

CITY OF MIST



FORGET YOUR
TROUBLES
AND COME OUT FOR A
NIGHT
YOU WILL
**NEVER
FORGET!**

*NIGHTCLUBS * BOAT RIDES * THEMED RESTAURANTS *
DEPARTMENT STORES * ARCADES * ARTISAN MARKET *
THE UNBELIEVABLE SHINAR TOWER! *

TOURIST TRAP

A FLASHY DISTRICT OF WIDE-EYED TOURISTS AND DANGEROUS PLEASURES

CITY OF MIST

“We all need to get away sometimes, our jobs, our families, our friends. Here is where we get away to. Out-of-towners, sure, but also people who live in the City. It’s a vacation, a distraction. You can wine, dine, dance, smoke something, pop a pill, have an affair, and be someone you’re not. You can get away from the coworkers, friends, and family that drive you insane with the mundane. People come to this part of town when they feel alone and want to feel something else – love, power, relaxation – even if it’s manufactured. They’re hungry... but I’m hungrier.”

– Carlos Despina

HOW TO USE THIS DISTRICT IN YOUR GAME

This PDF describes a new district in the City setting for the **City of Mist RPG**: the tacky and colorful **Tourist Trap**. Here are some examples of how to use the included locations, NPCs, and Dangers:

- **The perfect setting for cases involving victims of a wild night gone wrong.** Out-of-towners and locals alike who come here to drown their sorrows, end up as prey for the many predators of the Tourist Trap. Whether their loved ones come looking for them or the crew takes on cleaning up this seedy den of inequity, opportunities abound for noir investigations beneath the light of the Ferris wheel.
- **A place for PCs to lose themselves and forget their troubles, setting the stage for some interesting role-playing moments.** When a player character wishes to go on a self-destructive binge, the Tourist Trap welcomes her with open arms... although by morning, she’ll have more troubles than she started with.
- **A colorful backdrop for shady acquisitions of unique items.** As an entry point into the City and a mercantile center, the Tourist Trap features high on the City’s hot locations for smuggling contraband. If the PCs are after a special artifact or commodity, word on the street is they can get it here.
- **Enhancing themes of superficiality.** The Tourist Trap is made of cheap plastic and bright colors, and behind them... nothing. Noir wouldn’t be what it is without the lead characters going on anti-social rants about the corruption of modern-day culture, and this place can provide them with all the ammunition they need.

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If you're looking for a crowd, the Tourist Trap can provide, day or night. When the sun is up, families spend money in the giant stores, themed restaurants, hotels, and many attractions the district has to offer. After the little ones are nestled in their rented beds, the adults come out to play, dancing, drinking, flirting, and getting high in well-equipped, artificially-authentic, and bordering-on-hygienic establishments of debauchery.

In the Tourist Trap, everything – legal or otherwise – is tacky, flashy, and overpriced. The Tourist Trap is filled with folks from out of town, its main streets packed with people speaking in countless languages while taking the same selfies. During holidays, plenty of the City's own citizens come to the district as well, seeking a fatty meal, good time, or chance to forget about their problems for a while.

Those who see beyond the colorful candy shell of the Tourist Trap know it is a place of excess. People come here to lose themselves in a good time, willingly making themselves easier to manipulate. All one needs to do is promise a shiny distraction with a product or service and most of the poor souls who frequent this district would fork over their grandmothers. Those who have no problem cheating others can make a nice living off the visitors, who simply want to be fooled.

There's an even darker side to the Tourist Trap, one rarely seen by most. Some of the stores are shipping in more than what's advertised in their catalogues. Most of the underpaid managers and shop workers have no problem making a little extra scratch to unload a few unlisted boxes with mysterious contents. There is a market for high-grade, expensive drugs, fake IDs, and even weapons that come through the Tourist Trap, but there are also those who use this channel to smuggle in other illegal oddities, like exotic pets, embargoed foods, and mystic artifacts.

BEYOND THE MIST

Paradoxically, the Rifts in the Tourist Trap tend to stay covert by being outlandish and loud – in this district, being loud is what the natives do. The Rifts here operate in a neighborhood of ever-rotating strangers, their schemes rarely noticed provided they don't leave an obvious trail of trouble or bodies. Powerful Mythoi plan to unfold their stories in the private areas of the most exclusive places in the Tourist Trap, by the cover of a tourist attraction or in the inner workings of a huge hotel or resort. These forces play out their tales with victims no one is going to miss, at least until it's too late and the trail back to the perpetrating Rift has gone cold.

The Tourist Trap is a chance for Rifts to access the endless resources of the world beyond the City, even if they don't really care about that world. Some things are just not accessible inside the City, so Rifts use this district to have them imported. While Rifts never seem to leave the City, they can convince visitors to aid them in fulfilling their narratives by smuggling in exotic goods or inviting a renowned assassin from out of town to take out opposition.

The Mist in the Tourist Trap is layered in an unusual pattern. Its heavy first layer is distracting and tantalizing, difficult for Mythoi to break through, but once breached, this hard shell provides a better cover for a Rift's nefarious schemes than it does in many other districts. Rifts who visit here have to be watchful; if their attention gets caught in the tacky distractions around, they may find themselves as sweet a prey to local Rifts as any Sleeper. But dogged and persistent Rifts may find the Tourist Trap a wonderful place to play in. Once you're savvy to the backstage action and hidden passages of the Tourist Trap, it seems to be helping you avoid detection. Congratulations, you're a part of the show now!

PLACES OF INTEREST

THE DEPARTMENT STORE

THE DEPARTMENT STORE dominates the Tourist Trap like a castle overlooking a kingdom. Several smaller stores, branches of the flagship, are spread throughout more distant corners of the district. The main building occupies an entire block, its many stories extending into the sky and below the ground. During the days, the store's display of cases, shelves, and mannequins show off over-priced designer and

knock off clothing, jewelry, perfumes, toys, housewares, decorations, and just about any other gift one can imagine. Many of these items are scrawled with a logo or saying about the City. From the time the store opens until closing, its aisles and escalators are packed with a crowd that becomes bigger and more irritable as gift-giving holidays approach. Smiling retail workers are always around to help these disgruntled clients.

In the evening and behind the scenes where patrons can't go, the store's staff, who suffer under an elitist management while working underpaying jobs, supplement their income with criminal activity. Most don't get in too deep: They'll share private information or look the other way for a one-time grease of the palms. A few, however, are willing to immerse themselves in less scrupulous enterprises – storing contraband in stock rooms, stealing from the store, and participating in shady meetings behind closed breakroom doors.

Revolution is one such department store, owned and run by Felicity Crawford (Enjolras of *Les Misérables*), a multi-millionaire who hates the City's mayor. Though she underpays her employees, Felicity believes such economic problems are to blame on the City's high cost of living and taxes. At night, she calls meetings in the offices of her department store with other unhappy power players where they plan to organize the City's poor into a violent revolt to overthrow the government. Underpaid staff are not her only allies – Felicity has found a way to imbue Revolution's manikins with the spirit of revolt. She only needs one more Relic imported from abroad before she throws the City into chaos and turmoil, which is why the Gatekeepers are hot on her tail.

THE THEMED RESTAURANT

THE THEMED RESTAURANT is tacky, expensive, and filling. These places decorate in gaudy themes like beach party, pirate ship, horror movie, or murder mystery dinner. Everything from the decor to the names of the dishes on the menu matches the establishment's theme. Since everyone who eats here has money to spend, the waiting staff is extra attentive, hoping to get nice tips from the wealthy tourists and locals that come to dine on steak, seafood, or pasta and drink wine by the bottle.

Spiced Meat is a restaurant themed like an old time English pub (complete with British flags plastered everywhere, and the colors of British soccer clubs) with a kitchen run by Chef Matilda Renoix (Sweeney Todd). The place is known for its amazing meat pies,

but no one is aware that Matilda supplements the dishes with human flesh. The attractive woman takes note of people who dine at a lonely table for one, invites them over to her place for a desert, feeds them drugged pastries, and butchers them. She brings their meat to work and mixes the human pieces with beef to make a savory dish to die for.

THE LOCAL VENDOR MARKET

THE LOCAL VENDOR MARKET is a street blocked off from vehicle traffic and lined with tented stalls selling locally produced goods, street food, and tourist gifts like T-shirts, keychains, coffee mugs, and other trinkets. This market is typically found on a street lined with local "authentic" stores that shoppers would find interesting, so the stalled vendors and store owners both turn a profit. People visiting the Tourist Trap looking for information, weapons, contraband, or prostitution would do well to start in this place. Most of the vendors are willing to talk if you buy something at a stall, and even if a vendor can't get a person what she wants, that seller knows another who can.

Powerful Rifts with City-wide influence often have one or more vendors on the payroll (or blackmailed) in order to keep eyes and ears in a public place. It's a good way to keep tabs on individuals of interest coming and going from the City. **Veronica Covel** (Iris, the Greek messenger goddess) is one such informant. She owns a stall that sells stained glass skylines of the City and gossips with other vendors and customers. Sometimes, when an important piece of information comes her way, she might offer it to the people who are affected by it most... for a hefty price.

THE TOURIST FERRY

THE TOURIST FERRY sails on a bay, lake, river, or other body of water around or near the City. This ferry brings in folks from out of town, but it also runs tours along the shores, offering a different way to explore the City. Tourist ferries feature enthusiastic captain guides who point out the sights over a loudspeaker as well as a cash bar with alcohol, soda, and candy.

The **Daytripper** is run by captain Barry Tunlow (Sleeper). During the day, Barry gives tours offering exciting tidbits and personal anecdotes from his time in the City. He sizes up his clientele and offers private boating services to those rich and less scrupulous customers looking to impress, meet in private, or get up to something that can only be done on the water.

Barry charges a lot, but also keeps his mouth shut and asks no questions. As a Sleeper, if he witnesses any Rift activity he soon forgets or rationalises it, which makes Barry the perfect pilot for Rifts involved in marine shenanigans.

SINKING FERRY ★★★ +

Sooner or later, something horrible is going to happen on board the Daytripper. When it does, those caught inside may very well come to a watery doom. You can use this Danger profile for any large sinking vessel.

SUBMERGE 6 / BREAK APART 4

- **S.O.S:** When the Ferry enters the scene, if it's already sinking, give it *sinking-1*, *flooded-2*, or *halfway-submerged-3*, depending on the situation.
- **This Ship is Going Down:** When the Ferry starts sinking or enters the scene, create any number of new Dangers:
 - **Major/Minor Hull Breach:** *sealed:4* or *sealed:2*, inflict *flooded-2* or *sinking-1* on the Ferry
 - **Pumps offline:** *fix:4*, inflict *flooded-2* on the Ferry. Once fixed, gain ongoing tag *pumps operational*.
 - **Helpless City Resident** (MC Toolkit, p.142)
- **Don't Let Go:** Lopsided floors and gushing sea water impede movement in and on the ferry. Moving by ordinary means requires **Taking the Risk**, with the Ferry's *submerged* status acting as an impeding status, except in fully submerged areas.
- **Deathtrap:** As a soft move, all characters in a submerged area take *drowning-3*.
- **Abandon Ship!** When *submerge* or *break apart* max out, the ship sinks below the surface. **Deathtrap** applies to everyone still on the Ferry.
- A room or section in the Ferry is fully submerged (**Complicate Things, Bigtime**).
- Unsecure objects drop and doors shut to entangle someone (*restrained-2*).
- People run for their lives, screaming in panic, then washed away by a surge.
- A room rapidly fills up with water.

THE NIGHTCLUB

THE NIGHTCLUB is the epicenter of the Tourist Trap's nightlife. Some of these clubs are shining multistoried extravaganzas, with enormous dance floors and the best the City has to offer in live music and DJs that bring in crowds ready to cut loose. Others are open-air tavernas along the beach, serving colorful

cocktails to couples sitting on lazy chairs and pillows, listening to a percussion band playing covers of well-known hits. The dance floors are a great place to find love (at least for the night), the bartenders have a heavy pour, and there are plenty of private rooms or dark corners for intimate meetings and illicit activities. People wait outside the district's hottest clubs for hours to get a taste of the alcohol- and drug-fueled atmosphere inside.

Any of the nightclubs in the Tourist Trap are perfect places for Rifts to meet and make plans with each other and the Sleeper movers and shakers in the City. When a popular artist plays one of these places, the club's private rooms hold the City's most powerful making deals.

Rocky Shore is one of the most popular nightclubs in the City and has a reputation as a place where it is easy to find love. The beach-themed establishment is owned by Danny Olecette (Siren, greek mythology), an incredible singer who takes the stage between the hired entertainment's sets to perform a song or two. His enchanting voice is one of the clubs main attractions. Danny hires Rifts of creatures of the night to work at the Rocky Shore because he knows they will prey on his clientele. It brings him pleasure to know his voice might lead his audience to their deaths.

THE ARCADE

THE ARCADE is a loud, glitzy place where families play games, win prizes, and consume junk food. Basketball, air hockey, laser tag, ski ball, crane games, video games, mini golf courses, and more spit out tickets that patrons redeem for worthless plastic toys, oversized stuffed animals, and colorfully packaged candy. The food is always fried, with sugary soda for the kids and pitchers of beer for the parents. At night, the place closes up, but most arcade owners are fine with allowing less savory entrants provided they pay a fee and don't trash the place.

Reaper's is a three-story arcade with an 80's heavy metal theme. The walls are black, the video games are retro, and the staff walks around in T-shirts with the sleeves cut off, long-haired wigs, and plenty of eye shadow. The real games go down at night. The arcade's manager Tidus Grave (the Grim Reaper) is the owner's son. While his father is busy opening a new arcade in another town, sociopath Tidus runs a different kind of competition. Anyone who knows about the after hours fun can challenge Tidus to any game in the arcade. Those who win get a big payout. Those who lose Tidus murders. The stakes of the game are

known beforehand so only the very desperate or very stupid answer the challenge, usually after weeks of practice with their game of choice in the arcade.

THE TOURIST ATTRACTION

THE TOURIST ATTRACTION is a historical landmark that brings in people year-round. Frequented by tourists but rarely by the locals, it could be a historical park, a famous skyscraper, a half-sunken military vessel, old government buildings of some significance, museums, sculpture gardens, and the like. There's always a gift shop and an overpriced café nearby. Because the people of the City never bother to go to the Tourist Attraction, it's a perfect place for criminals to meet each other and out-of-town contacts. Lots of witnesses around for safety, and none of them know you.

Shinar Tower is one of the tallest buildings in the world and its construction isn't even complete! Tourists pay bundles for a ticket to the building's top-most complete level, the 139th-Floor-Lounge overlooking the City. The walls here are floor-to-ceiling windows. A full-service bar and ice cream parlour are available for those who want to grab a table and watch the clouds float by.

Lucky patrons might run into the building's owner, billionaire Jaclyn Shinar (King Nimrod). Jaclyn is obsessed with making the building as tall as possible, even though the place is already higher than the City's safety standards. She bribes and threatens city officials to get the clearance she needs to continue building the monument of her wealth and power into the sky, and pushes the contractors she hires to work faster and harder by any means necessary.

LOCALS

CARLOS DESPINA

BRIDES OF DRACULA

Carlos Despina is the most attentive and attractive waiter at the Rocky Shore nightclub. His charm leads him to weed out the single people who came to the Tourist Trap alone, looking for love (or, at least, a night of passion). He takes those poor souls back to his place, where he drinks their blood over a period of days until his victim expires. Then he dissolves the corpse and his prey's belongings in acid so that person is never found. Carlos reports each of his kills in

detail to his boss, Danny Olecette, who rewards every story of violence with a nice bonus. While the extra cash is nice, Carlos would kill for free.

When he isn't working or taking care of his latest victim, Carlos searches all districts of the City for his counterpart, someone like him. The waiter is unknowingly seeking to be united with the Rift of Dracula and vice versa for once they are together, each moves closer to fulfilling their Mythos (and potentially to becoming an Avatar). To that end, Carlos stalks the streets at night, sometimes leaving the hearts of fresh kills in dark alleys to see if he can draw out the one he seeks. Count Dracula has not been found yet, and as Carlos' search becomes more frustrating, the waiter grows more desperate. His kills are becoming sloppier and riskier as he paints the town red to attract his mate.

CARLOS DESPINA (BRIDES OF DRACULA) ★★★

Carlos Despina tries to use his charm to get his victims and those in his way to do what he wants, turning to violence only as a last resort. When it's time to dine, Carlos prefers to keep his kills neat, clean, and quiet, unless he is cornered or trying to attract Count Dracula with a flashy kill.

HURT OR SUBDUE 5 / CENSURE OR WARD 4

- **Handsome Stranger:** When Carlos interacts with someone who is seeing his face for the first time, give them *charmed-4*.
- **Drain Life:** As a hard move, Carlos sinks his teeth into someone, inflicting *drained-3*. For every tier of *drained* the target takes after applying its defenses, Carlos removes one tier from a harmful status he has.
- **Taste for Blood:** When Carlos gives a harmful status to a creature with a bleeding wound, increase the tier of the status by 1.
- **Unnatural Fitness:** When Carlos takes a harmful physical status, reduce its tier by 1.
- Attack with razor-sharp claws or teeth (*wounded-3*)
- Convince someone to follow him somewhere where they can be alone (*attracted-3*)
- Turn into a bat or mist cloud and escape (**Deny Them Something They Want**)
- Leave behind a spotless crime scene (add tag *lack of evidence*)
- Give his next target dirty looks

HAROLD LEVITZ

KING MIDAS

Harold Levitz is an elderly man who owns and operates the jewelry store Good as Gold. His daughter Rose works the counter while Harold crafts the jewelry. The old jeweler inherited the shop from his father, and the business was started by Harold's grandfather. This well-worn establishment is one of the only truly authentic storefronts on the street that the Local Vendor Market hosts.

A few years ago, Harold saw the demand for gold jewelry go down as the popularity of metals like silver and platinum rose, putting Good as Gold in danger of closing. Desperate for an influx of cash, but unable

to put aside his obsession with gold and start working with different metals, Harold offered his shop as a smuggling operation to Bonnie Carlyle, an arms dealer in the City. Smuggling guns through his shop allowed Harold to get enough money to keep Good as Gold afloat, and his prime location near the stalls of vendors willing to sell illegal goods soon had other criminals calling.

Good as Gold is now a front for smuggling guns, drugs, mystical artifacts, and all sorts of other illicit goods. Harold brings in the shipments, keeps them in storage, then dolls them out to the local vendors as ordered, all for a modest fee. So far Harold has managed to keep this operation a secret from his daughter.

HAROLD LEVITZ (KING MIDAS) ★★

Harold Levitz is not one to use violence or his powers unless someone threatens his business, his daughter Rose, or his gold creations. When pressed into a confrontation, however, Harold will not hesitate to turn his foes into gold.

HURT OR SUBDUE 2 / THREATEN 3

- **Gold Obsession:** When Harold enters the scene, give him *motivated-by-greed-2*.
- **No Guns:** Once per scene, Harold can blast the scene with a golden wave of magic that turns all solid weapons into gold. As an intrusion, he can

do this to any weapon he touches. When turned to gold, weapons with mechanisms (guns) fail before or while they are used next, while simpler weapons (melee) bend after a single use. Burn all tags related to a weapon that is no longer usable.

- Touches a person and turn them to gold (*turned-to-gold-5*)
- Offer to pay off someone with gold, if they want it (*bribed-3*)
- Reach for a jewelry hammer and attack (*bruise-2*)
- Estimate the exact cost of any item made mostly of gold
- Touch a small to medium solid inanimate object and instantly turn it to gold



EKRAM DIN

DIONYSUS, GREEK GOD OF WINE AND FERTILITY

Ekram Din is the head bartender at the Bacchanalia Nightclub. He has a heavy pour, and encourages those who sit at his bar to party hard. The young man seems to only want to have fun in as many ways as possible, legal and otherwise, while encouraging others to embrace life and do the same. The bartender has a reputation for getting people he barely knows to get wasted then go skinny dipping, confront ex-lovers, participate in orgies, vandalise property, or commit

EKRAM DIN (DIONYSUS) ★★★★★

Ekram Din is always in a good mood and ready to party. When people around him aren't feeling as good as he is, Ekram tries to change their attitudes by any means necessary. Those that piss him off find the good time he provides is likely their last.

FRUSTRATED 3 / HURT OR SUBDUE 5 / EXHAUST-SHAME - / INTOXICATE -

- **New Best Friend:** When Ekram enters a scene, give him *charming-4*, renewable as a soft move.
- **That's a GREAT Idea!:** When Ekram makes a suggestion to someone with an intoxication status, that status counts against any action they take ignoring or refusing the suggestion.
- **Crazy Night:** While you're taken by Ekram's intoxicating effect (status of tier 4 or higher), you ignore marking Crack on your Logos themes.
- **Enough!:** When the *frustrated* spectrum is maxed

petty theft. He's convinced people to take even more severe, sometimes deadly actions, like jumping off rooftops for fun, yet he always manages to skirt the blame for those activities. If people he's influenced die, well, at least they went out with a bang!

Ekram loves a good time, and enjoys pranking those who harsh his vibe. While most pranks are in good fun, those who truly anger Ekram feel his biting wrath, usually in some ironic way related to how the victim pissed him off, or by granting that person a wish and having the reality of that desire come horribly true.

out, Ekram lets out his full power. Increase the tier of the intoxication statuses he inflicts by one tier. He also gains the move **Wish Granted:** When you tell Ekram your personal wish starting with "I wish", he grants it, matching your exact wording but not your intent (**Make Something Horrible Happen** or **Give a Status**).

- **Deceitful:** When you spend a Clue to ask a question about Ekram, the MC can choose to give answers that are fuzzy, incomplete, or part-true part-false (as in the 7-9 option of **Investigate**).
- **All Better:** As a soft move, Ekram can remove another person's negative emotional status of tier 4 or less.
- Stare at someone with wine-red eyes, making them *drunk-4* or make a loud toast, making an entire crowd *intoxicated-3*
- Grow bored by your refusal to have fun (*annoyed-1*)
- Produce a bottle of wine out of thin air

THE CHEEKY KIDS

FAGIN'S GANG FROM OLIVER TWIST

The Cheeky Kids are a group of young adult street performers that dance, play music, and perform magic and acrobatic tricks to entertain audiences in the Local Vendor Market. While half the group performs for tips, the rest of the crew wanders through the crowds, picking the pockets and purses of the most distracted people engrossed in the shows. All of the Kids are adept pickpockets who share their ill-gotten gains with the whole crew at the end of the day.

The Cheeky Kids are sometimes approached by other criminal groups to pull bigger, riskier jobs. Their light fingers, cunning charm, and acrobatic maneuvers

make this crew perfect for getting in and out of a place or stealing something without anyone noticing. The Kids have been approached about assassin missions as well, but they have so far managed to refuse such bloody, evil work.

The Cheeky Kids are led by Brienna and Taram Grey, twins who grew up on the street together and turned to a life of crime and street performing to make ends meet.

CHEEKY KIDS (FAGIN'S GANG) ★★

The Cheeky Kids prefer to run, hide, or deceive danger. If backed into a corner, they will fight, using grace and dexterity to subdue their opponents.

HURT 2 / SUBDUE 3 / CATCH 4

- **Collective:** This collective has several members and a size factor of 2.
- **Distracting Performance:** When you watch the Cheeky Kids perform, you take *distracted-2*.
- **Pickpocket Tactics:** When the Cheeky Kids are sneaking, give them *stealthy-2*. When the Cheeky Kids are fleeing, give them *fast-2*.
- Steal an item from someone, undetected (**Deny Them Something They Want** and/or **Burn a Tag**)
- Beat someone up (*bruised-2*, or *multiple-fractures-4* if they gang up on a single target)
- Climb a building, hop a fence, or pick a lock to get away

LILY CARMINE

SLEEPER

Most who know Lily Carmine say she is nothing more than a shy manager of the Connaway's Department Store in her forties. Those who know her a little better can tell you her father, Michael Carmine, was thrown in prison over a decade ago for running an illegal poker game for the criminals of the City. What those people don't know is that Lily took care of the books for her father, and has managed to keep the game going in the Tourist Trap.

After Connaway's closes, Lily opens its doors to the criminal underworld of the City and their guests from out of town. By keeping half her clientele rotating in and out of the games, Lily decreases her chances of being caught. While the wealthy criminals play, Lily keeps the books and makes sure the criminals are secure, well-fed, and never handling an empty glass. The games are discreet affairs where some of the biggest deals in the underworld are forged. The criminals love Lily for arranging these games and so far she's kept every conversation she's heard a secret.

What even Lily doesn't know is that the Gatekeepers keep a close eye on her nightly games. Using a sophisticated cover and methods that are known only to them, two special Gatekeeper agents interview Lily on

a weekly basis to get updated on the comings and goings in the City's underground Rift scene, in meetings of which Lily has no recollection.

LILY CARMINE (SLEEPER) ★

Lily Carmine has a shy exterior when she's at her day job or out in public. When she's running her poker game, Lily's tough exterior shows. She can laugh with the best gangsters and cut off crime bosses too drunk to hold their cards without flinching.

HURT OR SUBDUE 2 / THREATEN 4

- **Double Life:** When Lily enters a scene, give her *hard-to-read-2*.
- **Do You Know Who You're Dealing With?:** As an MC intrusion, Lily shows off her true, tough self and gains *respected-3*.
- **Watcher:** When you play at Lily's game, the MC can ask you a question as a soft move (as in 7-9 in **Investigate**) and have Lily know your answer. When you **Sneak Around** at Lily's game against someone else, the MC can always have Lily see you (as in the 7-9 outcome), unless your move is *Dynamite!* and you score 12+.
- **Watched:** When Lily's at risk, if she's still worth something as an informant and if the likelihood of a successful extraction is high, a Gatekeeper team will show up to get her out (create Danger: Gatekeeper Agents, MC Toolkit p. 164).
- Stab someone with a switchblade (*nasty-cut-2*) or spray them with pepper spray (*blinded-2*)
- Survey the game with knowing eyes
- Play poker and win big