



MYTHOS THEMEBOOK

ADAPTATION

A RANGE OF MAGIC SPELLS • ADAPTING TO HARSH ENVIRONMENTS • SHAPESHIFTING OR POWER COPYING • A MYSTERIOUS, UNPREDICTABLE FORCE • ELEMENTAL MANIPULATION

Mortal life is in a constant state of flux and change: nothing is permanent, everything is ephemeral. Different challenges require entirely different means to overcome. Some Mythoi grant their Rifts the power to adapt to circumstance. Do they consciously do this to improve the Rift's chances of telling their story? Or is it simply the case because their story is a story of resourcefulness and limitless possibilities to begin with? It is impossible to know.

The aboriginal Mythos of Dreamtime could allow its Rift to tap into the dimension underlying creation and bend reality. Merlin the sorcerer could

whip out a spell to tackle any situation. A shaman could shapeshift into animals and monsters. A doppelganger could mimic the powers of other Rifts it touches. And Pinocchio's father, Geppetto, could build toys and puppets that come to life.

Adaption themes gravitate towards broad tags by nature and so often take up the single broad tag allowed for your character (see Broad vs. Specific Tags, page 76). However, if the variety of effects granted by this theme is rather narrow, such as the doppelganger, who can only copy existing powers, the MC may rule that a tag still qualifies as specific.

CONCEPT

Think about your Mythos. In the legend, did your Mythos possess many different powers? Was she able to shape a substance, element, form, or concept to respond to various challenges? What was the unifying element in all of the manifestations of her powers?

Based on the legend, think about the answer to the question below:

? HOW DOES YOUR MYTHOS ADAPT TO THE CIRCUMSTANCES?

- It has a range/collection/set of _____.
- It can control and/or shape _____.
- It changes based on _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT MYTHOS POWER ALLOWS YOU TO RESPOND DIFFERENTLY TO EVERY SITUATION?

cast a magic spell, lord of the tempests, shape-shifting, steal other people's powers, puppeteer & toymaker, necromancer

B WHAT NARROW GROUP OF EFFECTS WITHIN YOUR MYTHOS' DOMAIN HAVE YOU MASTERED?

transportation spells, create bad weather, beasts of the forest, steal protective powers, "My toys can speak!", zombie army

C WHAT SPECIFIC MANIFESTATION OF YOUR MYTHOS IS YOUR FAVORITE?

a sleeping curse, smite down with lightning, the True Shape of the Lion, leave them powerless, exploding wind-up toy, rotting touch

D WHAT CIRCUMSTANCES ENHANCE YOUR ABILITY TO ADAPT?

easier with a spellbook, under the open sky, ritual of the wild, prolonged contact with victim, cluttered workshop, dead of the night

E WHAT SITUATIONS DO YOU HAVE A QUICK SOLUTION FOR OR ARE ACCUSTOMED TO?

cushion a fall with feathers, scale a barrier on a gust of wind, grow gills, make it look like the original, "I'll figure out this device in a jiffy...", summon the ghost of an enemy's loved one

F WHAT DO YOUR POWERS NATURALLY PROTECT YOU FROM?

counterspell, impervious to all weather, sniff out other shapeshifters, "You cannot steal from the thief!", disable machinery, banish the dead

G WHAT ATTITUDE OR EMOTION LIES AT THE CORE OF YOUR ADAPTIVE POWERS?

knowledge over power, wrath of the seas and heavens, all life is one, survival of the fittest, necessity is the mother of invention, nostalgia

H WHAT SPECIFIC CLASS OF THINGS OR BEINGS CAN YOU PRODUCE OR SUMMON?

imps and fairies, conjure rain elementals, horns and fangs, decoys of myself, build child-sized puppets, animate dead bodies

I WHAT STRATEGY OR COMBINATION OF EFFECTS DO YOU EMPLOY IN BATTLE?

deflect & dazzle, electrocute wet targets, shapeshift limbs out of harm's way, hit someone with their own power, deploy contraptions from hiding, overrun the living

J HOW CAN YOU ENHANCE OR WEAKEN OTHERS WITH YOUR POWERS?

enchant a weapon, conjure heavy fog, mass shapeshift, grant someone the powers of another, annoying bells and whistles, suck out their life-force

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT ARE YOUR POWERS OF ADAPTIVITY DEPENDENT ON?

only works with a magic wand, needs moisture in the air, must maintain a connection with nature, must gain the victim's trust, missing parts, dead too long

B WHAT RESULTS ARE HARDER FOR YOUR MYTHOS TO ACHIEVE?

dark magic is forbidden, struggles to calm weather, afraid of shapeshifting into aggressive animals, can't hold more than one power at a time, puppets don't really look real, hard to control the swarm

C WHAT HINDERS YOUR MYTHOS OR LIMITS ITS POSSIBILITIES?

susceptible to areas of thick Mist, blocked by shelter, instinctively drawn to native forms of current location, flammable toys, hallowed grounds

D WHAT BAD HABITS DID YOU PICK UP DUE TO YOUR ADAPTIVE POWERS?

obsessed with other sorcerers, easily infuriated, animalistic behavior, lost sense of self-worth, constantly fidgeting with parts, no regard for the living

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life. For example:

- (Merlin) Where is the Holy Grail now?
- (Doppelganger) What is the ultimate power I could steal?
- (Geppetto) Who or what can breathe life into my toys?

You can try exploring the following options:

- Philosophical questions about the nature or source of your powers
- Seeking something that is greater than your powers
- Fears of losing touch with your original nature

Write your Mystery on your theme card.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Merlin) Wizard & Guide
- (Doppelganger) Other People's Powers
- (Geppetto) A Love for Toymaking

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them once challenged you to push the boundaries and flexibility of your adaptive powers at a critical moment. What happened? Take a Help point on them.
- You think one of them is a one-trick-pony, approaching every situation with the same solutions over and over again. In fact, this has hurt

your crew before. Under what circumstances? Take a Hurt point on them.

- One of them is blown away by the vastness and diversity of your abilities. Ask them how it makes them feel. If it fascinates them, take a Help point on them. If it confuses them and they're weirded out, take a Hurt point on them.

ADAPTATION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ Game Changer

When you **Change the Game** with power tags from this theme, it's *Dynamite!*

☐ Tap Into The Source

Once per session, you get a free batch of 2 Juice with a method that relates to this theme and to the circumstances of the current scene. You cannot add this batch to another batch.

☐ I Have Just The Thing

When you spend a Clue to ask the MC or one of the other players "*What would be most useful to me in this situation?*", they answer as usual. If you then have any remaining Clues in the same batch, you can convert them to Juice, one for one, and use it to come up with the thing you need most. This Juice has the same method as the Clues it came from.

☐ Creative Stroke

When you use tags from this theme in a creative way, choose one of the most affected characters and ask whoever is playing it (the MC or another player) whether they saw it coming. They must answer honestly. If they didn't, take a temporary status **creative-stroke-1** (or similar).

☐ Specialization

You've learned to master a specific type of manifestation. Choose a power tag question from any of the other Mythos themebooks except Relic and answer it. Write down the answer as a new power tag on this theme.

TYPE

ADAPTATION

WIZARD
& GUIDE

ATTENTION FADE

MYSTERY

"WHERE IS THE
HOLY GRAIL NOW?"

POWER TAGS

BURN

A CAST A MAGIC SPELL

D EASIER WITH A SPELLBOOK

E CUSHION A FALL WITH
FEATHERS

WEAKNESS TAGS

INVOKED

D OBSESSED WITH OTHER
SORCERERS

CITY OF MIST



MYTHOS THEMEBOOK

BASTION

CONJURE AN ARMOR OR A SHIELD • INVULNERABILITY • MAGICAL PROTECTION •
IMMUNITY TO VARIOUS KINDS OF HARM • AN UNBREAKABLE BODY, WILL, OR SOUL •
BEING UNTOUCHABLE BY THE LAW

Becoming manifested in reality comes with its share of trouble. A Mythos that manages to find a Rift will often want to make sure that the Rift stays open, or in other words, remains alive and intact. After all, a Rift is a Mythos' foothold in reality, one which should be fortified against attacks, whether from Sleepers, other Rifts, or the Mist itself.

Rifts with a Bastion theme are not only granted such powers to simply stay alive but also to protect the agenda of their Mythos. Whether they do so

by securing people, places, or objectives depends on their legend. The Rift of a Knight could conjure a spectral suit of armor and a shield; the Rift of Talos, the Bronzen construct, could be resistant to injury, while a Rift channeling a Poltergeist might be immune to all physical harm.

This is not to say all Bastion themes should provide physical protection. Some Mythoi bestow powers of mental, spiritual, magical, and even social protection.

CONCEPT

Think about your Mythos. In the legend, was your Mythos responsible for protecting something? Was she able to withstand punishment or endure great toils? Was she a unique being or creature with superhuman durability? What exactly were her powers?

Based on the legend, think about the answer to the question below:

? HOW DOES YOUR MYTHOS PROTECT ITS AGENDA?

- It makes me impervious to _____.
- It allows me to ward off _____ with _____.
- It renders _____ ineffective by _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT QUALITY OR ABILITY GRANTED BY YOUR MYTHOS MOST OFTEN PROTECTS YOU?

grow bone armor, can't die – already dead, ghost – no physical body, radiates authority, regrow organs, dragon scales

B WHAT MEANS DO YOU HAVE OF EXTENDING PROTECTION TO OTHERS?

a great golden shield, summon ghostly guardians, ward off darkness

C WHAT PARTICULAR TRAIT OF YOUR DEFENSE MAKES IT USEFUL?

impressive, reflective surface, both astral and physical, unbreakable, change skin texture and color, absorbs life force

D AGAINST WHAT TYPE OF ATTACK OR INFLUENCE IS YOUR DEFENSE ESPECIALLY EFFECTIVE?

does not breathe, impervious to mortal weapons, maze-like mind, eternal youth

E HOW CAN YOU USE YOUR DEFENSE ACTIVELY?

a body made of fire → flames lash out, a great golden shield → throw shield, always held in high esteem → biting retort

F WHAT SECONDARY DEFENSIVE EFFECT DOES YOUR DEFENSE HAVE?

dragon scales → resistant to fire, grow bone armor → harden internal organs, invulnerability → harm only makes me stronger

G WHAT OTHER EFFECT OR QUALITY, NOT NECESSARILY DEFENSIVE, CAME WITH YOUR DEFENSE?

godlike invulnerability → inhuman strength, made of clay → melt into the earth, dragon scales → fire breath, ghost – no physical body → possess others' bodies

H WHO OR WHAT WERE YOUR POWERS MEANT TO PROTECT?

protector of the weak, guardian of Shangri La, Dulcinea (of Don Quixote)

I WHEN IN A CLINCH, HOW CAN YOU USE YOUR DEFENSE TO CHANGE THE ODDS IN YOUR FAVOUR?

grow bone armor → grow roots, cloak of protection → glide through the air, beauty that cannot be tarnished → inspire change of heart

J WHAT TACTICS DO YOU EMPLOY WHEN YOU USE YOUR DEFENSE?

hunker down, provide cover for others, furious rage, stampede, scare tactics, embrace the enemy

NEW POWERS VS. SECONDARY ASPECTS OF THE SAME POWER

When you choose your power tags you are actually choosing how much focus you want each detail in your character to receive during the game. You are also choosing how much Power you will be able to muster from actions related to your power tags.

When you choose different power effects for each tag, you divide the airtime and the Power between them. For example, if you choose *dragon scales* and *flying*, you will be both armored and mobile, but you will have a single tag for protecting yourself and a single tag for flying feats. Therefore, each such move will be rolled with a Power of 1 (for one power tag).

When you choose secondary aspects of the same power, they can add up. For example, if you choose *dragon scales* and *resistant to fire*, it may seem like a waste because *dragon scales* presumably already protects you from fire. However, it would mean that when defending from harm that involves fire, such as a gas tank explosion, you will have both tags to use in your **Face Danger** move, giving you a Power of 2.

When choosing your power tags, remember this: unrelated tags give you greater versatility at the cost of Power; related tags stack up to give you greater Power in certain situations, at the cost of versatility.

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A HOW DO YOUR DEFENSIVE POWERS AFFECT YOUR APPEARANCE?

monstrous, corpse-like visage, shining armor is easy to spot, bronzen

B WHAT ARE THE UNWANTED IMPLICATIONS OF YOUR DEFENSE?

cumbersome, ghost – cannot touch the world, blindspot, wears off quickly

C TO WHAT ATTACKS IS YOUR DEFENSE SUSCEPTIBLE?

"I can't protect them all!", holy water, bludgeoning, mystical weapons

D WHAT PERSONALITY TRAIT DERIVED FROM YOUR DEFENSE GETS YOU INTO TROUBLE?

foolhardy, paranoid, cannot feel emotions, savior mentality, ravenous

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life. For example:

- (Talos) "Why do I feel like I'm different?"
- (Poltergeist) "Who killed me and why?"
- (Fairy Godmother) "What is the dark force rising in the City?"

You can try exploring the following options:

- Wondering who or what you were meant to protect
- Questions about the threats you are meant to stop
- A dark desire to find out what could be your undoing

Write your Mystery on your theme.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Talos) Bronzen Construct
- (Poltergeist) Untouchable
- (Fairy Godmother) Protector of the Light

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You once protected something very dear to one of them, possibly even from them. If they were grateful, take a Help point on them. If they were not, take a Hurt point on them.
- One of them makes you feel weak and vulnerable or one of them actually has the capacity to break through your defenses. Take a Hurt point on them.
- You feel as if one of them is the one you are meant to protect. Take a Help point on them.

BASTION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ Unbreakable

When you **Face Danger** with power tags from this theme, it's *Dynamite!*

☐ Got your Back

When you burn a tag in this theme for a hit in order to **Face a Danger** affecting you and your allies, allies who can benefit from your protection don't roll **Face Danger** but use your result instead.

☐ Sacrifice

When you get a hit on **Face Danger**, you can always choose to extend the outcome to one person or object around you that you can protect, at the cost of exposing yourself. On a 10+, they take no status and you take the status with -1 tier. On 7-9, they take the status with -1 tier and you take the

full status. If the move is *Dynamite!*, on a 12+, you can choose to fully protect both of you (instead of one of the other 12+ options).

☐ Sorry, was that your gun?

When your **Face Danger** move is *Dynamite!*, on a 12+, you can choose the following option instead of the other options: you absorb the harmful effect or disable its source, granting either you or your opponent an appropriate temporary tier-2 status of your choice.

☐ Redirected Hostility

When your **Face Danger** move is *Dynamite!*, on a 12+, if you choose to reflect the status you were given, you can redirect it to any target, not just your attacker.

TYPE **BASTION**

**BRONZEN
CONSTRUCT**

ATTENTION FADE

MYSTERY

"WHY DO I FEEL LIKE
I'M DIFFERENT?"

POWER TAGS BURN

A UNBREAKABLE

D IMPERVIOUS TO MORTAL

WEAPONS

J HUNKER DOWN

WEAKNESS TAGS INVOKE

A BRONZEN



MYTHOS THEMEBOOK

DIVINATION

CLAIRVOYANCE • SPECIAL SENSES • FORTUNE TELLING • A MYSTICAL SOURCE OF KNOWLEDGE •
MAGICALLY FINDING A PERSON, AN OBJECT, OR INFORMATION • PSYCHOMETRY •
COMMUNICATING WITH OTHER REALMS OR BEINGS

To be in the world, a Mythos must know the world. It must be aware of things near and far, know of things that were or things that are yet to come. It must understand the nature of its environment, or it will be outsmarted, vanquished, and cast into non-existence once more. In order to stay ahead of the game, Mythoi grant their Rifts the ability to sense the world and grasp it beyond what their mortal cognition would allow. A modern-day witch could peer into a boiling pot of instant-soup and see what her adversaries are up to. The Rift of

Baron Samedi could speak with the dead and learn what they know. The spirit of Wenchang Wang, the Chinese Godly King of Flourishing Language and Culture, could allow its Rift to assimilate written text with but a touch. And the horrible Wendigo naturally develops acute senses with which it hunts its prey. Whatever form they take, Divination powers allow Rifts to gather useful information.

CONCEPT

Think about your Mythos. In the legend, was your Mythos able to know or sense things beyond what was humanly possible? Was she in touch with a special source of information? Could she communicate with otherworldly beings? How so?

Based on the legend, think about the answer to the question below:

? HOW DOES YOUR MYTHOS LEARN ABOUT THE WORLD AROUND IT?

- It enhances my senses, such as _____.
- It allows me to communicate with _____.
- It allows me to tap into new sources of information such as _____.
- It gathers information from _____ by _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT ALLOWS YOU TO UNCANNILY KNOW THINGS YOU WOULDN'T NORMALLY KNOW?

flashes of what was here before, a wolf's instincts, instant book reading, premonitions, torment poor souls, read minds

B WHAT OTHER TYPE OF KNOWLEDGE CAN YOU ACCESS WITH YOUR POWERS?

flashes of other parts of the City, sniff out intruders, psychometry, sense a person's guilt

C WHAT SUBJECT IS THE EASIEST FOR YOU TO LEARN ABOUT?

perfect spatial sense, knows all about hunters, whispers of ancient history, expose hidden secrets, secrets taken to the grave

D WHAT ITEMS OR SUBSTANCES SERVE AS A CONDUIT FOR YOUR KNOWLEDGE?

consciousness expanding pills, book of shadows, in vino veritas, mirrors, the blood reveals all

E WHAT QUALITY OF YOUR DIVINATION MAKES IT ESPECIALLY EFFECTIVE?

undetectable, covers the entire City, I can smell it as well, the stronger the emotion – the more I see.

F WHAT ADVANTAGE DOES YOUR DIVINATION GIVE YOU IN A FIGHT?

predict a foe's next move, sense minute earth tremors, a marksman's eye

G IN WHAT WAYS HAVE YOUR NORMAL SENSES BEEN ENHANCED BY YOUR MYTHOS?

see in complete darkness, can hear a pin drop, gut feeling when being deceived

H WHAT CREATIVE WAYS OF USING YOUR DIVINATION HAVE YOU DEVELOPED?

shoot around corners, "I can tell you like me...", ouija board scam, blind driving

I HOW CAN YOU AFFECT OTHERS WITH YOUR POWER?

put someone in a time-loop, deafening roar, suck up all the light, terrorize with a glimpse of one's death

J WHAT NEW FRONTIER OF KNOWLEDGE LIES AT THE EDGE OF YOUR DIVINATION?

flashes of beyond, visceral sense of danger, sisterhood of all women, secrets only the Void knows

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT HAPPENS WHEN YOUR DIVINATION OVERWHELMS YOU?

disturbing flashes of coming horror, sensory overload, haunted, the pain of knowing.

B WHAT CAN HINDER OR BLOCK YOUR DIVINATION?

cannot penetrate fog, blind in sterile environment, "Thou shall not pass my sigils!", "The hearth protects them..."

C WHAT IS BEYOND THE REACH OF YOUR DIVINATION?

too long ago, the future is fickle, one little boy, only as far as the eye can see

D WHAT MUST YOU HAVE IN ORDER TO USE YOUR DIVINATION?

a pouch full of beads and bones, must touch skin, I need more time

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life. For example:

- (Witch) "Where can I find the Book of Shadows?"
- (Baron Samedi) "Do the dead deserve another chance?"
- (Wenchang Wang) "How can I battle ignorance?"

You can try exploring the following options:

- Burning questions about something your Divination can't pierce
- Investigation of something only you were able to uncover
- Concerns about the beings or sources your powers consult

Write your Mystery on your theme card.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Witch) Hubble Bubble
- (Baron Samedi) The Dead Don't Lie
- (Wenchang Wang) Master of The Written Word

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You used your powers to learn a shocking secret about one of them, without their knowledge. If it made you feel closer to them, take a Help point on them. If you were disgusted or horrified, or if you plan to use it against them, take a Hurt point on them.
- You used your powers to reveal a weakness of one of them. Ask them what it is. If you're going to protect them, take a Help point on them. If you're going to exploit it, take a Hurt point on them.
- One of them came to you for advice regarding their Mythos and you decided to help them (why?). Since then, they take your advice very seriously. Take a Help point on them.

DIVINATION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

Open Book

When you **Investigate** with power tags from this theme, it's *Dynamite!*

□ Ahead of the Game

Once per scene, you get one free Clue.

☐ **Seasoned Investigator**

Whenever you **Investigate** with power tags from this theme and score 7-9, choose one of the MC's options in the **Investigate** move. The MC can't choose this option this time.

- Prophetic

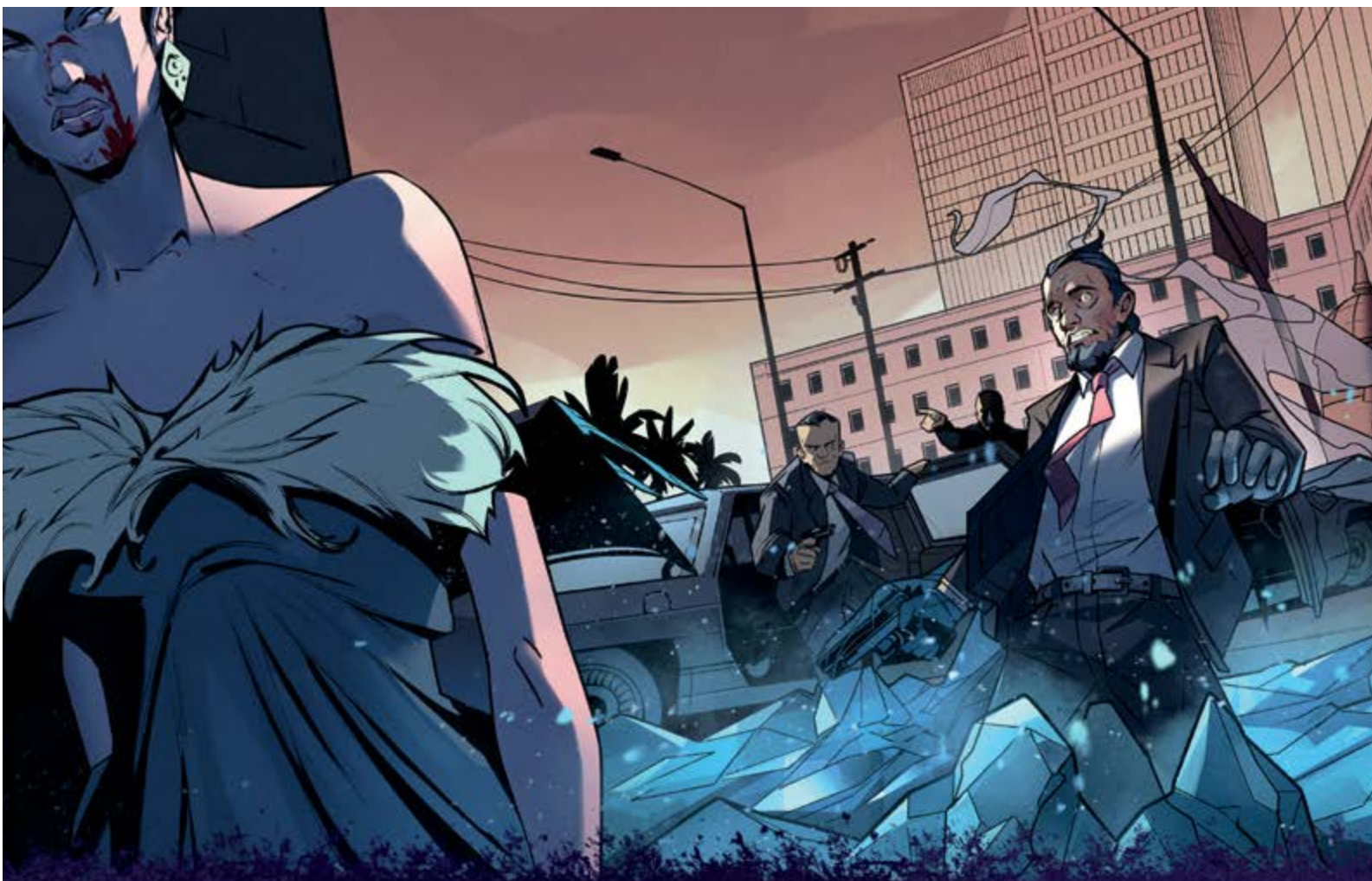
When you use a Clue to ask the MC “*What’s going to happen next?*”, the MC can’t give you just a hint and must instead give you a straight answer. If you use the MC’s answer to your advantage on your next move, you gain an appropriate temporary tier-1 status.

□ A Fighting Chance

You're more than just a bucket of knowledge or a hub of heightened awareness. When push comes to shove, you can fend for yourself. Choose a power tag question from the Expression or Bastion themebooks and answer it. Write down the answer as a new power tag on this theme.

TYPE DIVINATION		
MASTER OF THE WRITTEN WORD		
ATTENTION	FADE	
MYSTERY		
"HOW CAN I BATTLE IGNORANCE?"		
POWER TAGS		BURN
A	INSTANT BOOK READING	
C	WHISPERS OF ANCIENT HISTORY	
E	UNDETECTABLE	
WEAKNESS TAGS		INVOKE
A	SENSORY OVERLOAD	

CITY OF MIST



MYTHOS THEMEBOOK

EXPRESSION

ELEMENTAL OR PHYSICAL PROJECTION (E.G., FIRE, ARROWS, THOUGHTS) • LEGENDARY STRENGTH • SUPERIOR WARRIOR PROWESS • OVERPOWERING PRESENCE • HEALING POWERS

An Expression theme represents the ways in which your Mythos wants to directly influence the world and the powers it gives you to do so. Most commonly, these powers either project outwards as matter, energy, or magical effects, or alter you in a way that would help you leave your mark on the world around you. Maybe the Mythos of Pestilence, the Horseman of the Apocalypse, allows you to infect anyone you touch, or even an entire room, with a horrible disease; or the Mythos of Paul Bunyan grants you inhuman strength, the ability to turn into a giant, and the power to summon a

formidable axe to match. You could lash out with blizzards of freezing cold as the Snow Queen or play soothing, hypnotic melodies as the Pied Piper of Hamelin.

An Expression theme is about changing the world overtly and directly. What exactly is expressed is entirely up to your Mythos.

CONCEPT

Think about your Mythos. In the legend, was your Mythos responsible for a major change in the world around her? Was she able to control an element or even create it out of thin air? Was she a great warrior or somehow able to influence others? How did she do that?

Based on the legend, think about the answer to the question below:

? WHAT CHANGE DOES YOUR MYTHOS WISH TO EFFECT IN THE WORLD?

- It wants to turn all _____ into _____.
- It wants to fight _____.
- It wants everyone to become _____.
- It wants to spread _____.
- It wants to control or shape _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT IS THE MOST COMMON WAY YOU USE YOUR MYTHOS TO AFFECT THE WORLD?

burning whips, bless with good fortune, turn solid matter into liquid, psychic blasts of pain, uncanny charisma, ultimate fighter

B WHAT USEFUL REVERSE EFFECT CAN YOU EXERT?

take away good fortune, turn liquids into solids, quench fire, cure diseases

C WHAT USEFUL QUALITY DOES YOUR MAIN EFFECT HAVE?

intense heat, bigger explosions, airborne spores, irresistible, armor-piercing, soothing presence, indomitable

D WHAT CONDITIONS OR SITUATIONS ENHANCE YOUR MYTHOS' EXPRESSION?

better in damp conditions, the more the merrier, feeds off fear, back-to-back fighting

E AGAINST WHAT TARGETS ARE YOUR EXPRESSION POWERS MORE EFFECTIVE?

reduce buildings to rubbles, good for abducting children, easily manipulates metals, "you can run but you can't hide"

F WHAT SPECIAL VARIANTS OR SPECIFIC USES OF YOUR MYTHOS' MAIN FORM OF EXPRESSION HAVE YOU MASTERED?

burning whips → bright flare, blow freezing cold → encase someone in ice, celestial martial arts → falling star roundhouse kick, infect with disease → latent infection, plant growth → poisonous biting plants

G WHAT ADDITIONAL EXPRESSION, NOT NECESSARILY RELATED TO THE MAIN ONE, DOES YOUR MYTHOS HAVE?

super strength → summon lightning weapon, (play hypnotic tune → deafening blast, burning whips → underwater propulsion

H WHAT TRICK SHOTS OR SPECIAL MANEUVERS CAN YOU DO WITH YOUR EXPRESSION POWERS?

bounce arrows off walls, selectively hit targets in an area, affect through walls

I WHAT ATTITUDE DO YOU ADOPT WHEN EXPRESSING YOUR MYTHOS?

firebrand, ruthless, icy demeanor, terrifying, trustworthy appearance

J HOW CAN YOU USE YOUR POWER TO SHIELD YOURSELF, ESPECIALLY FROM SIMILAR EFFECTS?

plasma barrier, absorb electricity, impenetrable mind, parry

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT SITUATIONS OR CONDITIONS WEAKEN OR SUPPRESS YOUR MYTHOS' EXPRESSION?

weaker in dry conditions, cannot operate in the light of day, only effective against a single opponent

B WHAT TARGETS ARE IMMUNE OR RESISTANT TO YOUR MYTHOS' EXPRESSION?

does not work on gods or spirits, cannot shape organic matter, weaker against loved ones

C WHAT HAPPENS WHEN YOU LOSE CONTROL OVER YOUR MYTHOS' EXPRESSION?

uncontrolled firestorm, can't tell allies from foes, entangled in plants

D WHAT ARE THE REPERCUSSIONS OF BRINGING YOUR MYTHOS INTO THE WORLD?

icicles everywhere, signature markings on victims, over-zealous thralls, people find me repulsive

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life. For example:

- (Pestilence) "How can I control my desire to consume all?"

- (Snow Queen) "Is there any warmth left in my heart?"
- (Pied Piper of Hamelin) "Where should I lead my followers?"

You can try exploring the following options:

- Doubts about your power's effect on the world and how to best use it
- Fears about what wielding such powers might do to you
- Questions about the identity of your sworn enemies or how to fight them

Write your Mystery on your theme card.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Pestilence) Touch of Decay
- (Snow Queen) A Frozen Heart
- (Pied Piper of Hamelin) Play Them Like A Flute

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them once witnessed you expressing your Mythos at full power. Ask them what they thought about it. If it scared them, take a Hurt point on them. If they appreciated it, take a Help point on them.
- You feel like one of them wants you to hold back and refrain from expressing your Mythos. Ask them what is their reason. Take a Hurt point on them.
- To your Mythos, one of them seems like the modern-day version of a character in its legend. If they were your foe in the legend, take a Hurt

point on them. If they were your ally or loved one, or if you were their rescuer, take a Help point on them.

EXPRESSION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ On Fire

When you **Hit With All You've Got** with power tags from this theme, it's *Dynamite!*

☐ Ruptured Rift

When you burn a tag for a hit in this theme, you can mark Crack on one of your Logos themes instead of marking that tag as burnt.

☐ Mythos Mastery

When you **Hit With All You've Got**, you always get to control the collateral damage.

☐ Contain the Surge

When you make the move **Stop. Holding. Back.** with your Mythos' Expression powers, if you roll 6 or less, treat it as 7-9 instead.

☐ Ripples

You can either sense something related to your Mythos' expression or prevent others from sensing something by means of your expression. Choose a power tag question from the Divination or Subversion themebooks and answer it. Write down the answer as a new power tag on this theme.

TYPE

EXPRESSION

A FROZEN HEART

ATTENTION

FADE

MYSTERY

"IS THERE ANY WARMTH LEFT IN MY HEART?"

POWER TAGS

BURN

A BLOW FREEZING COLD

F ENCASE SOMEONE IN ICE

I ICY DEMEANOR

WEAKNESS TAGS

INVOKE

D ICICLES EVERYWHERE

CITY OF MIST



MYTHOS THEMEBOOK

MOBILITY

NIMBLE, GRACEFUL, OR DEXTEROUS MOVEMENT • SUPERNATURAL SPEED • FLIGHT •
TRAVELLING AS A CLOUD, A DROP OF WATER, OR A RAY OF LIGHT • RIDING ON MYTHICAL CREATURES •
MAGICAL TRANSPORTATION

Taking shape and form in the material world has the immediate effect of limiting one to a single point in space and time, a state both alien and undesirable to any Mythos. The Mythoi therefore bestow upon their Rifts the ability to travel from one place to another wondrously, whether through physical movement or magical transportation. This is essential for the Mythos' wish to spread its influence across the City. Mobility powers may also allow a Rift not only to transport themselves and others from one place to another but also to move unobstructed and overcome obstacles.

The modern-day incarnation of Tlaloc, the Aztec rain god, could appear out of water anywhere in the City, or even turn himself and others into water. The legendary Arabian Roc could fly over great distances easily carrying a burden as heavy as a bull. And the Rift of the Monkey King might have gained some of the freedom of action possessed by her Mythos, who could not be restrained by any ordinary or divine means, bar the palm of the Buddha himself. The Rift of Jack could grow beanstalks that took him above the clouds and Rapunzel could use her long flaxen hair to help others reach her.

CONCEPT

Think about your Mythos. In the legend, did your Mythos travel from one place to another in a miraculous way? Did she possess the power to transport or move others? Did she display the ability to avoid or escape confinement?

Based on the legend, think about the answer to the question below:

? HOW DOES YOUR MYTHOS MOVE YOU OR OTHERS?

- It can run / jump / swim / fly / tunnel / glide / catapult / jet / etc. at great speeds or to a great distance.
- It can transport itself / others by means of _____.
- It can propel itself with _____.
- It easily overcomes obstacles such as _____ by _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question

A WHAT IS YOUR MYTHOS' MOST USEFUL FORM OF MOVEMENT?

super-speed, uncanny parkour artist, emerge out of bodies of water, enormous wings, grow giant beanstalks

B HOW DO YOU GO INTO OVERDRIVE?

tear space-time apart, merge with a large mass of water, fury of the roc, unrestrained growth

C WHAT ALLOWS YOU TO AVOID RESTRAINTS OR CONFINEMENT?

act just before it happens, makeshift katana, turn into water, powerful beak and talons, lock-picking vines

D WHAT SECONDARY MODE OF MOVEMENT HAVE YOU LEARNED TO USE?

short-range teleportation, move in the shadows, skim the water, claw through barriers, roots can tunnel into the earth

E WHAT STYLE OR TECHNIQUE OF MOVEMENT HAVE YOU MASTERED?

good catcher, nimble as a fox, flow down narrow spaces, deadly swoop, beanstalk acrobatics

F WHAT SPECIFIC HARMFUL EFFECTS DOES YOUR MOBILITY ALLOW YOU TO AVOID?

dodge bullets, block martial art strike, expel blood toxins, thick plumage, beanstalk breaks the fall

G HOW DO YOU USE YOUR MOBILITY TO GAIN ADVANTAGE IN A FIGHT?

surprise from behind, katana whirlwind attack, flashflood, wing bash, catapult around stem

H WHAT ALLOWS YOU TO MOVE OTHERS?

bestow superspeed, secret ninja shortcuts, turn others into water, the strength to carry a bull, bridges out of vines

I HOW CAN YOU USE YOUR POWERS TO RESTRAIN OTHERS' MOVEMENT?

put someone into a time-loop, darts with numbing ointment, engulf in a waterspout, pin down with giant foot, coiling vines

J WHAT SPECIAL RESOURCE DOES YOUR MOBILITY GIVE YOU ACCESS TO?

out-of-time pocket dimension, hidden vantage point, communicate through water, a convocation of loyal eagles, a window left open

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT IMPEDES YOU OR SLOWS YOU DOWN?

temporal distortions, slippery foothold, strong water currents, bad weather, concrete pavement

B WHAT HAPPENS WHEN YOU GO TOO FAST, TOO FAR, ETC.?

space-time overload, overlooked details, uncontrolled liquidation, exhausted by dogfighting, vertigo

C WHAT HAPPENS WHEN YOU'RE CAUGHT?

claustrophobia, fragile, susceptible to evaporation, aggressive behaviour, criminal record

D WHAT RESIDUAL EVIDENCE DOES YOUR MOVEMENT LEAVE ON YOU, ON OTHERS, OR IN THE ENVIRONMENT?

flickers in and out of time, neighborhood sightings, clothes always wet, leaves a trail of feathers, persecution complex

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life. For example:

- (Tlaloc) "Who can I trust to protect the Fifth Sun?"
- (Roc) "Where have they hidden my egg?"

- (Jack and the Beanstalk) "What is up there?"

You can try exploring the following Adaptation-related options:

- Questions about things that are hidden or inaccessible in the City
- Wondering how far, how fast, or how deep you can travel
- Seeking a way to outrun or outmaneuver a threat

Write your Mystery on your theme card.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Tlaloc) Wherever there is water, there I am
- (Roc) Feathered Fury
- (Jack and the Beanstalk) Magic Beans

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- Whether out of love, greed, power-trip, or concern, one of them is trying to slow you down, constrict your movement or freedom of action, or tie you down. Why? And how do they do so? Take a Hurt point on them.
- You took one of them on a "magic carpet ride", a trip they will never forget. What happened there? Ask them if it made them feel closer to you. If so, take a Help point on them. If they kept their distance since, take a Hurt point on them.
- One of them once pushed you to go as fast or as far as you can. What were the circumstances? If it ended well, take a Help point on them. If it ended badly, take a Hurt point on them.

MOBILITY THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ Nine Lives

When you **Take the Risk** with power tags from this theme, it's *Dynamite!*

☐ Do Try to Keep Up

Once per session, when you or someone rolls 6 or less and the MC makes a move, you can make a single (additional) move before the MC's move takes place. Your move is considered to precede the MC's move and can affect or even nullify it (e.g., by reducing its tier, granting you a status, or simply changing the circumstances).

☐ Ain't No Mountain High Enough

Once per session, you can have your character show up or already be at a scene anywhere in the City (including cutscenes). Alternately, you can ask the MC to start a scene anywhere in the City, with your character present.

☐ Hit the Brakes

You can stop just before things get messy. Once per scene, when you score a 7-9 on **Take the Risk**, after hearing the MC's hard bargain or ugly choice, you can choose to forego the success of your feat and walk away unharmed.

☐ Rev Up

Once per session, if you can ready yourself for an action involving your mobility powers, you can choose to take an appropriate tier-2 status.

TYPE

MOBILITY

THEME

WHEREVER THERE IS WATER, THERE I AM.

ATTENTION

FADE

MYSTERY

"WHO CAN I TRUST TO PROTECT THE FIFTH SUN?"

POWER TAGS

BURN

A EMERGE OUT OF BODIES OF WATER

C TURN INTO WATER

H TURN OTHERS INTO WATER

WEAKNESS TAGS

INVOKE

B UNCONTROLLED LIQUIDATION

CITY OF MIST



MYTHOS THEMEBOOK

RELIC

A MAGICAL WEAPON • A MAGICAL PIECE OF ARMOR OR CLOTHING • A GIFT FROM ANOTHER REALM •
A BAG FULL OF WONDERS • MUNDANE EQUIPMENT IMBUED WITH LEGEND • A BLESSED OR WITCHED ITEM

Myths and legends are full of magical items and objects. The mojo, wanga, or gri-gri bag of African traditions could hold powerful prayers or spells. Neptune's trident gave its bearer command over the seas and over water. A hagoromo, the feathered garment worn by the Japanese celestial beings called Tennin, allowed them to fly. The Seal of Solomon was said to have the power to command demons. The Irish Fair Folk, the Tuatha Dé Danann, had four magical treasures they cherished: a cauldron, a spear, a sword, and a sacred stone.

People are not the only Rifts in the City. Sometimes, a Mythos manifests through an item, called a Relic. The item could be a special one, such as a necklace passed down from generation to generation, or a seemingly mundane object, like a baseball bat. Due to the power of the Mist, a Relic almost always seems like a modern-day object while its powers are inactive.

When you have a single Relic theme, you are not the Rift through which the Mythos enters the City – your item is. Relics have a certain degree

of awareness; even if they cannot speak or move on their own, they can sometimes activate their powers at opportune moments and steer their destiny towards someone special – a bearer. Most Relics choose a bearer and cannot then be activated by anyone else, so while the Relic is the Rift between the two of you, you still technically possess the power.

RELICS OF MYTHOI THAT ARE NOT ITEMS

Most often, Relics channel the Mythoi of legendary items, so an object is incarnated in an object. This is simply the associative nature of Mythoi. However, in some rare cases, a modern-day item can channel the Mythos of a legendary person or creature, too. For example, a pistol could channel the Mythos of the Dragon or a antique spyglass could be the Rift for the Mythos of pirate Long John Silver (*Treasure Island*). Presumably, human Rifts could channel the Mythos of legendary items too; however, they would not be considered Relics.

CONCEPT

Think about your Mythos. In the legend, is there an item of great power? Is it more interesting to you than the people who wield it? What powers did this item have?

Based on the legend, think about the answer to the question below:

? FOR WHAT PURPOSE WAS YOUR MYTHOS MADE?

- It's a receptacle used to hold _____.
- It's a device that can _____.
- It's a weapon forged to _____.
- It's a _____ made to protect _____ from _____.
- It was an insignificant object, until it was _____.
- It was a set of items which together _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT IS THE MAIN USEFUL FEATURE OR PART OF YOUR RELIC?

can turn into any weapon, a fetish for voodoo spells, grants control over sea and water, flying feathered robe, enslaver of demons, Spear of Lugh

B NAME ANOTHER WAY IN WHICH YOU USE THE SAME FEATURE.

slice through opposition, a spell to ward off evil spirits, create a spring of water, aerial mastery, summon Asmodeus, precise hurling

C WHAT ESSENTIAL USEFUL QUALITY LIES AT THE CORE OF YOUR RELIC?

destructive physical force, protection from unnatural harm, wrathful, feather-light, wisdom of heaven, strive for the welfare of my clan

D WHAT COSMETIC ATTRIBUTES DOES YOUR RELIC POSSESS?

inconspicuous in bracelet form, creepy decorations, a weapon worthy of a God, colorful plumage, signet of kings, disappears when a mortal holds it

E WHAT OTHER FEATURE, PART, OR ITEM DOES YOUR RELIC INCLUDE?

indestructible, a spell for luck in gambling, rock-shattering prongs, shapeshift into a bird, summon Naamah, Cauldron of the Dagda

F WHAT IS REVEALED TO YOU THROUGH THE USE OF YOUR RELIC?

rings in the presence of wrongdoing, reveal enchantments, clairvoyance through water, recognize spiritual beings for what they are, see one's demons, sense who is the ruler of this place

G WHAT OR WHO WAS YOUR RELIC DESIGNED TO AFFECT MOST?

ignores armor, doubly potent against aggressors, mold the fate of mortals, enchanting attraction, "You shall obey, demon.", hungers for Fomorian blood

H WHAT HAVE YOU LEARNED FROM YOUR RELIC?

ancient swordsmanship, crafting new spells, speak with aquatic life, play the biwa (lute), demonology, perseverance

I WHAT HAPPENS WHEN YOUR RELIC GOES INTO OVERDRIVE?

bigger explosions, blessing of prosperity, a storm is brewing, turn ethereal, army of demons, the Cauldron revives the mortally wounded

J WHAT ASPECT OR ELEMENT OF YOUR RELIC ARE YOU ONLY BEGINNING TO UNLOCK?

transform into armor, a prayer of hope, ride the waves, the lotus of enlightenment, summon Baal, Sword of Nuada

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT IS THE MOST TROUBLESOME SHORTCOMING OF YOUR RELIC?

leaves signature markings on victims, only as strong as I am pure, requires a nearby body of water, easily slips off, I always hear demons, cumbersome

B WHAT CAN INTERFERE WITH THE POWERS OF YOUR RELIC?

hermetic wizardry, lost on the faithless, the Olympian gods, mortal love – the earthly tether, rampant demons are harder to control, asleep in times of peace

C WHAT CAN DAMAGE OR DESTROY YOUR RELIC?

Lady of the Lake and the folk of Avalon, bad juju, the heat of a forge, too easily torn, infernal incantations, dissention in my clan

D WHAT HAS CHANGED IN YOU FOR THE WORSE BECAUSE OF YOUR RELIC?

bloodthirsty, eccentric mumbling, condescending prick, distant and aloof, demonic rage, obese

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life. For example:

- (Mojo bag) "What did that witch doctor do to my unborn child?"
- (Hagoromo) "Where can I find the one who seeks enlightenment?"
- (Solomon's Seal) "What are the Shedim planning behind my back?"

You can try exploring the following options:

- Questions about the predetermined destiny of your Relic
- Fears of losing yourself to your Relic or becoming too reliant on it
- Seeking the maker of the Relic

Write your Mystery on your theme card.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Mojo bag) Bag of Many Blessings
- (Hagoromo) Kimono of Celestial Beauty
- (Solomon's Seal) Kiss My Ring, Demon

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- Once, in a moment of crisis, one of them tried to borrow your Relic. What happened next? If you didn't like that, take a Hurt point on them. If you thought they did right by your Relic, take a Help point on them.
- One of them has more knowledge about your Relic than you do. Ask them whether they're sharing it with you. If so, take a Help point on them. If not, take a Hurt point on them.
- To your Mythos, one of them seems like the modern-day version of the character who was supposed to own this Relic, the character who steals it, or the character whom this Relic was meant to destroy or save. Take a Help or Hurt point on them accordingly.

RELIC THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ Eternal Bond

Mark a power tag from this theme as burnt to immediately retrieve your Relic from anywhere in the City. Mark Fade to immediately remove all statuses from your Relic (including tier-6 statuses). This can reform your Relic in case it was destroyed or broken.

☐ Made For This

Choose a Core Move that best represents the actions you most often use your Relic for. Whenever you use it with tags from this theme, it's *Dynamite!*

☐ Ultimate Unlock

You tap into the deepest place of power within your Relic – and unleash it. When you **Stop. Holding. Back.** you can choose to forego the roll and gain an automatic 10+ by marking an additional Fade on this theme. If your sacrifice is Significant or No Return, you mark Fade twice instead of once (in No Return, you also burn this theme's tags). If your sacrifice is Ultimate, you replace this theme.

☐ Transference

Some of the power of your Relic rubbed off on you. Choose a power tag question from any of the other Mythos themebooks and answer it. Write down the answer as a new power tag on this theme.

☐ The Mythos Within

Choose a Mythos themebook that best represents the powers of your Relic. Choose a theme improvement from that themebook.

The image shows a hand-drawn Relic theme card. At the top, it says 'TYPE RELIC' with a lightning bolt icon. The title 'BAG OF MANY BLESSINGS' is written in large, bold letters. Below the title, there are two sets of three small squares: 'ATTENTION' (three white squares) and 'FADE' (three white squares). Underneath is the word 'MYSTERY' in a bold, blocky font. A quote is written: 'WHAT DID THAT WITCH DOCTOR DO TO MY UNBORN CHILD?'. Below this is a section titled 'POWER TAGS' with a 'BURN' icon. It lists four tags: 'A A FETISH FOR VOOODOO SPELLS', 'D CREEPY DECORATIONS', 'E A SPELL FOR LUCK IN GAMBLING', and an empty tag. Each tag has a small flame icon to its right. At the bottom is a section titled 'WEAKNESS TAGS' with an 'INVOKE' icon. It lists one tag: 'C BAD JUJU' with a small square icon to its right.



MYTHOS THEMEBOOK

SUBVERSION

INVISIBILITY • TRICKERY AND ILLUSIONS • THIEVERY AND STEALTH • HYPNOTISM AND SUBTLE
MANIPULATION • HIDING IN PLAIN SIGHT • SECRECY AND COUNTER-DETECTION

Not all Mythoi blast the world directly with their legendary tale. In a city haunted by the Mist, Mythoi have learned that gifting their Rifts with the ability to act secretly can help them secure a deeper and more lasting influence. Other Mythoi are simply subversive in nature, legends and stories of forces operating in the shadows, whether benign or insidious. Their powers are those of deception, secrecy, illusion, and trickery.

The Rift of the Puss in Boots could have the power to strangely make others think she is someone of

importance; Siegfried of the Song of the Nibelungs could conjure a cloak of invisibility; the trickster god Loki could fashion life-like illusions with his thoughts; the Scottish Shifty Lad could steal anything from anyone; the Devil's Advocate could seduce and corrupt even the purest of souls; while a Changeling could rob your identity.

CONCEPT

Think about your Mythos. In the legend, did your Mythos operate secretly or deceptively? Was she able to move and act undetected? Did she use her powers to undermine authority or erode stability of either people or organizations? How so?

Based on the legend, think about the answer to the question below:

? HOW DOES YOUR MYTHOS HIDE ITS ACTIVITY IN THE WORLD?

- It can mask or veil _____.
- It can secretly tamper with _____.
- It employs cunning _____.
- It's difficult or impossible to detect by _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT IS THE PRINCIPLE ABILITY YOU USE TO MASK OR HIDE YOUR ACTIONS?

illusory appearance, a false air of importance, cloak of invisibility, miraculously sneak in and out of anywhere, corrupt those who hold power, take another person's identity

B HOW DO YOU USE YOUR POWER TO DIS-TRACT OTHERS?

induce hypnotic trance, beguiling boots & garb, echo of my voice, bewitched absent-mindedness, mistaken for an angel, memory wipe

C WHAT USEFUL QUALITY DOES YOUR MAIN EFFECT HAVE?

make hypnotic suggestion, produce fake gold, threatening whispers, "let's bet on it", demonic seduction, appear like one's close confidant

D WHAT DO YOU DO BEST UNDER THE COVER OF SECRECY?

waltz in unregarded, sway them to shower me with gifts, smite with the strength of twelve men, impossible thievery, weaken one's faith, silent kill

E WHO IS MOST LIKELY TO FALL PREY TO YOUR SUBVERSIVE ACTIVITY?

stronger against simple-minded people, the rich will be poor, "You are blinded by your pride", the king will never catch me, corrupt the purest souls, just an unpretentious Joe or Jane

F HOW DOES OPERATING SECRETLY ALLOW YOU TO LEARN NEW INFORMATION?

mind reading, intuit every detail of one's wealth, see the invisible, sense one's darkest desires, steal their memories

G WHO ARE YOU IN LEAGUE WITH?

summon fox helpers, the pizza parlor owner's youngest son, Alberich's biker gang, the Master Thief, Lucifer himself, unwitting loved ones

H WHAT IS UNLIKELY TO AFFECT YOU THANKS TO YOUR POWERS?

laws of Man don't apply to me, "Oh please... you don't expect me to fall for that?", protected from scrying, can't steal from a thief, divine immunity, masked true identity

I WHAT CIRCUMSTANCES OR CONDITIONS IMPROVE YOUR ABILITY TO ACT UNDETECTED?

intoxicated delirium, hungry for blood, harder to see in the dark, vanish in the crowd, infernal courtroom superiority

J WHAT OTHER TANGENTIAL SUBVERSIVE POWER HAVE YOU DEVELOPED?

creep without a sound, control the wearer of the boots, seduce powerful women, make a lock open, siphon one's vitality, momentarily shift into Faerie

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT COULD EXPOSE YOU?

elaborate trickery is easier to expose, exaggerations don't check out, they can see my foot-steps..., wise advice, revealed by the holy light of heaven, cold iron

B WHAT IS REVEALED WHEN YOU ARE EXPOSED?

just a kid, empty pockets, the shameful deeds of the past, caught in the act, victims always have hope for redemption, an ugly goblin

C WHO OR WHAT ARE YOU HIDING FROM?

reality sucks, the pizza parlor owner's youngest son, "I'm nothing without the cloak", police magnet, Lilith herself, the Gatekeepers

D WHAT DISADVANTAGEOUS PSYCHOLOGICAL TENDENCIES HAVE YOU DEVELOPED IN THE SHADOWS OR BEHIND YOUR MASK?

(don't) play with mortals, greediness killed the cat, superiority complex, must tease and taunt my victims, grows fond of my protege, fake personality

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your powers, to your legend, or to your mundane life.

For example:

- (Puss in Boots) "Just how rich can I make my client?"
- (The Devil's advocate) "Can I ever find redemption?"
- (Changeling) "Who are my real parents?"

You can try exploring the following options:

- Seeking clarity about what is real and what is illusory
- Searching for new ways to subversively advance your Mythos' agenda
- Moral doubts about using your powers to deceive others

Write your Mystery on your theme card.

Let the MC know what kind of clues your character might find interesting. The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Puss in Boots) Purrfect Salesman
- (The Devil's advocate) Illegal Advice
- (Changeling) Switchback Persona

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them saw something that incriminated you or revealed what you truly are. What was it and under what circumstances? If you have since made them your confidant, take a Help point on them. Otherwise, take a Hurt point on them.
- You share a secret with one of them, something that the other crew members don't know. Take a Help point on them, but if this crewmate ever blows the lid on your secret, take a Hurt point on them too.

- One of them makes you feel exposed. You find their powers, abilities, or personality invasive. Take a Hurt point on them.

SUBVERSION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ Cloak & Dagger

When you **Sneak Around** with power tags from this theme, it's *Dynamite!*

☐ Under The Wings Of Darkness

When you **Sneak Around** with power tags from this theme, on a 10+, you can use your powers to hide or mask the actions of another character in the scene.

☐ Stalker

When you **Sneak Around** with power tags from this theme and get a hit, you also get 1 Clue. When you **Investigate** with power tags from this theme, on 7-9, the MC or the target player cannot choose to ask you a question back.

☐ Oblivious

Choose one existing NPC or PC. When you **Convince** them or **Sneak Around** them using tags from this theme, it's *Dynamite!* If that character dies or leaves the story, you can choose a new target.

☐ Go for the Jugular

You have a knack for catching people off guard. If your powers can reasonably affect your target, you always have the clear shot or opening required to make a **Hit With All You've Got** move (you don't need to make another move to get it).

TYPE

SUBVERSION

SWITCHBACK

PERSONA

ATTENTION

FADE

MYSTERY

"WHO ARE MY REAL

PARENTS?"

POWER TAGS

BURN

A TAKE ANOTHER PERSON'S

IDENTITY

B STEAL THEIR MEMORIES

J MOMENTARILY SHIFT INTO

FAERIE

WEAKNESS TAGS

INVOKE

A COLD IRON

CITY OF MIST