who you think he is. As he chews up a morsel of oyster meat, he sets the shell down on the plate – and flips the table over!

Simone: Son of a gun.

MC: Enkidu, you've got other problems to worry about. The manservant's eyes start welling up with something like burning red lava. As he opens his mouth, fumes start rising from his nostrils and his slightly open maw is illuminated by what seems to be lightning and fire down his throat. And, as if that's not enough, his skin starts turning dark and metallic, like wrought iron.

Simone: "What. The hell. Are you?"

MC: Through the cloud of flashing smoke brewing up around his mouth, he says "Vul-can".

Simone: Okay. I'm going to whip out my **thorny tentacles**. He's going down.

MC: Upon seeing the freakshow you two are putting up, the people at the restaurant start panicking, screaming, hiding behind tables, or running for the door.

Gary: Where is Erickson?

MC: You lost sight of him for just a second as he overturned the big round table. Now, as the table falls over, he's not there anymore.

Gary: Darn. I want to find him so I'm going to **Investigate**. I've got no tags that can help here so that's a Power of 0. I roll an 8, so that's 7-9.

MC: Even though your Power is zero, you still get one Clue.

Gray: Great. For my one clue, I want to ask: *Where is he?*

MC: You see him sprinting towards the swinging door of the kitchen, pushing away waiters and customers in his path. You're not quite sure how he got from behind the table in the elevated booth to the floor, but there he is. However, at 7-9, I as the MC get to choose a complication from the list. I choose *Your investigation exposes you to danger*. While you are focusing on your spatial sense, Vulcan starts spewing a jet of burning lava at both you and the detective. You can avoid the jet easily enough but if it even just brushes you, it will give you a status of *nasty-burn-2*. You both get to roll **Face Danger**.

Gary: Yikes! Is there a small body of water nearby? I want to turn into water, dive in and try to escape.

MC: Hmmm. There are oyster ice buckets all around. I'll let you use it because it's a creative idea.

Gary: That's it! I'm going to use *turn myself into water* and *travel between bodies of water* to get out of the way and come out of another oyster ice bucket a few feet away. I roll a 6 plus a Power of 2. That's an 8! So at 7-9, I take the status but with one tier down.

MC: Indeed. Just before you completely liquify, the jet gets you. So it will be tier 1 instead of 2. Grab a tracking card and put down *itchy-burn-1*.

Simone: I'm going to use *feral athletics*. I rolled an 11! So a total of 12 which is in the 10+ category. According to the move, I don't get hit at all and I take no status. I'd say Enkidu is used to dodging in a fight, so she avoids Vulcan's jet by leaping and rolling.

MC: Nice! Vulcan seems caught up in wreaking havoc around him at the moment, which gives you a momentary opening. What do you do next?

Simone: Enkidu is really pissed off, so she's going to destroy this guy. Just as I turn, I fling half a dozen thorny tentacles right at him and at the same time I lunge at him, trying to knock him back. I have a clear shot, so that's **Hit with All You've Got**, I presume? I'll put in *thorny tentacles* and *feral athletics* for a Power of 2.

MC: Would you say Enkidu has a personal stake in this fight now? I'm invoking your weakness tag, *don't get too personal*. This gives you -1 Power but you also get to mark 1 Attention on this theme.

Simone: Shoot! I guess she did mark him as a target and she's not thinking her moves through. So I roll with a Power of 1 then, instead of 2. I roll an 8, for a total of 9. So, I can choose one option out of the list. I choose to *Get him good* and bump up the tier of the status I inflict by 1. The base tier is the same as my Power, which is 1, so I do a tier-2 status, let's say *disoriented-2*.

The MC looks at the stats for Vulcan. He has a *hurt:4* status spectrum, which means he will go down if he takes a tier 4 status of physical injury. However, he also has a custom move, *Metal Skin*, allowing him to reduce incoming statuses of physical harm by 1. The MC reveals the custom move to the players and continues.

MC: You hit him hard. He keels over and falls on his back, making a loud din like an empty cauldron, but it doesn't have the effect you expected — he seems surprised but not quite disoriented. He takes a *dizzy-1* status instead. As he gets up to his

feet, you see several tears in his suit where your tentacles got him. Underneath, the black metal skin is unscathed. Tlaloc, Lars is putting serious distance between his knocked down manservant and himself. He's almost at the door – what do you do?

Gary: I dash after Lars! I want to use the ice buckets again to show up in front of him and trip him over. I'll use **turn myself into water** and **travel between bodies of water** for that, for a Power of 2.

MC: Since this is a competition between you two, you'll be **Going Toe to Toe**. However, you do have an **itchy-burn-1** status that is bugging you when you move to trip him... Take its tier off your Power, so that's -1 Power for a total Power of 1.

Gary: Sure. I roll a 6 – so that's a 7. On a 7-9, I choose one of three: reach my goal – that's to trip him, I guess – protect myself, or give him a status. I choose the first: Tlaloc transports as water to where Ericson is about to pass through the door and trips him!

MC: Ouch! Mr. Erickson comes crashing through the swinging kitchen door and slips on the greasy floor of the kitchen. He lands flat on his face but he quickly rolls over his back and stares at you with a cold icy stare. Since you did not choose to protect yourself, he will throw a status at you. He fumbles in his suit jacket and produces a crooked wooden stick and points it at you. For a moment, it looks rather ridiculous and seems to have no effect. But the more you look at it, the more you feel like you're not sure if he's actually Lars Erickson. In fact, you don't know who this man is and what you came here for. You are about to be hit by the status **forgetful-3**.

Gary: No way! Who is this guy?! Tlaloc screams, "Get out of my head!" Can I use my tag **driven self-promoter** to resist it? I also have a status of **itchy-burn-1**.

MC: **driven self-promoter** doesn't sound like something that will help you resist this. The **itchy-burn-1** also has no effect on this. It looks like you don't have the ability to **Face Danger** so take the full status of **forgetful-3**...

Gary: *sigh* Simone, hand me another tracking card.

MC: You struggle to remember who this man is and why you are after him, but it's slipping your mind. Any actions trying to catch him from now on will incur -3 to your Power.

Gary: "Enkidu! Help!"

MC: She's got her own problems...

Simone: I don't like where this is going. I need to take this Vulcan dude down so I can help Tlaloc. I want to **Change the Game** so that I'm not just berserking. There's a sprinkler system in this restaurant, right? I'm going to hit and break a few of the sprinklers to turn them on. I use **thorny tentacles** so it's a Power of 1. I rolled a 10!

MC: Lucky! At 10+, you get a minimum of 2 Juice. You can spend your Juice on creating tags and statuses or removing them. Normally, it's **temporary** so it works for one action only, but since you rolled 10+ you can spend a point of Juice to make an effect **ongoing**.

Simone: That's it – I want to give the restaurant the tag **cold and wet** and make it ongoing. That's my 2 Juice spent.

MC: That should take care of your temper. The screams of panic are

muffled by the heavy shower unleashed from the sprinklers, and now everyone who was still hiding scrambles for the door, leaving the place abandoned. You and Vulcan face each other off in a ring of damp charred carpet and scorched furniture. He towers over you, and a loud rumble from his belly lets you know he is about to spew hell out. Emboldened by surviving your last attack, he puffs out his chest with pride, as if waiting for your next strike.

Simone: He's not the sharpest tool in the shed, huh? This is my chance to take him out. I quickly draw out my gun and try to shoot him right in his collarbone, where his skin would be thin. I'm going to **burn a tag for a hit** for this. Bye bye, **standard issue pistol**, I'm scratching you out. So I don't have to roll and I get a Power of 3 and a roll of 10. Since he's just standing there, waiting for me to hit him, it's a Hit with All You've Got move. At 10+, I get to choose two options. First, I choose to **Get him good**, for +1 tier. I start with the base tier of my Power 3, so that final tier is 4. Let's say **gunshot-wound-4**. Second, I choose to gain an advantage and get one Juice, using it to give him a temporary status of **pierced-1**.

MC: Wow! In this case, I will rule that the **pieced-1** status prevents him from using his custom move to reduce your status from tier 4 to tier 3. He's hit right in the chest and his metal skin breaks as he gets knocked back into the wall, and drops to the floor unconscious. As the lava gushes out of him, his skin turns white-hot and starts dripping off him to the floor.

Simone: Woot!

MC: Since you did not choose to protect yourself when **Hitting with All**

You've Got, you get hit too. Let's say a splash of the molten rock and metal flies your way, causing you a **nasty-burn-2**.

Simone: I try dodging with **feral athletics** but I just rolled a total of 4 so I take the full status. Ouch! Tracking cards, come to mama.

The MC reviews Vulcan's stats. He has already taken a tier-1 status on the hurt:4 spectrum. Because the new tier-4 status is greater, it will supercede the tier-1 status. At tier 4, this spectrum has maxed out, which means this Danger is vanquished. However, Vulcan has another custom move...

MC: Also, this Danger has a custom move, that reads as follows: *When you defeat Vulcan, if you broke his metal skin, he erupts like a volcano.*

Simone: Whaaaaaaat?! I'd say I broke it all right!

MC: You start hearing a rumble from the limp body of the manservant. Fumes start rising where you broke his metal hide and his normal skin underneath seems translucent, glowing in orange-red as it starts swelling... Tlaloc, in the kitchen, the sprinklers are on and the neon light is flickering and flashing. Lars Erickson gets up to his feet and looks at you warily to see what you'd do. He's still holding that crooked wooden stick.

Gary: I'm losing touch with what I need from him, so I'm gonna fake it. I'll try to distract him with chit-chat while I grab this stick he's holding. That's another **Go Toe to Toe**, but I'm going to burn my **relentless schmoozer** tag. I get a Power of 3 and a total roll of 10. Do my statuses apply here?

MC: They do. I would say both the **itchy-burn-1** and the **forgetful-3** will get in the way of you trying to act

cool, but only the one with the higher tier applies. You have -3 then, so it's like you rolled 7 with a Power of zero.

Gary: That's cool. I say: "Mister, please, I am not looking to fight. Why can't we just sit down and talk like two human beings?" Then I choose to achieve my goal and snatch his stick.

MC: Thrown off, he lowers the stick for a moment, just in time for you to snatch it out of his grip. However, once again you did not choose to protect yourself. You have the stick, but he was able to wiggle it one more time before you snatched it. Roll **Face Danger** against another *forgetful-3*.

Gary: Yeah, I figured as much. I have nothing to protect me from his juju so I take the full status of *forgetful-3*. That's on the same spectrum as my existing *forgetful-3*, so I mark 3 more boxes on the same tracking card, right? That brings me to tier 4.

MC: So you are now *grasping-at-straws-of-memory-4*. You have nothing but a vague recollection of why you are chasing this man. If you reach tier 5, you will forget completely.

Gary: Tlaloc stutters, "Who... who are you?"

MC: "It doesn't matter," says Erickson in a deep calm voice amidst sprinkler rain and flickering neons, "I'm here to tell you about a very serious event in the future of our City. An event that you have seen in your visions: the blotting out of the Fifth Sun."

Gary: Oh no! He's activating my **Mystery!** My character wants to know "*Who threatens to blot out the Fifth Sun?*"

MC: At this point a massive explosion erupts in the restaurant, knocking all of you off your feet. Flames seem to engulf everything and Tlaloc, when you

regain your bearings you see spatter of lava-like substance dripping on the circular glass windows of the swinging doors, melting the glass as it runs down. In the chaos around you, you see Lars Erickson heading to the back exit. "Let's get out of here and I will tell you what I know about the death of the Fifth Sun." While you can't remember who this guy is, you do remember your friend is in that inferno in the restaurant and may need your help. What do you do?

Gary: That definitely qualifies as a hard choice. What to do? I really want to know what information he has and I don't suspect him much more than the usual because I almost completely forgot why I'm after him. On the other hand, I'm not going to let my buddy die.

Simone: I'm not dead yet!

Gary: Yeah, but Tlaloc doesn't know this. To hell with it, I'm gonna go against the Mystery and try to save Detective Enkidu. I guess he takes a big breath, sighs, and says, "I have to help my friend." He's about to turn his back on Lars and go the swinging door. I mark **Fade** to indicate he acted against his Mystery.

MC: Dramatic choice.

Gary: However... before I go, I want to make one final attempt to stop this man. I barely remember who he is and why I am doing it, but something deep inside me tells me he is not to be trusted. I guess he is totally wet by now. I'm going to shock him with a lightning bolt and try to take him captive. **Hit with All You've Got** requires a clear shot – do I have it?

MC: Yes, he seems to think you'll be rushing to help your friend first.

Simone: Oh, really? Why would he think that? Ha ha.

Gary: Don't worry, I'll get to that, I can move through ice buckets. So I have a Power of 3 from *call upon a storm* and *thunderbolt manipulation* and from the sprinklers' tag *cold and wet*. But my negative tier-4 status brings it down to -1. Oh no, I rolled a 5. Eek! Six or less.

For all core moves (except Face Danger), on a 6 or less, the MC gets to make his own move. He scans the MC moves list and chooses "Deny Them Something They Want," which seems apt.

MC: Lightening is fast, but the Mist is faster. By the time you charge up with electric crackle, you already completely forget why you are doing this. A man in a grey suit who you've never seen before stands at the back exit looking rather edgy. He blurts out, "the restaurant is going to collapse, your friend is in trouble!" just before he bolts through the door and disappears.

Gary: Shucks. I'm running to help Detective Enkidu.

MC: We're going to cut it here, saying you both narrowly escaped the burning building. The firefighters, police, and EMTs arrive at the scene. If you hang around long enough, you'd hear the customers give reports of what happened to cops going around. Some of them mention you, Enkidu, as either the person who started the fire or the person who helped put it out by triggering the sprinkler system. None of them, however, mention Lars Erickson. If you have no further business here, it's time for your **Montage (Downtime)** moves.

Simone: Awesome! I will spend the afternoon at the police department's gym, boxing and blowing off steam. I choose to spend my time *giving attention* to my Hard-Boiled Detective theme, so I get one more Attention on

it. I already had one before today, and I got one during the fight, so that brings me up to three, so I can buy an improvement! I think the new power tag *excessive use of force* seems very appropriate!

Gary: Tlaloc will spend the afternoon at the crew's office, sitting at the desk with a strong cup of joe, fiddling with the stick he snatched from Lars. I choose the option *recover from my last activity*. Can I recover from all my statuses?

MC: In this case, you sure can.

Gary: Cool, so Tlaloc treated that burn and that's fine, but as he's sitting at the desk examining that — I guess it's a wand? — he suddenly stops and whispers to himself: "I remember. I remember everything."

MC: To be continued!



CONVINCE

When you use your abilities to talk, threaten, or seduce someone into doing something, roll+Power. On a hit, choose a relevant status with tier=Power. Your target can choose either to take the status or:

- on a 7-9, to give in a little, but protect their own agenda.
- on a 10+, to change their agenda to include yours, at least for the time being.

CHANGE THE GAME

When you use your abilities to give yourself or your allies an advantage, roll+Power. On a hit, you get Juice=Power. Spend your Juice to gain the following effects, one-to-one:

- Create a story tag
- Burn a power tag or a story tag
- Give or reduce a status (one tier per point of Juice)
- On a 10+, you get a minimum of 2 Juice, and you can also use your Juice to choose:
 - Scale up the effect (greater area or more targets)
 - Prolong the effect (make it ongoing)
 - Hide the effect
 - Any other improvement you and the MC agree on

FACE DANGER

When you use your abilities to avoid an incoming hit, endure harm, resist a malign influence, or hold it together, the MC (or player) will name a status with its tag and tier. Roll+Power. On a 10+, you fend off the effect and take no status at all. On a 7-9, you take the status, but with -1 tier. On a miss, you take the full status.

INVESTIGATE

When you use your abilities to seek answers to burning questions, roll+Power. On a hit, you get Clues=Power. Spend your Clues one-to-one to ask the MC a question about the subject of your investigation or ask another player a relevant question about their character. They must give you either a straight answer or a solid lead. On a 7-9, they can also choose 1:

- Your investigation exposes you to danger.
- The clues you get are fuzzy, incomplete, or part-true part-false.
- Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.

SNEAK AROUND

When you use your abilities to act secretly or deceptively, roll+Power. On a hit, everyone that should fall for it falls for it. On a 7-9, it's complicated. The MC chooses 1:

- Someone unimportant noticed you, but that just made them important, right?
- You are perceived only by a secondary sense (someone picks up your scent while you're stalking them; you're seen whispering a message but the message is not heard).
- You must leave something important behind – or be discovered.

TAKE THE RISK

When you perform a daring, risky, or outright stupid feat, roll+Power. On a 10+, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

GO TOE TO TOE

When you use your abilities to overcome someone or something in a struggle for control, state what your goal is. Your opponent can describe how they respond, at their option. Roll+Power. On a 7-9, choose 1. On a 10+, choose 2:

- You manage to achieve your goal, e.g., take something they hold.
- You get them good, giving your opponent a status with tier=Power.
- You block, dodge, or counter their best attempts. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.

HIT WITH ALL YOU'VE GOT

When you have a clear shot and you use your abilities to hit someone or something with all you've got, roll+Power. On a hit, you give the target an appropriate status of your choice with tier=Power. On a 10+, choose 2. On a 7-9, choose 1:

- You take cover or secure a superior position. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.
- You get them good or get many of them (+1 tier).
- You control the collateral damage.
- You hold the target's attention, if possible.
- You gain the upper hand. Take 1 Juice.



CITY of MIST

WHAT'S NEXT?

We hope you enjoyed playing through your first *City of Mist* case! To continue the adventure, here are some options to explore.

Find all of these *City of Mist* products on our website at

www.cityofmist.co

Play the free cases: Download and play the free *City of Mist* cases *V is for Going Viral* and *Demons in Cross End*.

Create your own characters: Find the full rules on character creation, player actions, and character development in the *Player's Guide* book.

Continue to the next case in this story arc: Unravel another aspect of the mysterious mob with the second case in this story arc, *Gambling with Death*.

Expand this story arc: Get all the information on the greater operation, locations, henchmen and secrets behind the mysterious mob, as well as three other arch-villain operations, in the *MC Toolkit* book, which also includes the *Gambling with Death* case.

Create your own cases: Learn how to write your own cases, story arcs, arch-villains, and Dangers with step-by-step guides and examples in the *MC Toolkit* book.

Pick up more ready-to-play cases: For more ready-to-play cases, check out *Nights of Payne Town*, a book containing 10 cases that can be played independently or as a continuous story arc.

