

CITY HUB ART DISTRICT

In the Art District, colors swirl, pop, and blister; Wild thrives here, tip-toeing the line between artistic passion and corporate assimilation. Buskers stand on street corners with nothing but their aspirations and a beat up guitar case, while the wealthy rub shoulders with overworked gallery owners and preening artists. Dreams are the currency of the art district...just be careful not to let yours fall into the wrong hands.

RESIDENTS

PICK ONE, WHY DO THEY OWE YOU A DEBT?

Player Character	Residents	Faction	Why do they owe you?
	Ryan Swift, a hedonistic imp whose upscale fashion line slowly warps the bodies of those who wear his creations	Wild	
	Kai, a high-powered member of a demonic crime organization and the owner of local gay bar popular with Wild	Wild	
	Mark Zheng, a charismatic oracle and art dealer whose clients hire him for his uncanny ability to sniff out talent...and secrets	Power	
	Moshe Klienman, a street wizard turned corporate sellout whose magical graffiti now advertises for wealthy corporations	Power	
	Adelaide, a peppy werewolf who runs a popular cupcake stand; the colorful cupcakes allow you to ask a question of the dead	Night	
	Ana Dombrowski, a vamp who publicly “murders” and “resurrects” victims in her sold-out, bloody performance art	Night	
	Anoushka Chockalingam, an art gallery owner who’s collected an array of artifacts, even one that allows her to walk in dreams	Mortalis	
	Elias Ben-Ezra, a retired demon hunter; he’s found his niche making profoundly disturbing sculptures of his former prey	Mortalis	

RELATIONSHIPS

PICK ONE, ASSIGN ANOTHER PC TO THE BLANK

Player Character	Relationship
	Your artwork has been showing up in prestigious galleries...but you weren’t the one to put it there. _____ was the only one aside from you to have access to your work. How do you plan to confront them?
	You’ve been supplying _____ with an illicit magical substance for some time now. Why have you started altering the composition and how did they find out?
	You admire _____ from afar. It started out as admiration for their work, but now some might call you obsessed. What personal item have they discovered you stole from them?
	You dated _____ for years until they sold you out to powerful vampires. Why are both of you scheduled to testify in front of those same vampires this week?
	Your friend was arrested a few weeks ago at a protest by a vampire cop. They haven’t been seen since and you think _____ knows something about their whereabouts. How do you plan to get them to talk?
	_____ promised to help make your artistic aspirations come true. What makes you hesitant to accept the offer?
	You’ve been collaborating with _____ for years, and you’ve always thought of your art as a joint effort. What major decision did they make without consulting you?
	_____’s art is hauntingly similar to that of your sibling, who you thought died years ago, and little things they say make you think they know more than they’re letting on. What leverage do you plan to use to get them to tell you the truth?

HUB MOVES

COME TOGETHER

When you **organize a protest**, roll with a Circle of your fellow organizers. On a hit, your protest puts pressure on a powerful NPC of your choice; they take a -1 ongoing through the next faction turn. On a 10+, the leader of another faction takes interest in your cause and delivers a Debt, powerful resources, or secret information that aids your cause. On a miss, someone you trusted leaks your secrets to a dangerous foe.

CHAOS IS A LADDER

When you **posture for clout** in front of well-connected NPCs, roll with **MIND**. On a hit, they buy your ruse; take +1 Status with a relevant Circle until time passes or your deception is revealed. On a 7-9, they require you to prove yourself or risk retribution. On a miss, your humblebragging attracts the attention of a rival to whom you owe an uncomfortably large Debt; take -1 ongoing when **refusing to honor your Debts** to anyone from their Circle until time passes.

PROMISES, PROMISES

When you **persuade an NPC** by promising concrete assistance in pursuing their dreams, mark corruption to take a 10+ instead of rolling. If you cannot fulfill your promise by the end of the next session, mark another corruption.

LOCATIONS

2d6	Control	Type (with common NPCs)	Nature	Atmosphere	Trouble
2	Night	memorial : mourner, vandal, witness	dilapidated	secretive	haunted
3	Night	hostel : manager, tourist, transient	alluring	comforting	unreliable
4	Shared	dance club : lurker, bouncer, dancer	bizarre	pristine	xenophobic
5	Shared	community center : organizer, volunteer, child	elitist	whimsical	pirated
6	Wild	street market : urban farmer, artist, customer	gentrified	inviting	competitive
7	Wild	art gallery : critic, owner, patron	chaotic	disreputable	underfunded
8	Wild	dive bar : bartender, regular, underage teenager	vibrant	supportive	exploitative
9	Power	museum : curator, security guard, transient	foreign	politicized	expensive
10	Power	co-op : organizer, volunteer, community leader	cluttered	enchanted	polarizing
11	Mortalis	pop-up : influencer, staff, customer	modern	exclusive	fraudulent
12	Mortalis	book store : browser, bookseller, lecturer	dingy	cheerful	unstable

RUMORS

1d6	Rumor
1	Small gallery owners from Wild are receiving death threats coercing them to sell their galleries
2	A phantom street fair is popping up at night, selling items that curse unlucky buyers
3	A predatory wizard art agent is snatching up young talent and turning them into drones
4	Cryptic graffiti scattered around the district offers instructions for opening a portal to a sacred fae space
5	The local art museum is charging a new price: patrons leave the institution several years older than when they entered
6	A demonic patron promises riches and success to artists...for the price of their inspiration

FACTIONS

2d6	Purpose	Structure	Mood	Size	Strength	The Faction...
2	to learn from supernatural collaborations (Mortalis)	Oligarchical	grieving, fractured by loss	4	4	...is hunted by an ancient sect of deadly assassins
3	to keep dangerous knowledge secret and safe (Night)	Oligarchical	parasitic, searching for a host	1	1	...is smuggling illicit magical substances into the area
4	to cover up the supernatural truth (Night)	Divided	evolving, accepting transformation	1	1	...wants to broker a peace with long-time enemies
5	to manipulate humans to do their bidding (Night)	Divided	divided, betraying each other	1	1	...contains many refugees from other Circles
6	to protect their ancient ways of life (Wild)	Anarchic	hedonistic, indulging in vices	2	2	...is haunted by the ghosts of its fallen members
7	to create and exploit new contracts (Wild)	Anarchic	unfocused, needing a leader	2	2	...flaunts proof of the supernatural in public
8	to welcome others of their kind to the city (Wild)	Anarchic	exploited, seeking liberation	2	2	...snatches up and transforms talented mortal artists
9	to acquire and profit off of new holdings (Power)	Democratic	predatory, forcing assimilation	3	3	...sells potent (and stolen) Wild tokens and artifacts
10	to find and sway powerful beings to their side (Power)	Democratic	antiquated, burdened by tradition	3	3	...holds extensive property in the district
11	to remain hidden from formidable enemies (Power)	Despotic	ritualistic, preparing traditions	3	3	...is plotting an uprising against a Status-3 NPC
12	to keep the peace between rival factions (Mortalis)	Despotic	vigilant, pursuing opportunities	4	4	...is caught in a power struggle with a werewolf pack

NPCs

2d6	Circle	Presenting	Look	Demeanor	Role	Trait	Quirk	Drives
2	Night	androgynous	South Asian	gruff	proprietor	nervous tic	master of aliases	be a voice for the dead
3	Night	androgynous	South Asian	shrewd	voyeur	curious speech	repeatedly escapes danger unscathed	amass leverage over Status-3 NPCs
4	Night	androgynous	Latinx	impulsive	elite	overly emphatic	enemies with a Status-3 NPC	pursue an apathetic love interest
5	Wild	nonconforming	Latinx	charming	organizer	unusual hair	collects supernatural secrets	chase the newest trend
6	Power	conforming	Asian	brooding	curator	unusual eyes	has a posse of enamored mortals	create a safe space for loved ones
7	Wild	conforming	White	whimsical	creator	pierced/tattooed	knows everybody (and their secrets)	purchase a location or property
8	Power	conforming	Middle Eastern	aloof	patron	magically warped	champions a new cause every week	complete a magnum opus
9	Wild	nonconforming	Black	strange	broker	bizarre accessories	collects magically-imbued art	overturn existing systems of power
10	Mortalis	shifting	Black	desperate	newcomer	strange aura	constantly shifts romantic partners	find loyal followers/admirers
11	Mortalis	shifting	Indigenous	witty	apprentice	pungent	bent on neutrality in all conflicts	acquire training in a skill
12	Mortalis	shifting	Indigenous	flirtatious	caretaker	bewitching	brings bad luck wherever they go	get a fix of blood/drugs/magic

CITY HUB CITY HALL

The red tape of bureaucracy binds all; Mortalis holds sway in City Hall by knowing where the tape is weakest—and who needs to be cut to walk past it. By day, ordinary politicians do “the work” of “the people”; by night, scheming fae make deals behind warded doors and immortal powerbrokers wait in empty parking garages to have their say. You can’t fight city hall, but someone with influence can always pencil you in for the right price.

RESIDENTS

PICK ONE, WHY DO THEY OWE YOU A DEBT?

Player Character	Residents	Faction	Why do they owe you?
	Kissa Abioye, an investigative journalist who writes two versions of every story: one for the public and one for everyone else	Mortalis	
	Diego Perez, an Assistant District Attorney paying off his demonic debt one case at a time	Mortalis	
	Max Mickey, a fae ride-sharing driver whose “shortcuts” avoid traffic, and sometimes parts of reality	Wild	
	Gemma Howard, an imp who spins bad press into golden opportunities for a modest fee	Wild	
	Louis Laveau, a thrall tasked with helping visiting dignitaries from Night indulge their darkest urges	Night	
	Jeri, a ghostly custodian who wanders the halls at night, collecting trash...and secrets	Night	
	Ethel Stewart-Wilson, a court stenographer who types the official transcripts before they even happen	Power	
	Herbert Okland IV, warden of the city’s correctional facility and manager of a secret block housing Power’s worst enemies	Power	

RELATIONSHIPS

PICK ONE, ASSIGN ANOTHER PC TO THE BLANK

Player Character	Relationship
	You wake up on _____’s couch, struggling to recall what happened last night and why you’re wearing a magical ring...what did they tell you to fill in the gaps?
	You and _____ were placed on a mundane jury by a Status-3 member of your Circle to covertly secure a guilty verdict against someone’s mortal pawn. What did you do when you learned the accused is innocent?
	A close ally’s corpse is found with _____’s a name written on their palm. Why did you erase it before anyone else noticed?
	You’ve been having an affair with _____ for a while, both of you betraying someone you love. Why do you blame each other for finally getting caught?
	You gave _____ some dirty secrets to help them derail the campaign of an unnaturally popular mayoral candidate. How do the two of you plan to reveal this information?
	Your stay in county jail was cut short by _____. What did they have to promise you would do to earn your freedom?
	You were prohibited from seeing a heavily restricted inmate without an escort from _____. Why do you so desperately need to talk to the prisoner?
	You attended an extravagant fundraising gala under false pretenses. What covert activities were you in the middle of when you ran into _____ at the event?

HUB MOVES

THE PRICE OF SECRETS

When you **blackmail a powerful NPC with proof of their dirty deeds**, roll with your Status in their Circle. On a hit, hold 2. On a 10+ hold 3. Spend your hold—1 for 1—as if spending a Debt (asking for a moderate favor, adding +3 to your roll when **persuading** them, etc.) when interacting with your target. Once you’ve used the last of your hold, take -1 ongoing to moves targeting them until time passes. On a miss, they call your bluff and make you, or your source, pay.

PROPER FORMS AND LICENSES

When you **bury someone in messy paperwork** by manipulating city officials, roll with **HEART**. On a hit, you draw unwanted municipal attention to their dealings; they take -1 ongoing to moves during the faction turn until they return to anonymity. On a 10+, you convince your agents at city hall that you’re doing them a favor; take a Debt on them as well. On a miss, your machinations are both costly and impotent; a Status-3 NPC takes an interest in your schemes as well as a result of your incompetent meddling.

LOCATIONS

2d6	Control	Type (with common NPCs)	Nature	Atmosphere	Trouble
2	Shared	monument: tourists, handler, photographer	massive	solemn	sanctified
3	Shared	hotel: bellhop, concierge, manager	luxurious	ominous	sentient
4	Night	illegal gambling hall: high rollers, escorts, bookies	clandestine	welcoming	watched
5	Night	press office: journalist, blogger, witness	labyrinthine	enticing	corrupt
6	Mortalis	civic site: politician, lobbyist, lawyer	public	intimidating	performative
7	Mortalis	newsstand: vendors, shoe shiner, clerk	restricted	opportunistic	predatory
8	Mortalis	parking garage: addict, conspirator, transient	chaotic	bleak	isolated
9	Power	dive bar: bartender, regular, mob boss	rowdy	nostalgic	enchanted
10	Power	24-hour diner: waitress, regular, informant	quiet	hollow	hypnotic
11	Wild	museum: curator, security guard, transient	abandoned	suffocating	exclusive
12	Wild	city park: jogger, chess players, bird watcher	picturesque	refreshing	hungry

RUMORS

1d6	Rumor
1	A mortal politician is attempting to remove a zoning restriction for a Wild faction
2	A community leader's missing son is the primary suspect in the murder of a prominent member of Night
3	An executed felon, returned as a revenant, is hunting down the Status-3 NPCs he blames for his unjust demise
4	Someone is blackmailing a number of mortal politicians to secure the passage of a strange law
5	Eerily realistic human statues have begun appearing in a prominent park near City Hall
6	A serial killer has been stalking the streets removing the hearts of their victims

FACTIONS

2d6	Purpose	Structure	Mood	Size	Strength	The Faction...
2	to secure a foothold for extradimensional beings (Wild)	Despotic	exploited, seeking liberation	4	4	...is hunted by a powerful Mortalis faction
3	to create a space of neutrality open to all (Wild)	Anarchic	angry, demanding justice	1	1	...limits direct contact with other Circles
4	to control mortal institutions from the shadows (Power)	Oligarchal	divided, caught between leaders	1	1	...contains many refugees from other Circles
5	to police rogue members of their Circle (Night)	Divided	vengeful, seeking retribution	1	1	...is playing two other factions against each other
6	to profit from the supernatural world (Mortalis)	Democratic	ambitious, pursuing opportunities	2	2	...is being manipulated by a devious Status-3 NPC
7	to dominate supernatural factions (Mortalis)	Democratic	dedicated, seeking victories	2	2	...is on the verge of open conflict with another faction
8	to protect mortals from the supernatural (Mortalis)	Democratic	territorial, reinforcing borders	2	2	...craves credit for their accomplishments
9	to obtain and maintain property or fealty (Night)	Divided	rigid, refusing needed change	3	3	...is new to this area of the city
10	to keep ancient forces contained (Power)	Oligarchal	besieged, fearful of further loss	3	3	...has many allies within other Circles
11	to maintain and fulfill ancient oaths or contracts (Wild)	Anarchic	weak, struggling to regroup	3	3	...has recently recovered from a grievous defeat
12	to create and exploit new contracts (Wild)	Despotic	ignorant, wasting resources	4	4	...broke an agreement with a vengeful fae lord

NPCs

2d6	Circle	Presenting	Look	Demeanor	Role	Trait	Quirk	Drives
2	Wild	androgynous	South Asian	awkward	legislator	bound by contracts	flips a coin to make decisions	do something unequivocally good
3	Power	androgynous	South Asian	contemplative	journalist	nonverbal	a new injury whenever you see them	break the story of a lifetime
4	Power	androgynous	Latinx	sentimental	leader	physically frail	owns several ghostly pets	protect a neutral party/location
5	Night	nonconforming	Latinx	callous	envoy	unusual hair	appears without warning	reconnect with an estranged loved one
6	Mortalis	conforming	Asian	resentful	enforcer	magical/cursed scar	losing faith in their Circle	restore a faction to its former glory
7	Mortalis	conforming	White	paranoid	negotiator	mundane hobbies	deeply indebted to a Status-3 NPC	find and support a rising star
8	Mortalis	conforming	Middle Eastern	charming	fixer	monochromatic	afraid of rumors and gossip	protect the status of ally or employer
9	Night	nonconforming	Black	aggressive	heir	pierced/tattooed	perpetually mourning a personal loss	get a fix of blood/drugs/magic
10	Power	shifting	Black	indifferent	power broker	unusual eyes	always eating something	secure more power/money/influence
11	Power	shifting	Indigenous	cocky	city official	strange aura	sells compromising information	destabilize a controlling faction
12	Wild	shifting	Indigenous	energetic	thief	notable accessories	belongs to a second Circle	recover something stolen

CITY HUB DOWNTOWN

Downtown only reveals its true nature at sunset—the moment at which business as usual comes to a halt and the affairs of Night can be truly addressed. It doesn't matter if you've lived here your whole life or wandered in last week—the hustle and bustle of downtown guarantees you'll find nearly anything you seek. That is...if the dangers of the back alleys and deep shadows of downtown don't find you first.

RESIDENTS

PICK ONE, WHY DO THEY OWE YOU A DEBT?

Player Character	Residents	Faction	Why do they owe you?
	Maya Lopez, an oracle working the downtown market with a knack for foretelling your enemy's path to ruin	Power	
	Mrs. Lane, a wizard and owner of an exclusive five star hotel who lives for gossip	Power	
	Dinesh Chopra, a hunter who keeps his block of boutiques a vamp-free zone by any means necessary	Mortalis	
	Cyril Callas, a famous paranormal investigator who gives out "free" advice from the comfort of his apartment's bus stop	Mortalis	
	Taan, a flesh-eating vamp with a particular appetite for wandering tourists that he struggles to keep in check	Night	
	Gi Riddle, a boisterous ghost who works downtown as a haunted bar tour guide	Night	
	Blessing, a fae whose impassioned speeches on ecological crisis can be heard outside the aquarium any time of the day	Wild	
	Akiko Tanaka, a tainted with an impressive history of collecting demonic contracts among local entrepreneurs	Wild	

RELATIONSHIPS

PICK ONE, ASSIGN ANOTHER PC TO THE BLANK

Player Character	Relationship
	You've recently fallen for a successful shop owner downtown, but you haven't ended your relationship with _____ yet. Why are you hesitant to break things off, even though the spark is gone?
	While doing some delivery work for a few of the more popular demonic eateries downtown, you caught _____ in a scandalous situation. What did they offer to buy your silence and why is it still not enough?
	_____ recently became the owner of a legendary artifact you've been trying to get your hands on for years. They've refused to part with it, but you're determined to change their mind. How?
	A colleague of yours has recently become a target of a powerful ghost. Why has _____ agreed to lend their services to ensure your coworker's safety?
	Your ex-spouse still lives with you, even though you've asked them to move out time and time again. Why has _____ agreed to help you remove them from the premises, even if (or when?) things get ugly?
	You and _____ go shopping at the faerie market every Sunday. What underground scheme did the two of you accidentally uncover there last week?
	You and _____ got into a heated argument over your involvement with an elder vampire's schemes. What false promise did you make to keep them off your back?
	You recently got in on the artifact trade downtown and decided to take more than your share of the profits from your werewolf dealer. Why is _____ covering for you?

HUB MOVES

UP FOR GRABS

When you **smash and grab something useful from the streets or shops downtown**, name what you're after and roll with **BLOOD**. On a hit, you take what you want by force. On a 7-9, you spot someone who will make trouble for you leaving the scene with evidence of your wrongdoing. On a miss, you get your hands on something close to what you wanted, but the victim of your theft takes it personally; one of your close allies becomes an additional target of their ire until time passes.

BAR BUDDIES

When you **go drinking downtown in the hopes of networking with the wealthy and powerful**, roll with **HEART**. On a hit, you meet just the person—someone connected to an NPC of your choice; the MC will tell you who they are. On a 10+, you get along famously; you can count them among your friends and they (drunkenly) agree to one favor you ask. On a 7-9, they are a bit more cautious, only scratching your back if you scratch theirs; take a +1 ongoing to **persuade** them to help you out if you agree to a small favor before you roll. On a miss, you overindulge in whatever vice plagues you most; the MC will tell you how your foolish needs get you in over your head.

LOCATIONS

2d6	Control	Type (with common NPCs)	Nature	Atmosphere	Trouble
2	Shared	sacred space: caretaker, parishioner, pilgrim	dilapidated	whimsical	cursed
3	Shared	hotel: bellhop, concierge, manager	abandoned	safe	unreliable
4	Mortalis	street corner: drug dealer, beat cop, transient	bizarre	dirty	xenophobic
5	Mortalis	illegal gambling hall: dealer, pit boss, degenerate gambler	dangerous	secretive	watched
6	Night	office building: doorman, security guard, custodian	cramped	professional	corrupt
7	Night	retail store: cashier, buyer, customer	noisy	cold	contested
8	Night	restaurant: waiter, maître d', diner	massive	dark	violent
9	Wild	dive bar: bartender, bouncer, drunk	religious	intoxicating	unstable
10	Wild	civic site: security guard, reporter, tourist	modern	eerie	expensive
11	Power	medical site: doctor, nurse/tech, patient	secure	inviting	despotic
12	Power	city park: jogger, drug addict, stalker	pristine	bright	stagnant

RUMORS

1d6	Rumor
1	A Power faction is buying up properties downtown for reasons unknown
2	Someone is selling a mysterious drug that afflicts mortals with supernatural abilities
3	A Wild faction is attempting to acquire a downtown asset from a local wizard
4	A mundane politician has been spotted meeting with Night factions all over downtown
5	A mortal, an agent of an unknown faction, is snooping on the affairs of a Night faction
6	Witnesses report a monster is stalking the streets, each describing a different threat

FACCTIONS

2d6	Purpose	Structure	Mood	Size	Strength	The Faction...
2	to protect and secure magical knowledge (Power)	Anarchic	rigid, refusing needed change	4	4	...is being manipulated by a devious immortal
3	to profit from the supernatural world (Mortalis)	Anarchic	evolving, accepting transformation	1	1	...is deeply indebted to an elder vampire
4	to discover the truth of the supernatural (Mortalis)	Despotic	hedonistic, indulging in vices	1	1	...contains many defectors from other Circles
5	to protect mortals from the supernatural (Mortalis)	Despotic	paranoid, hunting for traitors	1	1	...has secret paths throughout the area
6	to obtain and maintain property or fealty (Night)	Oligarchal	vengeful, seeking retribution	2	2	...acts mostly through mortal agents
7	to protect members of the faction from threats (Night)	Oligarchal	scheming, plotting mischief	2	2	...limits direct contact with mortals
8	to capture and profit from mortal institutions (Night)	Oligarchal	territorial, reinforcing borders	2	2	...recently suffered the loss of a beloved leader
9	to secure a foothold for extradimensional beings (Wild)	Divided	conflicted, a civil war looms	3	3	...is new to this area of the city
10	to maintain and fulfill ancient oaths or contracts (Wild)	Divided	besieged, fearful of further loss	3	3	...has many allies within other Circles
11	to hide from extradimensional enemies (Wild)	Democratic	ritualistic, preparing traditions	3	3	...has a contract with a demonic patron
12	to train others in the magical arts (Power)	Democratic	open, pursuing opportunities	4	4	...has been cursed by a powerful wizard

NPCs

2d6	Circle	Presenting	Look	Demeanor	Role	Trait	Quirk	Drives
2	Power	androgynous	South Asian	strange	aristocracy	warped/cursed	unable to arrive anywhere on time	complete a magnum opus
3	Power	androgynous	South Asian	crass	investigator	strange aura	committed to a rigid code of ethics	purchase a location or property
4	Power	androgynous	Latinx	nervous	broker	odd voice	romantically involved with a rival	humiliate a rival or enemy
5	Night	nonconforming	Latinx	charming	leader	unusual hair	deeply indebted to a Status-3 NPC	reconnect with an estranged loved one
6	Mortalis	conforming	Asian	cautious	enforcer	pierced/tattooed	enamored with a mortal hobby	secure more power/money/influence
7	Night	conforming	White	violent	manipulator	scarred	always accompanied by lackeys	avenge a fallen loved one
8	Mortalis	conforming	Middle Eastern	cunning	courier	notable accessories	deeply concerned with appearance	get a fix of blood/drugs/magic
9	Night	nonconforming	Black	aggressive	thrall	unusual eyes	perpetually mourning a personal loss	increase/maintain status within the city
10	Wild	shifting	Black	desperate	entrepreneur	curious gait/posture	embraces outlandish fashion	protect a neutral party/location
11	Wild	shifting	Indigenous	thoughtful	envoy	pungent	trades in ritual components	find a superior employer/faction
12	Wild	shifting	Indigenous	sentimental	caretaker	radiant/luminous	leads a double mortal life	create something beautiful in the city

CITY HUB THE UNIVERSITY

The University is a hotbed of political discourse, supernatural research, and strange magical phenomena. Power holds an iron grip over this section of the city—controlling the institutions that determine the city's very future—but plenty goes on in the shadows they can't reach. The wizards and immortals might think they control destiny, but the city's history is often written by those with more mundane hungers...

RESIDENTS

PICK ONE, WHY DO THEY OWE YOU A DEBT?

Player Character	Residents	Faction	Why do they owe you?
	Professor Aoife Belenos, a powerful wizard whose literature seminars are required classes for upcoming sorcerers	Power	
	Yakov, a transient immortal who wanders the streets, hunting unknown foes and ancient enemies	Power	
	Nuriko Sato, a retired journalist whose new blog covers only the most important supernatural events	Mortalis	
	Eloy Verde, a coy purveyor of magical artifacts who owns a popular bookstore next to the university campus	Mortalis	
	Jovita, a werewolf whose pack runs an underground gambling establishment with iron fists and plenty of claws	Night	
	Lora Ziegler, a vamp who lurks near the university library and other campus locales frequented by isolated students	Night	
	Rupa Dey, a charming faerie who takes over the airways for the late night student radio show nearly every night	Wild	
	The Beast, a formidable construct who safeguards the university grounds from supernatural threats	Wild	

RELATIONSHIPS

PICK ONE, ASSIGN ANOTHER PC TO THE BLANK

Player Character	Relationship
	You have a mortal lover who is taking night classes at the university while working full time nearby. Why did _____ threaten to expose your secrets to them?
	A friend from the university has agreed to give you a sizable sum of money to start a new business. Why are they counting on your connections with _____ for the endeavor to succeed?
	Your sibling has recently moved back to the city after fleeing their enemies—and the city itself—a decade ago. Why did _____ agree to let them move in with them nearby the university, despite the danger they are now both in?
	A werewolf pack that runs nearby murdered a friend of yours last year. Why has _____ agreed to help you get your revenge, no matter the cost?
	You and _____ had a brief, but passionate love affair late last year, one you kept secret from even your closest friends and allies. Why do you suspect they weren't honest with you about their feelings?
	_____ needs your support in their bid for a coveted position of power associated with the university. What have they promised you in return?
	_____ is working with you to complete some important supernatural research using your connections to the university's facilities. What dangerous secret have you been keeping from them about your work together?
	You are a regular at an eatery (owned by a Power faction) that is located near the university. What keeps you and _____ coming back no matter how good the competition is elsewhere?

HUB MOVES

A FRIEND IN THE SCIENCE DEPARTMENT

When you **hit the streets** to look for information about strange or magical phenomena by consulting your university contacts, you can roll with **MIND** instead of Circle when you consult your contacts at the university. On a miss, your questions attract the attention of an old enemy looking to settle a score.

WELCOME TO MY OFFICE

When you **perform a ritual to secure a secluded place on campus for a meeting or deal**, roll with **SPIRIT**. On a hit, the campus bends to your will and produces a secure location only available to you and those you designate; it lasts until the meeting or deal is complete. On a 10+, the place is quietly attuned to you; you never have to mark corruption when you **let it out** within. On a miss, your attempt to warp reality to suit your needs results in something dangerous piercing the veil between worlds.

LONG-TERM INVESTMENTS

When you **set up a new program, business, or enterprise** to accomplish your goals, spend up to three Debts; hold 1 for each Debt spent. When time passes, you can spend your hold—1 for 1—to take a +1 (or give a +1 to another PC or faction) on any city or faction move aided by your new endeavor.

LOCATIONS

2d6	Control	Type (with common NPCs)	Nature	Atmosphere	Trouble
2	Night	museum: curator, security guard, tourist	abandoned	suffocating	corrupt
3	Mortalis	medical site: doctor, nurse/tech, patient	massive	secretive	unstable
4	Wild	retail store: cashier, customer, security guard	cramped	welcoming	cursed
5	Shared	dive bar: bartender, student, cop	labryinthe	bright	haunted
6	Power	restaurant: waiter, cook, diner	modern	welcoming	restricted
7	Power	university building: faculty, staff, student	public	professional	watched
8	Power	student dorm: student, drug dealer, visitor	chaotic	safe	despotic
9	Shared	commons: jogger, student, transient	gentrified	enticing	expensive
10	Wild	church: priest, parishioner, layperson	vibrant	mysterious	sentient
11	Mortalis	parking garage: student, faculty, transient	secure	exclusive	violent
12	Night	hotel: bellhop, tourist, manager	quiet	bleak	predatory

RUMORS

1d6	Rumor
1	An immortal has recently returned to the university to reclaim assets once lost in a conflict with another member of Power
2	The local Power faction has declared a section of the university off limits to everyone but members of their faction
3	A local Wild faction is seeking protection from a looming threat from another plane
4	Several local students have gone missing, only to return a few days later forever changed by their mysterious experience
5	An imp has set up a new record store, attracting supernatural clientele to the area
6	A wizard is offering Debts to anyone willing to undertake a "trip to the other side"

FACCTIONS

2d6	Purpose	Structure	Mood	Size	Strength	The Faction...
2	to conceal dangerous magical experimentation (Power)	Despotic	scheming, plotting mischief	4	4	...captures and studies members of other Circles
3	to protect members of the faction from threats (Night)	Despotic	proud, refusing needed aid	1	1	...is targeted by a radical faction of their own Circle
4	to profit from the supernatural world (Mortalis)	Oligarchal	lost, seeking new leadership	1	1	...is plagued by disputes with a violent werewolf pack
5	to protect mortals from the supernatural (Mortalis)	Oligarchal	rigid, refusing needed change	1	1	...is a pawn in an immortal's centuries-old schemes
6	to structure and control the city's future (Power)	Divided	besieged, fearful of further loss	2	2	...trades with another faction for critical resources
7	to discover and exploit magical knowledge (Power)	Divided	secretive, refusing collaboration	2	2	...requires members to perform elaborate rituals
8	to secure and study magical artifacts (Power)	Divided	conflicted, a civil war looms	2	2	...controls secret holdings within the university
9	to hide from extradimensional enemies (Wild)	Democratic	ritualistic, preparing traditions	3	3	...recently underwent a change of leadership
10	to study and experience the human condition (Wild)	Democratic	evolving, accepting transformation	3	3	...contains many defectors from other Circles
11	to obtain and maintain property or fealty (Night)	Anarchic	indebted, no longer independent	3	3	...has been corrupted by a malevolent Status-3 NPC
12	to capture mortal institutions from the shadows (Power)	Anarchic	paranoid, hunting for traitors	4	4	...has sworn to protect a faction from another Circle

NPCs

2d6	Circle	Presenting	Look	Demeanor	Role	Trait	Quirk	Drives
2	Night	androgynous	South Asian	impulsive	transient	physically frail	constantly shifting romantic partners	humiliate a rival
3	Night	androgynous	South Asian	sentimental	investor	sworn to oaths	looking to betray their faction	get a fix of blood/drugs/magic
4	Wild	androgynous	Latinx	flirtatious	fixer	curious pet	enamored with a mortal hobby	find a new protégé
5	Wild	nonconforming	Latinx	aloof	investigator	warped/cursed	enemies of a Status-3 NPC	discover a magical truth
6	Power	conforming	Asian	cunning	student	unusual eyes	leads a double mortal life	resolve a conflict favorably
7	Power	conforming	White	eccentric	faculty	strange aura	has an animal or ghostly familiar	secure a position of authority
8	Power	conforming	Middle Eastern	cautious	university staff	odd voice	collects magically-imbued artifacts	acquire training in a skill
9	Mortalis	nonconforming	Black	strange	researcher	notable accessories	obsessed with magical phenomena	join an important faction
10	Mortalis	shifting	Black	witty	enforcer	refined clothing	committed to a rigid code of ethics	increase/maintain Status in the city
11	Night	shifting	Indigenous	obsessed	entrepreneur	pierced/tattooed	married to a member of another Circle	steal a magical artifact
12	Night	shifting	Indigenous	crass	power broker	scarred	always accompanied by sycophants	avenge a fallen loved one