

URBAN SHADOWS

political urban fantasy
powered by the apocalypse

ANDREW MEDEIROS

MARK DIAZ TRUMAN

The Immortal was Designed, Written, and Edited by
Andrew Medeiros, Travis Scott, and Mark Diaz Truman

Rules editing by Brendan Conway
Proofreading by Katherine Fackrell
Art direction by Marissa Kelly
Illustrations by Juan Ochoa
Layout by Mark Diaz Truman
Original Layout by Thomas Deeny

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THE IMMORTAL

There are some who have been cursed by gods or blessed by devils to walk this earth knowing neither disease nor age. They are immortals, fated to toy with the mortals whose lives remind them of their eternally delayed demise.

PLAYING THE IMMORTAL

Patient, plotting, antiquated, eternal. The Immortal is blessed (or perhaps cursed) with an unending existence plagued by Byzantine schemes. And yet, they know too well the sting of death. Other enduring creatures persist unto forever without interruption, but The Immortal is merely brought back each time they die...sometimes with secrets from realms beyond this mortal coil.

You were once an ordinary person, a mere mortal who struggled to see beyond your mundane existence to the supernatural secrets that lurked in the shadows. Before you breathed your last, something granted you the power to return from the dead instead of riding the pale horse to meet your maker.

Since that time, you've built an empire, securing allies and enemies alike. You've loved...and seen your loved ones fall before you, your memories of their vitality growing fainter each decade. You have suffered loss, and lived to see vengeance and victory in equal measure. You have done enough.

But the streets of the city still call to you. Your schemes sometimes require you to address various and sundry interruptions, putting your own flesh and blood on the line for weeks, months, sometimes even years at a time.

You may claim to hate these excursions into the mortal realm, but you know the truth in your heart: if you want something done right, you're going to have to do it yourself. Clean hands accomplish little work.

Others think you risk little by rejoining the daily scum, the seething politics that threaten to overwhelm all reason. But you know that there are still ways in which your true death might still arrive. Such secrets are closely kept by you and other Immortals, but it is possible that you might meet your end.

Possible. And deeply unlikely.

You have plans for the future, after all. A real, true death would be *such* an inconvenience. It is a thing best avoided, if it even need be discussed.

You have seen the other side. Many times before. And you see no need to take up permanent residence when you have so much left to do here.

»Notes on Your Moves

Your schemes offer you an opportunity to secure resources that no other Archetype can obtain, but they involve you in politics that persist from session to session. Choose your schemes carefully when you create your character, and start new schemes if one goes dormant or isn't interesting to you.

You mark corruption only when you force someone to participate in your schemes against their will or mislead them into helping you with lies or half-truths. If you work to deceive someone in order to get them onboard with your efforts, mark corruption...even if their ignorance isn't required for your plans.

The only limit on your ability to bring other characters back from the dead is your own scars. If you can't mark a scar, you can't bring someone back despite whatever intimacy you shared with them. They are gone forever.

Chameleon gives you mechanical benefits after you perform a ritual specific to a Faction—you can spend a hold to roll with Heart instead of Faction—but it also earns you membership in the group whose ritual you performed. That might mean your opposition can't openly attack you or that the Faction's leadership must be truthful with you when they might otherwise lie.

Dauntless isn't about avoiding harm. Instead, it triggers when someone threatens you; how scared can you be, knowing that you can't be killed?

Duelist triggers when you use an "elegant" weapon. We've provided a list of such weapons in your gear list, but you might find other refined weapons that your MC would also rule to be "elegant" for the purposes of the move.

Choose any move from a mortal Archetype if you choose **Mortal Lover**. A few moves that fit The Immortal include **Snoop** (The Aware); **This Way!** (The Hunter); **Old Friends, Old Favors** (The Veteran); and **Appraisal** (The Scholar).

If you use **Mirror, Mirror** to reanimate a corpse, the effect dissipates when you can no longer focus your full concentration on the animation or the scene ends, whichever comes first.

Ahead of the Game permits you to take two Debts, provided you roll a 10+.

»Inspiration for The Immortal

- Books: Nia Rivers Series (Jasmine Walt), *Tuck Everlasting* (Natalie Babbitt), Incarnations of Immortality Series (Piers Anthony)
- Music: "My Immortal" (Evanescence), "Immortality" (Pearl Jam), "The Watcher" (Dr. Dre), "My Way" (Frank Sinatra)
- Movies: *He Never Died*, *Highlander*, *The Last Witch Hunter*
- Television: *Forever*, *Highlander*, *New Amsterdam*

MC ADVICE: THE IMMORTAL

The Immortal's experience in the city is almost entirely defined by their schemes. See the next page for information on managing schemes, including information on pacing the Immortal's work using countdown clocks.

For everything else...

While The Immortal is interested in both the mortal and supernatural politics of the city, they aren't a mundane power broker. They enjoy an inescapable connection to death that haunts their nightmares and sometimes grants them information from beyond the grave. Show them how that connection affects them by haunting the city with memories and hallucinations alike.

The Immortal tends to have more connections who are unaware of the supernatural: hedge fund managers, corporate lawyers, corrupt politicians. Complement this cast of mortals with characters who have known The Immortal for ages: vampire assassins, loyal vessels, and...other immortals. Show the tension of their world: one foot in the now, one foot in the past.

Only rarely make another immortal an outright enemy of The Immortal; it's much more productive to regularly tangle with a group of "frenemies" than it is to have to battle to the death every time an immortal shows up in a scene. Of course, some immortals aren't friendly enough to be more than enemies.

When The Immortal uses **Chameleon**, sometimes directly tell them the social benefits—"You have the right to make a request of the clan's elders"—and sometimes ask The Immortal what they expect from their membership in the Faction.

If they choose **Mortal Lover**, include the lover in The Immortal's dreams and visions. Base those images on the move they took as a result of the intimate relationship and the token they carry to remember their love. This relationship is strong enough that it shaped The Immortal's capabilities and perspective!

In the event that The Immortal uses **Objets d'art** to secure a special gift for an NPC, respond with dramatic and immediate gratification. That might mean that the NPC offers audience when it was previously denied or gives up a Debt in gratitude. Either way, make sure it's clear that the gift was meaningful.

Finally, don't let The Immortal off the hook by merely threatening violence. Aside from their specific death condition, they are truly resilient, easily able to withstand a savage rending from a werewolf or deadly magic spell from a wizard without fail. Put The Immortal in danger, then drop the hammer and let them come back again and again and again...

»Further Notes on Schemes

The Immortal's schemes are effectively Threats in reverse, opportunities that can be seized to fulfill a long-term objective in the game. While other PCs may pursue their goals session-to-session, only The Immortal gets the benefits of completely fulfilling a scheme, seizing enough moments to savor a win.

When The Immortal selects a scheme, ask questions to get a rough sense of the direction of their efforts. It's not required that the whole plot be fleshed out; some schemes like **Revenge** or **Leverage** allow The Immortal to choose who is the target of the scheme when the scheme is completed. Instead, focus on getting enough information from The Immortal to get started.

Derrick's Immortal, Ian McLaren, has declared Revenge as one of his schemes. Mark, his MC, asks him "Why do you want revenge? Who wronged you?"

"Oh, it was definitely someone like a fae or vampire. I think they killed my friend, a werewolf named Jackie. He had tried to turn the two groups against each other to claim territory, but they figured out his plan and killed him first."

"Got it. So you're not completely sure who did it?"

"No, but I intend to find out..." Derrick grins.

For each scheme, start a countdown clock and mark the first tick (3:00). As the scheme progresses, offer opportunities in line with the next tick on the clock and mark ticks on the countdown clock when appropriate:

- 6:00—Initial investigations and subtle inquiries. Opening moves.
- 9:00—The midgame. Clever feints and fledgling alliances.
- 10:00—A hard push. Real risk. Change that cannot be undone.
- 11:00—Closing moves. Checkmate looms on the horizon.
- 12:00—Endgame. Nowhere to run. The plan is complete.

Derrick declares his Revenge plot for his start of session move, targeting the Wild Faction. Ian has made some progress already, so Mark has his countdown clock marked up to a 6:00. Derrick rolls a 10+ and chooses a Debt.

Mark wants Derrick to have a clear path to 9:00, so he provides the Debt with information. "Doha, a Winter Court troll, begged you to hide her for a few days. She tells you all about the Winter Queen's machinations, including the enemies she's making by holding on to the crown for so long into summer."

If The Immortal rolls a miss on a start of session move (or leaves a scheme unattended long enough to lose ground), erase ticks from the countdown clock. If a clock reaches zero, the scheme is dead. They have to start a new scheme or begin work again on the one that completely fell apart.