

A vibrant comic book illustration for 'City of Mist: The Furnace'. The central figure is a woman with long blonde hair, wearing purple sunglasses and a purple jacket over a black mesh top. She has a red and white striped candy cane in her mouth and a baseball bat over her shoulder. To her right is a man with blonde hair, wearing blue sunglasses and a blue jacket with orange accents, holding a magnifying glass. Below them are several figures in black suits with glowing eyes, standing in front of a glowing furnace. The background is a dark, industrial setting with red and blue light beams.

CITY of MIST

THE
FURNACE

AN ILL-FATED CASE OF SWEET TEMPTATIONS AND STOLEN DREAMS

CITY of MIST

THE FURNACE

A CITY OF MIST CASE



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HOW TO USE THIS CASE IN YOUR GAME

You can use *The Furnace* as a standalone one-shot or as a part of the *Nights of Payne Town* story arc.

Within *Nights of Payne Town*, this case is the first case out of a three-case sub-arc that forms the Mystical Vein. It is followed by *Cult of the God-King* and *The Alchemist*.

Throughout this PDF, **red clues** (clues given in red cards) point the investigation to another case in the Mystical Vein or in the *Nights of Payne Town* story arc. Reveal them to your players only if and when you wish to lead the story to the given case.

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CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. Parental guidance is advised.

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A new drug has hit the streets of the City, a *special* drug for *special* people like you. It is said to make your sweetest dreams come true, but as it takes over the secret world of modern legends, new cases of missing persons crop up faster than you can solve them. Some of the missing are soon found, wretched and empty, lacking the will to live. As you set out to find what's cooking in the dark wet lanes of the City, will you take a chance on your dreams and adopt this toothsome new fad?

The Furnace is a crime drama case which explores a new trend in the secret underworld of Rifts in the City: a wish-fulfilling substance. This so-called "Candy" is readily available to the PCs, putting their personal desires and aspirations, as well as their private lives as Rifts, in the limelight. As the crew uncovers a Mythos-powered drug ring across the Rift underworld, each PC will be able to play through this case as a detective, a victim of their desires, or both.

The trail of temptations is laid by a modern-day witch who plans to harvest the Rifts' Mythos. This mystical motive behind the drug ring is only revealed at the end of the case, connecting it with the rest of the mystical vein.

THE ORIGINAL GINGERBREAD HOUSE

When alchemist Armand Kai perfected the process of awakening new Rifts, he turned to find a way to extract their Mythos powers from them. Sending letters and messages to his fellow mad scientists and sorcerers of the Rift underworld, he was referred to **Rosina Leckermaul** (The Gingerbread Witch from *Hansel & Gretel*), who was an expert in roasting people in her oven and sucking the essence out of them. Together, Armand and Leckermaul built a **Mythos-extracting furnace** in an old glassworks factory (the original Aurora Glassworks factory, see *Broken Glass*). Leckermaul also used her powers to create a wish-fulfilling substance called **Candy** that she used to lure poor souls to her furnace.

Once a Rift was enticed by Candy to enter the Gingerbread House Enclave in the glassworks factory, they found themselves magically caged and forced into the furnace. Rifts who were cooked in the new furnace didn't die; instead, they lost their powers and became Sleepers again, lacking any Mythos, even a dormant one. Their animating force torn out of them, they were left feeling empty and lacking a sense of purpose. The essence of their Mythos powers turned into **Ichor**, which Leckermaul shipped back to Armand's manor in return for some valuable Tinctures.

The operation was running smoothly, for the most part. Thanks to the Mist, victims forgot about their entire addiction period and the subsequent kidnapping and no one was asking questions. Every now and again the cooking process would go wrong, leaving the former Rift a mindless burnt creature, oozing neutral white Ichor. Leckermaul kept these hungry "factory rejects", nicknamed them **Gingerbread Men** for their rust and white colors, and used them as another line of defense in her factory: they would catch any snoop or escaped Rifts running around the glassworks and feed on their essence.

ROLE REVERSAL

Unfortunately for Leckermaul, her Candy also drew the attention of a pair of young Rift go-getters, the street-rat siblings **Hans and Rachel Woods**. The inexperienced duo fell for the Candy and were captured, but when Rachel was pushed in the furnace she used her powers to switch places with Leckermaul, who burned, shutting down the furnace's powers.

When the **Magnum Opus cultists** (Armand's Disciples) came to collect the Ichor, they were ready to kill Hans and Rachel; instead, Rachel cut a deal with them: the alchemist will provide her with the Gingerbread Witch Tincture, granting her Leckermaul's powers, and she'll continue to operate the furnace for him, but this time with a much better output. Woods was going to incorporate her brother's Mythos traceback powers (the ability to find his way home) into the drugs to lead Candy users back to her, by showing them a trail of moonlit pebbles that led to the Enclave.

Armand accepted, the Gingerbread Witch Tincture was made, and the furnace was once again operational under the leadership of Rachel Woods. Rosina Leckermaul, now a Sleeper, was sent home to live a life of meaninglessness, staring out the window all day. Hans, who had other ambitions and a dollop of conscience, got hooked on Candy trying to repress it all.



RACHEL'S OPERATION

Rachel produces pure Candy in the Gingerbread House Enclave. The substance is transported to the Candy drug lab, operated by **the Underhand Naga Gang**, where it is cut with real candy and packed. Candy is then distributed using Leckermaul's previous network of dealers, run by the drug dealer Foxy Supreme (The Cadmean Vixen, an uncatchable giant fox which plagued the city of Thebes) and using Touched minions who can tell Rifts from Sleepers and sell only to them (Sleepers would think Candy is just candy, anyway, and it won't have any effect on them).

RECENT VICTIMS

Victims of the furnace usually acquire Candy in the same way they would acquire illegal recreational drugs. Candy fulfils their wishes to a certain degree but the result is always insufficient or ephemeral, driving them to seek more. When they do, Hans' traceback magic shows them the way to the furnace. They disappear for 24-48 hours, showing up listless and depowered thereafter.

In the past month, the furnace has increased its production thanks to Rachel's gung-ho mentality, the Gingerbread Witch Tincture, and Hans' traceback magic. Its latest victims are:

- **Still Using Candy: Charlie Littles**, a 7-year Rift of the Voodoo Doll (the pop-culture version, having little to do with the real Voodoo practice) who stole Candy from another user and used it to get more toys. He'll run out within a few days, so he's looking for adults to gain access to more.

- **Missing: Will Harris**, a single mom from the Blue-Collar Residential, was the Rift of Wilhelm Tell (the Swiss folk hero who shot an apple off his son's head). She used Candy to give her son and her a better life for a while but when it ran out she ended up in the furnace. She will show up again within 24 hours, depowered and with no memory of any of it.
- **Returned Depowered: Juan Delamar**, previously the Rift of Ningyo (a Japanese fish-human sea creature) and a gold-medalist swimmer, returned home after two days without his powers. His swimming team coach is at a loss.

There are many more ex-Rifts who have returned powerless, but their stories are not covered in this case. In addition, Leckermaul and Hans are two victims or would-be victims that are still at large in the City, but break the usual pattern:

- **Didn't Use Candy but Returned Depowered:** The elderly **Rosina Leckermaul**, until recently a cut-throat drug manufacturer and trafficker and the Rift of the Gingerbread Witch, is now housebound and spends her days staring emptily into space.
- **Returned Unchanged: Hans Woods**, a DJ whose fame skyrocketed through the continued use of Candy, is the only Candy user who returned with more Candy after his disappearance and kept his powers.

Rachel Woods now lives in the Gingerbread House Enclave.

CANDY

Candy is a designer substance created specifically to attract Rifts to the furnace. It does so by fulfilling the user's wishes for a short period of time. Candy is, in fact, chemically non-addictive, so it isn't a drug per se; it relies on the user's own desire for fulfillment to drive them to acquire more Candy. When the user ends up in the glassworks factory, Candy really kicks in: it allows the user to enter the Gingerbread House Enclave and traps them in a magical, psychedelic cage, preparing them for the furnace.

In its latest version, Candy contains some of Hans Woods' Mythos powers, showing a user in need of more Candy a path of glowing moonlit pebbles which leads to the old Aurora Glassworks factory and from there into the Gingerbread House Enclave, where the furnace awaits and the user is magically trapped.

The pure Candy substance – a glowing blue powder – is laced into real candy at the Candy drug lab and sold wrapped and branded with a storybook decorative letter "C".

USING CANDY

When the user consumes Candy, their most eminent wish is fulfilled. This could be winning the lottery, falling in love, causing ruin to another, etc. Cinematically, Candy has limited power. It can grant the greatest wishes, as long as they don't exceed the power of a single story tag. Therefore, it does not have the power to harm or alter a significant character in a single wish, although it can be used to alter reality in a way that is conducive to that (e.g., materialize a gun which can then be used to shoot someone). Be liberal with what Candy can do, e.g., you may allow a PC whose loved one died to bring them back from the dead, for real, briefly.

When Candy is used to wish for something that is beyond its power, it fizzles out and causes cosmetic reality disruptions; the user gets the clear impression that they need more Candy to realize their wish. Candy cannot be used to make more Candy; it's designed that way.

Candy always loses its effect within a short period of time, between hours and days, depending on the wish made and cinematic considerations. When it begins to expire, fulfilled wishes begin to fail or fade away, e.g., materialized items malfunction, social power wanes, etc. Here too, the user feels more Candy is needed to maintain her wish.

Use Candy as a cinematic device to trigger the crew members' Mysteries and Identities and put their deepest or most superficial desires in the spotlight.

INVESTIGATING CANDY

A PC with appropriate mundane training, a sample of Candy, and enough time in the lab can garner some in-

formation about the drug, while Rifts with knowledge of the magical arts, especially alchemy and herbalism, could learn even more.

The product is real candy, laced with an unrecognized psycho-active compound

An analysis of trace narcotic residue in the wrapper indicates Candy is handled in the same environment with other drugs, probably by a local drug ring. An exceptional investigator spending multiple Clues could link the specific narcotic with a known drug cartel, the Underhand Naga Gang, narrowing down the search after the Candy drug lab.

Looking Beyond the Mist or applying legendary skills could help identify that the substance contains a form of low-grade wish-fulfillment magic. A well-phrased Clue question could reveal there are some strings attached to the wish fulfillment, but discovering what they are is difficult, producing only vague images of the Gingerbread House.

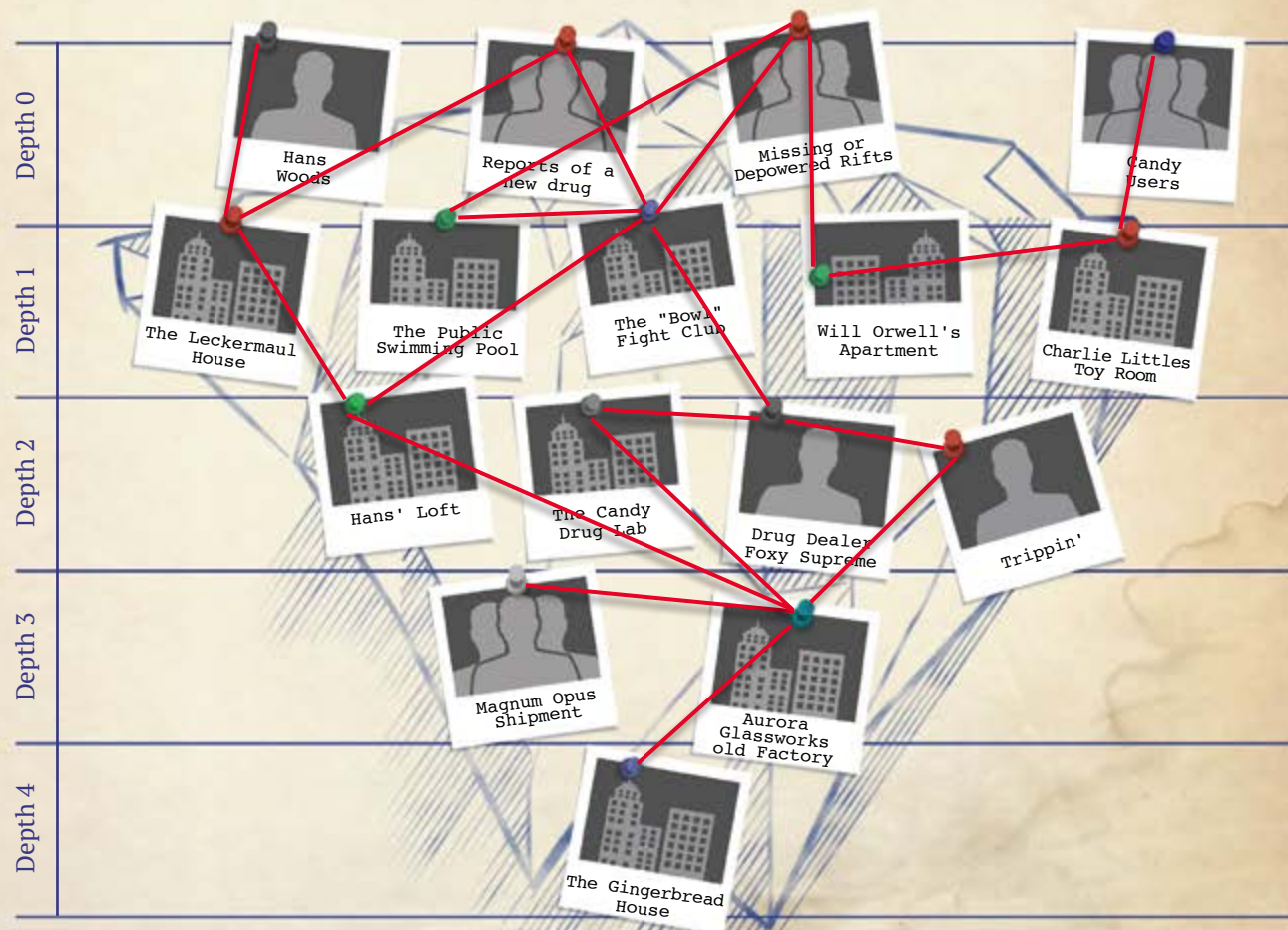
Looking Beyond the Mist may also reveal a connection to Hans' Mythos (moonlit pebbles) or the Gingerbread Witch Mythos (burning oven).

To reveal the full properties of Candy, a PC must invest some time and resources. Give the Candy unidentified substance and hidden magic to make the investigation harder. If a PC spends downtime investigating the substance, adjust the information you reveal based on the appropriate abilities, skills, and/or equipment they use.

GAME EFFECTS

When Candy is consumed by a PC, give that PC an ongoing story tag describing their fulfilled wish, such as a millionaire. As ongoing tags, Candy-derived tags can be burned for a hit. For Dangers, choose hard MC moves to match their wish.

Keep track of the characters who use Candy. Candy users can enter the Gingerbread House Enclave through the glassworks factory, while non-users cannot. Furthermore, every character who has taken Candy becomes caged-4 upon entering the Enclave, without **Facing Danger**. If the PCs discover this effect before entering the Enclave and try to prevent it from happening, it requires a **Change the Game** move and spending 1 Juice on a special 10+ effect improvement to allow them to remove an effect that is only there in potential. Tampering with Candy to allow access to the Enclave without the adverse effects requires a PC with appropriate abilities to **Stop. Holding. Back.** with a significant or no-return sacrifice (see Entering the Enclave, page 21).



DEPTH 0: THE HOOKS

The crew may become involved in the case in the following ways:

- Reports of a new drug hitting the streets:** The crew may be informed that someone is aggressively pushing a new drug. This information could come from criminal or underworld contacts, awakened police officers (like Officer Das, see *Killing Her Softly*), or a concerned **Eddie Dreamtime**, owner of the Bowl fight club for Rifts. The informant doesn't know much about the new drug; they may even be Sleepers feeding off rumors. Word on the street is that this drug makes your wishes come true and that it's marketed under the brand name "Candy". Less likely but possible, investigating with criminal contacts may also turn up the name of Rosina Leckermaul as the trafficker involved with Candy, pointing to the Leckermaul house.
- Missing or depowered Rifts:** As Rifts continue to disappear and show up again without their powers, someone might alert the crew. A fellow clubber from the Bowl fight club who knows Will Harris could approach the crew asking for help finding her (Will Harris' apartment). Coach Bradley Ferrell (Sleeper), Juan Delamar's swimming coach could invite the crew to come see him at the public swimming pool and ask them for help figuring out what the hell happened to his best swimmer. Supporting cast Rifts could also go missing and return depowered or the crew may seek a way to depower a villain or Nemesis, making it personal.
- Candy users:** Rifts just starting their journey with Candy are causing some wild changes to reality around them, potentially drawing the crew's attention. Desperate suburban housewives climb to the top of the neighborhood's social ladder overnight, while business people rattle the stock exchange with surprising windfall wins. This uncanny good fortune is usually short-lived, sending the user to seek Candy again. Ideally, have a dealer offer a crew member or

one of the crew's supporting cast some Candy, starting them on the path to addiction and setting them up as Rachel Woods' next victim. The crew may also catch word of a kid who can get any toy he wants, leading them to [Charlie Littles' toy room](#).

- **Hans Woods**, who has been feeling increasing pangs of remorse for his and his sister's involvement with the furnace operations, may try to manipulate the crew into shutting down his sister's operation. While he wants her out of the Ichor business, he's afraid to confront her himself and wants to avoid any repercussions from Magnum Opus, so he wants to use the crew to take the heat. More than anything, he wants to keep his sister safe. Hans will pretend to be Leckermaul's grandson and approach the crew saying his grandmother isn't what she used to be: she transformed from a zesty woman into a zombie overnight (pointing the crew to [the Leckermaul House](#)). He will then keep his distance, watching the crew's investigation from afar, until the investigation points back to him or leads the crew to the glassworks factory.

Note that exposing Hans to the crew early in the case requires some finesse in the dispensing of clues and a poker face to pull off.



DEPTH 1: **A SWEET TOOTH**

This Depth offers several locations and cases of Candy users for the crew to investigate. To pace the investigation, you may wish to hold off on clues that lead to the second Depth and instead point the crew to other locations in this first Depth, allowing them to put together a better picture of the Candy epidemic. If the crew hits a dead end, use additional Hooks to direct them to the remaining Depth 1 locations.

THE LECKERMAUL HOUSE

Birds chirp and whistle around you as you pass the white-picket fence of the Old Quarter house into a flowering garden. Overhead, the sky is clear with a handful of wooly clouds floating serenely. When you approach, you spot Mrs. Leckermaul sitting by the window, looking at you intently, and taking a sip from a steaming mug. It's only when you move closer that you realize she isn't looking at you; she's just staring emptily into space.

The Leckermaul house is a darling little cottage surrounded by a garden and a fence in a residential part of the Old Quarter. The scene here serves to build suspense and provide foreshadowing, introducing a victim of the furnace who lost her powers. At this point in the investigation the crew is unlikely to reveal Leckermaul's greater involvement in the case, but they may return here later to follow up.

Rosina Leckermaul is an elderly woman who seemed to have lost the will to live and is in a deep state of depression. She doesn't respond when addressed, although she may mumble to herself (never providing any useful information). She goes about her daily business doing the bare minimum to survive and spends her time mostly staring out the window at the garden.

Up until a month ago, Leckermaul was the Gingerbread Witch and a nefarious drug trafficker working with Magnum Opus. She maintained this house as a facade to keep the cops off her back. Then she was fooled by a little devil called Rachel Woods. Her Mythos was taken away by the furnace she herself built and she turned into a Sleeper, forgetting it all. The last thing she remembers is walking back home, but she can't even recall where she was coming from. Leckermaul's former employees remember her only if they are Rifts (or Touched by one); Sleeper members of her drug ring, most notably the Underhand Naga Gang, have long forgotten her.

RESTORING THE VICTIMS OF THE FURNACE

Victims of the furnace are changed permanently, affected by a tier-6 status. The ways to restore their Mythos to them, usually involving the Tincture of their Mythos, are described under *The Mystical Vein*. If a PC has the ability to counter the effects of the Mist, they may be able to restore the victim's memories, but not her powers. This should be on par with a significant **Stop. Holding. Back.** sacrifice if the victim will recall only some useful details, or a greater sacrifice if she is to reveal critical information.

Leckermaul is just a nice old granny who is more than a little forgetful. This contradicts and puts into question any reports about her previously leading an active lifestyle (Hans) or the life of a drug trafficker (street contacts).

In the locked basement there is a strange assortment of cages, some big enough to hold a person, which may indicate that there is more to Leckermaul than meets the eye. They haven't been used in many weeks, perhaps months.

In the washing machine there are a black leather jacket, a white tank top, and a pair of black leather pants the size of Leckermaul, still smelling smoky. She doesn't recognize this outfit.

Going into Leckermaul's phone records a month back could potentially connect her with drug dealer Foxy Supreme or the Underhand Naga Gang at the Candy drug lab. However, with the Mist having had time to erode this information, records may be *corrupted-3*.

Beyond the Mist, Leckermaul is a Sleeper and the house has no Mythos. However, there is a very faint trace of the Gingerbread Witch Mythos on her. It's not *her* Mythos, per se, but something from a different source. See The Furnace Trace sidebar.

Magically tracing back Leckermaul's steps or past would show her walking back home with a younger woman dressed in a white fur coat and a sparkly mini dress. (This is drug dealer Foxy Supreme who previously worked for her and walked her back home after the furnace incident.)

If Hans is around, he will stick to his story of being Leckermaul's grandson and caring for her since the incident.

Until six weeks ago, Hans was a z-class DJ playing a set or two a month in obscure bars. He was then discovered by the scene and rose to fame overnight, playing in the hottest clubs.

Hans doesn't seem to know his way around the house, as one would expect a regular visitor. He can't find the glasses in the cupboard to offer them a drink and gets confused when he guides the crew around.

Reading Hans will reveal he is lying about some or all of his story, and that he has a different agenda here. If he is exposed, Hans will share information to appear trustworthy and keep his cover: he'll 'admit' to being after more Candy and say he came here because Leckermaul used to make the stuff. If he is coerced to speak, he will likewise disclose information about the person who sells Candy (drug dealer Foxy Supreme) to keep his own involvement hidden.

Following Hans could lead to the Bowl fight club or to Hans' loft.

THE FURNACE TRACE

While it is very faint, the furnace does leave a Mythos footprint on the Rifts it transforms into Sleepers. Beyond the Mist this manifests as visions of a burning oven. It's a small detail, but one that could potentially unlock the case and therefore should be awarded to alert players.

The first time the crew investigates such a victim and Looks Beyond the Mist or uses arcane investigative skills, you can give it candidly while still keeping it vague. When investigating subsequent victims, only share this clue if a PC is looking for the trace specifically.

HANS ★

Hans is a big-boned, energetic young man with a sandy mop of hair, usually seen in surfer wear and sporting a carry-all or backpack with some of his DJ gear. His vocal fry and stoner jargon make most assume that he has more than experimented with recreational drugs.

Hans' powers allow him to find his way "home" wherever he is, so he is never really lost. Currently, his emotional "home" is in two different places in the City: his loft and his sister. This allows him to magically "find his way" to and from the Gingerbread House Enclave. Since Rachel never leaves the Enclave, his two homes are anchored in space, giving him near-absolute resistance to disorientation.

HURT OR SUBDUE 1 / CATCH 3 / DISORIENT -

- **Street Rat:** When Hans starts running, give him *street rat*.
- **True Love:** When you try to get Hans to betray or endanger his sister, he takes *true-love-5*.
- Eat some candy and wish to be elsewhere (**Deny Them Something They Want**)
- Lose someone in the alleyways (reduce a status on *catch* by two tiers)
- Give someone Candy (**Complicate Things, Bigtime**)
- Talk about how Candy is the best thing ever (*tempted-2*)
- Suspect the crew means to harm him or his sister and become *incooperative-2*
- Rummage through his carry-all, looking for Candy

THE "BOWL" FIGHT CLUB

A heavy bass beat welcomes you as you pass through the front door of the Bowl. In a wide space defined by psychedelically-lit exposed concrete walls, a crowd of clubbers surrounds some kind of a commotion, each one of them looking stranger than the other. As you push through the spectators, a broad cement fighting pit extends from the edge of your feet, the shape of a giant satellite dish facing up. In this eponymous "bowl", two supernatural individuals are fighting it off, one wreathed in infernal flames and the other beaming with light and holding a guitar. A rush of adrenaline courses through you when you realize: this is a place for people like you.

The Bowl is a Rift-only, no-holds-barred, pop-up underground fight club in the Industrial Zone. It is run by Eddie Dreamtime (Aboriginal Dreamtime), one of the most powerful Legendaries in the City and the one least interested in controlling it.

If Eddie or Hans invites the crew to the Bowl, they are led to a rusty metal door in an abandoned warehouse which glows with incandescent light when opened; any Rift walking into it ends up inside the Bowl. Finding the Bowl uninvited takes some effort:

- First, contacts in the Industrial Zone or divinatory abilities must be consulted to find out where the Bowl is *tonight*, usually an abandoned warehouse, a turned over silo, inside a trash compactor, etc.
- Second, no Sleepers are allowed to tag along and for them the door won't work.
- Third, **Estella** (Unicorn), the muscular bouncer will ask the crew some questions in the entrance room before letting them in. Anyone bold enough to defile Estella's unicorn purity with lies will find herself back in the Industrial Zone. Estella packs a mean punch and handles her unicorn's magic well, so anyone who tries anything 'smart' will end up the same, plus a befitting status.

Inside, the Bowl is a warren of industrial-style bare concrete halls clustered around the main hall. There's an assortment of Rifts of all walks of life wandering around. Some Rifts wear masks to hide their identity. In the main hall, fluorescent neon-lit bars line the floor, but most of the attention is centered on the fighting pit, where two Rifts battle it out. When a match is over, all injuries disappear as if they never happened, even lethal ones, courtesy of the host.

Eddie Dreamtime, an athletic middle-aged man of medium height, usually seen in hipster outback wear and sporting Australian Aboriginal body paint, overlooks the matches from a concrete balcony.

INVESTIGATING IN THE BOWL

Rifts in the Bowl are the kind that believe in "keeping it real": ordinary or legendary, they don't care, they just want to see who you are. If the crew members are new to the Bowl, they will have to prove themselves in the ring or they'll get the cold treatment from most Rifts here. If they want information from Eddie himself, he has to know all of them and therefore see them all fight. Anyone who didn't fight before will be invited to sign up for the fighting pit. The PCs may fight each other or other Rifts on the list (Eddie himself won't fight). A win is not required, but showing a strong spirit helps. If the PCs try to get information in other ways, Rifts here may prove more resistant than normal – give them a tag or a status appropriate to their abilities or skills.

Carter, a weasley man in a tracksuit, is pushing Candy in one of the back rooms. Carter got his batch from drug dealer Foxy Supreme.

Beyond the Mist, Carter is Touched just enough to be able to get into the Bowl and recognize Rifts. There is a very faint trace of a Greek Mythos on him (he's Touched by Foxy Supreme), but it's hard to detect which one exactly.

Asking clubbers about people who were into Candy or forcing Carter to talk will point to DJ Hans Woods, single-mom Will Harris, and/or world-class swimmer Juan Delamar.

The clubbers will relay rumors about Candy fulfilling one's wishes. Some have tried it and can confirm, while others are wary, citing that people get addicted, go missing, or give up their powers if they use it.

ABOUT HANS

Clubbers here think Hans Woods is a superstar, and some of them envy his sudden success. While Hans was a regular at the Bowl, he never DJed here. Then, six weeks ago, he was discovered and now he plays a set here twice a week.

Hans doesn't fight in the Bowl. His powers are not suited for fighting.

Hans lives in a loft in the Industrial Zone (Hans' loft). One clubber recently spotted the celebrity in the Old Quarter, visiting his grandma (the Leckermaul house).

Hans is one of Carter's biggest clients. He too disappeared for a while, like several other Candy users, but he came back fine. Spying on the two in the Bowl reveals Hans isn't paying for the Candy – he gets it for free. Carter doesn't know why this is the case; it's an order from his supplier, drug dealer Foxy Supreme.

If the crew speaks to Hans, see his clues under the Leckermaul house.

ABOUT WILL

Will Harris is a regular. Escaping her everyday struggles at home, she comes here twice a week to blow off some steam and fight in the ring. She is an uncanny combatant and marksman, deadly with a crossbow (Wilhelm Tell).

She didn't show up to the Bowl last night, which is unusual for her.

She lives in a small apartment with her 6-year-old son (Will Harris' Apartment). She had a tough time paying the bills, but recently she came into some money unexpectedly.

ABOUT JUAN

Juan Delamar is a gold-medalist swimmer who hangs out at the Bowl on occasion. He always wears a mask, hoping no one would recognize him, but nevertheless there are constantly fans around him staring and whispering. He trains at the public swimming pool.

Juan's powers are aquatic; he would fight other water-themed Rifts in the water-filled fighting pit. He has a reputation of being very competitive and driven.

Juan has not been to the Bowl for weeks. Word is he had given up his powers to find out how good of a swimmer he really is or to have better luck with girls because he thought his legend made him ugly.

Cross referencing details about Juan could help identify his Mythos as the Ningyo, a sea creature of Japanese myth reminiscent of a chimerical, hideous mermaid. According to myth, eating the Ningyo's flesh imparts eternal life, a key detail in *The Mystical Vein*: Juan's Ichor becomes pivotal in Armand's search for the Elixir of Life.

FIGHTING IN THE BOWL

Once they witness the miraculous restoration of a defeated Bowl combatant and realize participation is safe(ish, it still hurts), crew members may want to put

their name in for a fight in the Bowl. They could face off with any random Rift from the club, a recurring Rift character, or even with one another.

The fighting pit itself is simply a bare concrete pit to fight in; it has no special properties except it can be adjusted to fit the combatants as necessary, e.g., it can be made bottomless for flying Rifts, or filled with water for aquatic Rifts.

EDDIE DREAMTIME, THE OWNER

The owner of the Bowl fight club usually watches over the fighting pit from a concrete balcony in the VIP area. He knows a great deal about what goes on in the City and about Rifts, but he keeps his distance from the powerplay of Gatekeepers and Avatars and avoids getting involved in City business. Nevertheless, he loves his fellow Rifts and is concerned about the new drug that is targeting them, especially because it seems to take away their powers, so he's willing to help out a crew who can fix that.

Eddie Dreamtime believes in the freedom to be who you are. He created this club as a place where Rifts can let go of their inhibitions and fears and use their powers without holding back. It's not just about fighting; the Bowl holds musical and magical stand offs as well, and those who explore the back rooms find empty floor space to try out any kind of power. The entire club, including the people who visit it, is a Conjunction dreamt up by Eddie. When someone kills someone in the pit, it's merely their Conjunction killing their opponent's Conjunction; the real combatants are safe in the physical world, and no one is the wiser.

Eddie is arguably the most powerful reality bender in the City (the other contender being Alice, who has more punch and less control over her abilities), although famously he was beaten in the ring on two occasions. He doesn't have a Danger profile because he does not normally pose a threat to the investigation or the crew. Moreover, the crew is no match for him; if they try anything in his club, they'll find themselves back in the Industrial Zone (or worse) in a flash. Eddie is also extremely connected in the Rift underworld, and can get the crew in trouble or help them answer some questions, although he's limited by his self-imposed neutrality.

Candy only works as intended in the Bowl if Eddie allows it to work. Usually he is loathe to limit any Rift powers in his club, but if someone gets crazy with their Candy wishes, they backfire or simply have no effect.

When opponents fight for the love of the crowd, give the crowd a *win-over:5* spectrum. Both opponents give separate statuses to the crowd on this spectrum. The first one to max out the spectrum wins the crowd's love. In a musical face off, winning the crowd over means winning the match. In a deathmatch, winning the crowd over has no bearing on winning the match, although it can affect how Rifts perceive the combatant thereafter. (If the opponent is Apollo, winning the crowd over activates his **Build Me a Shrine** move).

Crescendo: When you give the crowd a status on *win-over*, they focus on you and cry for a musical high: a solo, an impossible riff, or a vocal crescendo. You may **Take the Risk** to do so. If you succeed, increase the tier of the status you gave them by 1.

APOLLO ★★★

Apollo (Apollo, the Greek sun god) is kind of perfect and annoying. He's a slender guitarist in an 80's suit – clashing colors, shoulder pads, the works – and a stylish hairdo, with an electric keyboard slung over his shoulder. When he's powered up, patches of colorful lights flash around him like disco northern lights. Apollo participates in either physical fights or musical face offs; he loves the attention, and often communicates with the crowd during a fight.

HURT OR SUBDUE 3

- **Spectacular Entrance:** When Apollo enters the scene, give him *radiating-awesomeness-2*.
- **Olympian:** When Apollo takes a status of physical harm, subdual, or suggestion, reduce its tier by 2 if its nature is legendary or by 3 if it is mundane.
- **Synthwave:** When you attack Apollo in hand-to-hand combat, you are first *dazzled-2* by blinding colorful lights. When you give Apollo a status caused by an energy blast, he meets your blast with an optic-sonic wave from his guitar, reducing its tier by 3.
- **Build Me a Shrine:** When Apollo maxes out a crowd's *win-over* spectrum, he takes *supercharged-3*.
- Blast an opponent with an optic-sonic wave from his guitar, knocking them back across the arena (*disoriented-3*)
- Wow a crowd with synthesizer music (*wow-4*)
- Make a comeback (remove up to two tiers of social or musical statuses, on himself, his opponent, or the crowd)
- Play a complicated and exhilarating electronic riff while his hair is tousling about
- Wave to the audience and smile his perfect smile

NELLIE ★★★

Nellie (Nisse, Nordic household gnome) is a small-figured young woman, dressed like a country bumpkin: jeans, boots, and a pointy bright red hoodie. She hails from the village outside town and has moved to the City to work as a housekeeper and nanny. A neatness freak and staunch believer in old-fashioned farmstead values, she finds her employers and their children rude, undisciplined, and highly aggravating so she comes to the Bowl to blow off some steam by beating people up. Nellie's Mythos grants her immense strength, the ability to turn invisible, and a penchant for pulling pranks on her adversaries.

HURT OR SUBDUE 4

- **Find Me If You Can:** When Nellie first turns invisible in a scene, give everyone around *can't-see-Nellie-5* (PCs may **Face Danger**). When you search for Nellie in a fight, **Investigate**; you may trade Clues to reduce this status by one tier per clue. On a 7-9, if you're exposed to Danger, she thumps you (see hard moves below).

- **Angry Gnome:** When Nellie enters the scene, give her *hard-headed* and *temperamental*.
- Thump someone with incredible force, while preaching proper behavior and respect (*broken-bones-4* or *almost-passed-out-4*; if she's invisible, reduce the tier of the *can't-see-Nellie* status by 1 for the target and anyone watching carefully)
- Steal an object someone is holding or wearing (burn a tag if relevant, and reduce the *can't-see-Nellie* status as above)
- Shrink someone down to the size of a little gnome (*shrunk-3*)
- Speak from different locations, confusing her enemy (renew *can't-see-Nellie-5*)
- Berate and scold an opponent's rudeness, apparently speaking about someone else
- Vanish into thin air



WILL HARRIS' APARTMENT

It's just another day in the neighborhood when you arrive at the address you have for Will Harris. Two rows of apartment buildings with local businesses on the ground level line both sides of the street; the place is abuzz with people running errands and going about their daily activities. You pass a group of hoodlums on the stoop and make your way up the faintly-lit stairwell. A nosy lady, maybe the landlady, peeks at you through a cracked door. You make a note to yourself: nothing here seems out of the ordinary.

The scene at Will Harris' modest one-bedroom apartment can play out in two ways:

- Will Harris may still be missing, in which case her 20-something-year-old sister, **Beth** (Sleeper), is there watching Will's son, **Albert** (Sleeper). Both of them are quite distraught by the situation and seem to be lost without Will's leadership.
- Alternatively, Will could have returned home in the last few hours, having gone through the furnace and lost her powers. She is a tall and lithe woman in her 30s, sporting a funky crew cut and casual jeans and T-shirt. She seems washed out and distant.

This is mostly an investigative location; NPCs here are non-violent Sleepers and are unlikely to cause a fuss unless the PCs push them into a corner, in which case the police might be called.

INVESTIGATING THE DISAPPEARANCE

Will Harris has been (or was) missing for the last day or so. She was last seen yesterday morning dropping off Albert at kindergarten, but she didn't show up to pick him up, which never happened before. The kindergarten called Beth as backup. Later, Beth found out Will didn't show up to work that day (she works as a graphic designer for a non-profit a few blocks away).

Will was struggling to pay the bills and then recently had a windfall that allowed her to pay off all her bills. This can be revealed by chatting to Beth, tracking Will's bank account history, rummaging in the dustbin, or gossiping with the landlady downstairs.

The windfall money seems to have come out of nowhere, e.g., she deposited a large sum of cash or it just appeared in her account without a sender.

Both Beth and Albert, each in their own way, know that **Will was leading a secret life**: she wasn't always frank about her nightly outings twice a week. Beth once followed her to a rave in the Industrial Zone, but wasn't allowed in (the Bowl fight club). They worry that this has something to do with her windfall and subsequent disappearance.

Behind the wardrobe, someone punched a hole in the wall and stashed some items: three badass crossbows, both antique and modern, and half a dozen empty Candy wrappers.

Albert is afraid that he had a part in his mom's disappearance. He says a kid from school, **Charlie**, made him steal some candy from his mom's jacket pocket a few days before she disappeared. He also says Charlie has a gigantic toy room, bigger than this whole building (Charlie Littles' Toy Room).

Will got her Candy from Carter (the Bowl fight club).

INVESTIGATING THE RETURN

Will behaves normally, although she seems tired and somewhat detached. However both Beth and Albert are alarmed at Will's behavior. According to them, **Will was always upbeat and witty.**

Will is a Sleeper; that much is evident in a conversation and can be confirmed beyond the Mist. She has no memory of being a Rift and only vaguely remembers going to raves in the Industrial Zone and doing drugs, a troubled period that she's now adamant to leave behind her.

Further beyond the Mist, Will has the furnace trace (see The Furnace Trace sidebar, page 9).



THE PUBLIC SWIMMING POOL

The light reflecting in the water casts strange blue silhouettes on the ceiling of the City's public pool. In the fluid forms, you see sirens, sea monsters, and mermaids. A loud, wet crowd of visitors clears the olympic-sized pool in preparation for the swimming team's practice hours, leaving the place almost dead in its wake. That's when you spot the muscular middle-aged man in the red cap, the team's coach. Your eyes meet, exchanging grim looks of concern.

The public swimming pool is a backdrop location where the crew can investigate the case of Juan Delamar, the City-renowned gold medalist swimmer who lost his talent overnight.

The person to talk to is **Coach Bradley Ferrell** (Sleep-er), Juan's swimming coach, who is concerned about his failing performance in the last week. The coach would like to get professional help for Juan but he's *wary-of-bad-publicity-1*; if the crew approaches him without an invitation or some credentials (as police, a PI, a counselor, etc.), increase this status to tier 3.

Another option is hitting the locker room after practice and chatting to **Juan's teammates**. They know more about Juan's personal (and secret) life, but are *protecting-their-champ-2*, although a more talkative kid, perhaps someone jealous of Juan's success or someone deeply concerned for him, could be picked out with a social **Investigate** move, circumventing the status.

Juan has been a prodigious swimmer throughout his teens (ruling out a connection between his swimming and Candy).

Since he went on "that wild weekend" when he didn't come home, his performance crashed: he seemed to have lost every ounce of swimming talent he once had. Where once he would gracefully cut through the water, he now seemed comparatively clumsy, swimming with good technique but lacking his former extraordinary strength and competence.

The Coach worked hard to keep this indiscretion from the team's administrative staff, fearing Juan would be expelled from the team. He is very eager to get Juan back in his game.

Juan used Candy to find love. Being of homely appearance and suffering from insecurities, Juan had trouble initiating romantic relationships with girls. A few weeks ago he started dating a girl from his college, but she left him after that fateful weekend.

One of his teammates knows Juan has been going out to the Industrial Zone (the Bowl fight club) since he was seventeen. He also picked up an empty Candy wrapper that Juan once dropped.

Juan got his Candy from Carter (the Bowl fight club).

At some point, Juan himself may show up for practice (or the crew may find him at his family home). He is a lean, dark-haired young man of below-average height, about twenty years of age, carrying a duffle bag with swim gear. He is quiet, calm, and keeps to himself.

During practice, Juan seems to go through the motions mechanically. Other swimmers as well as Coach Farrell stare at him and whisper, but this does not elicit any reaction from Juan, not even a shrug or a clenched jaw as one would expect. **He simply seems numb.**

Juan doesn't remember the details of his Candy addiction and weekend bender. All he was told when he woke up is that he dabbled with the wrong drugs and had a bad trip, and that it could cost him his swimming career. People around him berate him for squandering his talent, but he doesn't really care. **He is seriously considering quitting swimming.**

While he still looks quite plain, **Juan no longer displays some of his Mythos's facial features as seen on a past team photo:** a pug nose, bony protrusions, and bulging eyes.

Beyond the Mist, Juan is a Sleeper. Further beyond the Mist, he carries a trace of the furnace Mythos (see The Furnace Trace sidebar, page 9).

CHARLIE LITTLES' TOY ROOM

Something bends and twists when you approach the corner of Charlie's room; you're not sure if it's the walls, space itself, or your mind. On the other side of that gut-wrenching feeling, red brick walls tower dozens of feet overhead and stretch as far as that into the dark. Several gigantic piles of toys – action figures, models of vehicles, toy bricks of all kinds – create a topographical terrain that rolls onto an expansive wall-to-wall carpet. In between them, there sits a young boy, playing, until he notices you and shouts: "Do you have more candy? I want more CANDY!"

Charlie Littles is a mean bully and a boy Rift who, thanks to his "voodoo" doll Mythos, can manipulate people and objects by moving any small model that resembles them. Charlie stole Candy from Will Harris using her son Albert (who attends the same school as Charlie) and discovered it can grant his wishes, so he wished for toys, lots of toys, and a toy room big enough to hold them. He has spent hours of fun in his magical toy room in the past week but now, as his toys are beginning to fade away and the toy room is starting to shrink back to its original form (a corner in his small bedroom), Charlie is desperately craving more Candy.

The crew may arrive here if they heard rumors that indicate wish-fulfillment is involved, if they chemically or magically traced the Candy here, or if they follow the lead from Albert, Will Harris' son. The action elements in this scene can provide a change of pace from the investigation, while rewarding the crew with plot-propelling information.

The Littles are a family of four who live in a modest 3-bedroom apartment not far from Will and Albert Harris. All other family members are Sleepers and have no idea that Charlie's toy corner has turned into a giant toy room: they simply don't remember this corner being so roomy, or when they bought all these toys. For Rifts, the toy room is the size of a large hotel lobby, accessed through Charlie's room corner. At its center, amid piles of toys, sits Charlie, a freckled plump boy with a mop of brown hair.

CHARLIE'S PLAN

When he began desiring more Candy, Charlie came to see the psychedelic moonlit pebbles and followed them to the factory. However, he was too afraid to enter. Charlie is now shopping for appropriate Rift bodyguards to accompany him to the furnace. When he notices Rifts entering his Conjured room, Charlie will seek the strongest ones among them and immediately try to take control over them. Charlie is cruel as only kids can be;

he will even threaten to hurt one PC if another doesn't do as he says, or use one PC to hurt another. He will later lead controlled Rifts to the old Aurora Glassworks factory to serve as his bodyguards and buyers to get more Candy. **Note that this way, Charlie can potentially allow the crew to skip the second Depth.**

CHARLIE ★★★

SUBDUE 1 / BEFRIEND 4 / THREATEN 4

- **Bodyguards:** When Charlie takes a status from which his bodyguards can protect him, the bodyguards take the status instead (use Giant "Voodoo" Toys).
- **Bully:** When you give Charlie a friendship status, unless you're doing something cool or act mean to someone else, reduce its tier by 2. When Charlie takes a threatening status, reduce its tier by 1.
- **Fit of Rage:** When you defeat one of Charlie's toys, remove any statuses on his *befriend* or *threaten* spectrums.
- Pick up a small toy and start manipulating it, animating a giant version of the same toy that's in the toy pile (Create a new Danger: Giant "Voodoo" Toys; Charlie can only control one toy in each hand and must set a toy down to manipulate something else. A Giant "Voodoo" Toy whose smaller counterpart was set down cannot make any Danger moves.)
- If he has a toy that looks like someone or something, manipulate them (*controlled-3*) or hurt them (*stabbing-pain-3*)
- Search the pile or his pockets for a toy that looks like someone
- Stuff his mouth with some Candy and wish for toys that look like the crew (allowing him to control them)
- Cackle cruelly when his toys pummel someone

GIANT "VOODOO" TOYS ★★★

HURT OR SUBDUE 5

- **Monstrous:** When a Giant "Voodoo" Toy takes a status that is countered by its large size, reduce its tier by 1. When the MC makes a hard move with a Giant "Voodoo" Toy, she can hit two targets or hit a single target for +1 tier.
- Give someone a bear hug (*restrained-3*) or a powerful thump (*disoriented-3*)
- Activate a special feature of the toy such as firing laser beams, flying above the battlefield, throwing a flash grenade, etc. (make an appropriate hard move)
- Awkwardly move towards their target, arms flailing.

DEPTH 2: SEARCHING FOR BREADCRUMBS

DRUG DEALER FOXY SUPREME

Shimmering blue in the hard neon light, Foxy Supreme's poised figure is snuggled in a lavish white fur coat and a sparkling, diamond-like mini dress. From the way she moves, placing every high-heeled step softly in front of the other, you're guessing her moniker is well-deserved. Her eyes, framed in loose blonde curls, hunt down yours; you get the feeling if anyone survives the night, it's going to be her.

Foxy Supreme is a dangerous, nihilist, drop-dead-gorgeous drug dealer and a veteran Rift. She worked for the original Gingerbread Witch, Rosina Leckermaul and then switched allegiances to Rachel Woods (Gretel) when the latter pushed her old boss into the furnace. For the past month, she has been distributing more Candy than ever for her new boss, earning herself a small fortune. She knows such greed is bound to backfire but she doesn't care because thanks to her Mythos and her resourcefulness, no one can ever catch her — or at least, so she believes.

Locating this high-caliber criminal is a challenge.

PCs will need their street smarts and underworld connections to arrange a meeting with her. If they come across as potential Candy buyers rather than a threat, they will get more cooperation from Foxy's associates (such as Carter in the Bowl fight club).

- If a meeting is set up, it will take place at a City location away from prying eyes: under a highway bridge, on a rooftop, in an empty parking lot overlooking the bay, or in a smokey alley.
- If the crew catches Foxy off guard, she may be at a luxurious hotel room or down at **the Elixir**, a suave lounge bar, both of which could be located in the *Tourist Trap* district.

Foxy Supreme is a cunning and adaptive crook. An interaction with her is just as likely to end with her escaping or with one of the PCs taking Candy (leading to Trippin') as with the crew obtaining useful information. Foxy will use her hard move to read the PCs and offer them their heart's desire, triggering Mysteries and Identities like there's no tomorrow. If the crew somehow gets her to talk, she knows a good deal about the Candy operation.



FOXY SUPREME ★ ★ ★

In Greek Mythology, the Cadmean Vixen was sent by the gods to harrow the city of Thebes by eating their children. She was impossible to catch, so when she came to be chased by the hound from which nothing escapes, Zeus was forced to prevent the paradox by turning both fox and dog to stone, and then to constellations in the sky.

As the Rift of the same story, Foxy Supreme can transform into a mythic-sized silver vixen. More incredibly, she cannot be caught in any way. In both her forms, she can evade any trap or restraint with tricks that range from mere sleight of hand to passing right through barriers or disappearing altogether and appearing elsewhere. She can be hurt, but not killed, because that would mean she was caught. She cannot control this destiny; whenever someone is about to land a killing blow on her, she is forced to flee.

If you want to limit Foxy's powers, give her a *paradox:4* spectrum and a *law-defying-1* status every time her *restrain-or-catch* immunity or her **Uncatchable** move triggers. When *paradox* maxes out, both her and her would-be captor turn to stone, as per **Zeus's Paradox**.

Note that Foxy's powers render her immune to the *caged* status Rifts get when they enter the Gingerbread House Enclave, but since she's steered clear of there so far, she isn't aware of this.

HURT (FORCE TO FLEE) 2 / RESTRAIN OR CATCH -

- **As Cunning as a Fox:** When Foxy Supreme enters the scene, give her *ahead-of-the-game-2*.
- **Uncatchable:** When Foxy Supreme takes a status that would limit her freedom or leave her at the

mercy of others, she escapes instead (**Deny Them Something They Want**).

- **Confident:** You cannot **Convince** Foxy with threats that she thinks she can avoid with her Mythos.
 - **Zeus' Paradox:** If someone still somehow succeeds in catching Foxy Supreme, they both *turn-to-stone-5* just before her capture catches her, until the end of the next downtime.
 - **(As the Cadmean Vixen) Monstrous:** When a Foxy Supreme takes a status that is countered by her size, reduce its tier by 2. When the MC makes a hard move with Foxy Supreme, she can hit two targets or hit a single target for +1 tier.
-
- Read someone, sussing out what they wish for the most, and then offer them Candy to obtain it (**Complicate Things, Bigtime**)
 - Become irritated, shed her clothes, and transform into a giant fox (**Complicate Things, Bigtime**), biting and clawing (*slashed-3*)
 - Make a run for it (as a woman or a vixen) and disappear into the night (**Deny Them Something They Want**)
 - Swallow a child whole (*swallowed-5* or **Make Something Horrible Happen**)
 - Seduce someone with her charm (*seduced-2*)
 - Call on her underworld contacts for help (Create a new Danger: Underhand Naga Gangsters, page 20, or any appropriate criminal Danger from the *MC Toolkit*, starting on page 145)
-
- Seductively look someone up and down as they approach her
 - Deftly avoid simple attempts to restrain her

Foxy gets Candy delivered by the Underhand Naga Gang. She made it her business to know where the Candy drug lab is located, although she never speaks about it or visits it.

Foxy doesn't use Candy. She knows that people who use it somehow get everything they want for a short while but then lose their powers. She's got better ways of getting what she wants.

Foxy keeps track of her dealers, but not their clients, for deniability. She knows nothing of Will, Juan, or Charlie, where they got their Candy, or where they've been afterwards.

Before Leckermaul was replaced, things worked differently. She was instructed to send high-volume customers directly to the "Factory" at the old Aurora Glassworks factory. She never saw them again. Since the new version of Candy arrived they've been driving more of it, but people don't use it for long. It's not ideal for her business, but she's rolling with it for now.

Foxy and Leckermaul were friends, as much as people in this business can be. She suspected Leckermaul was behind Candy. A few weeks ago the Underhand Naga Gang brought the zoned-out old lady to Foxy; someone took Leckermaul out of the game.

THE CANDY DRUG LAB

Asian dance music is blaring through the converted basement. You make your way around a hanging tarp, construction debris, and discarded plastic vats that reek of saccharine chemicals, until you make it to the main room. Under rows and rows of fluorescent lights, a small army of workers sitting at a dozen makeshift tables work a chain, preparing, processing, dividing, and then packing the merchandise. Armed guards watch over the floor. In the corner there are crates of Candy ready to ship, labelled with the recognizable storybook "C".

The Candy drug lab is situated in a converted basement space of a textile factory in the Industrial Zone. It is operated by **the Underhand Naga Gang**, an Asian ethnic street gang of mixed Cambodian, Vietnamese, Thai, and Chinese origins. Despite its mythic name, the gang members are all Sleepers, although a handful of the lab workers who have had long exposure to Candy have become Touched by it.

This is a good location for a suspenseful scene, if the crew is sneaking in, or an action scene, if they charge in or if things go south. Investigating this location allows the crew to complete the picture about Candy manufacturing, pointing them at the source of the drug.

The gang picks up a vat of pure Candy once a week at the loading dock of the old Aurora Glassworks factory. There is no one else there during pickup. There is no evidence of the gang paying for the drug.

The gang processes the drug here and sells it via the network of drug dealer Foxy Supreme.

The operation was set up with **Leckermaul** while she was still around. A month ago the gang members found an oblivious Leckermaul cuffed to the railing next to the vat of Candy with a note saying "business as usual". They took her to her friend, Foxy Supreme.

Obtaining pure Candy makes it easier to study its properties (see under Candy, page 6).

AWAKENED CANDY LAB WORKER ★★

Life in the drug business isn't usually as glamorous as Foxy Supreme's lifestyle. Candy lab workers, some of them young teenagers and others elderly, work 18 hour shifts, and in the process get exposed to dangerous chemicals. Those who have handled Candy for extended periods of time sometimes become awakened by it. The most eminent effect of this awakening is that, if they dare to taste Candy, it can fulfill wishes for them.

There are currently three workers in the lab who have tried this, and they will defend the lab with the ferocity of those who defend their dreams: it's their only source of Candy.

HURT OR SUBDUE 1 / TURN 5 / RESTOCK 2

- **Eat Candy:** When you make a move against an Awakened Candy Lab Worker, if *restock* isn't maxed out, she takes a bite of Candy and makes a wish (see hard moves). For every wish she makes, with any Danger move, she takes *running-out-1*.
- Wish an attacker's weapon out of existence (burn any appropriate tags)

- Wish to be stronger or invincible (increase *hurt-or-subdue* maximum)
- Wish a subway car would come crashing through the wall and hit her enemy (*run-over-by-a-bus-4*)
- Materialize an oversized gun she aims poorly (*flesh-wound-2*) or an elaborate katana she wields sluggishly (*nasty-cut-2*)
- Materialize a large object, such as a fridge or a vault door, and use it as cover (temporary *behind-cover-3*)
- Wish an enemy would dance with her (*compelled-to-dance-3*)
- Wish an interloper would be bound in steel chains or bubblegum (*restrained-3*) or have them comically face the wrong way (temporary *vulnerable-2*)
- Wish the Candy table or vat closer so she can grab lots of Candy (remove all statuses from *restock* and increase its maximum)
- Reach for more Candy (remove all statuses from *restock*)
- Laugh hysterically as she sets her Candy power loose
- Wish for a badass outfit

UNDERHAND NAGA GANGSTERS ★ ★ ★

Underhand Naga Gang members wear cargo or camo pants, work boots, and light navy jackets over beige shirts. They often wrap their hands with rope, and wield signature jury-rigged SMG-tonfa hybrids that allow them to fight both hand-to-hand and at range without needing to draw another weapon. All gang members are trained in Khmer or Thai martial arts, mostly Bokator.

HURT OR SUBDUE 4 / THREATEN 3

- **Collective:** This collective has a few members and a size factor of 1.
- **Guard:** When an Underhand Naga Gangster is on the lookout, give her *alert-1*.
- **Tonfa Parry:** When an Underhand Naga Gangster takes a hurt or subdue status that she can block with a tonfa or avoid with martial arts moves, reduce its tier by 1.
- Sprayfire with submachine gun (give the attack *hard-to-dodge* and then give the target a *gunshot-wound-3*)
- Set up an opponent with a knee strike (temporary *vulnerable-2*) and then land a knockout blow with the tonfa (*broken-teeth-2* or *disoriented-3*)
- Call for backup (increase size factor by 1)
- Adopt the Bokator naga stance, brandishing her jury rigged SMG tonfa

HANS' LOFT

Hans' loft boasts a panoramic view of a grim industrial landscape. Instead of overlooking skyscrapers, the top-floor open-space pad is beset by cooling towers and rusted silos dotted with slow-pulsing red warning lights. Inside, the renovated loft would seem fancy, except for the random piles of turned-out pocket content and laundry covering everything, from the new sofa to the expansive modern kitchen island. This guy is a serious slob, so how the hell can he afford all this?

Hans Woods is the brother of the new Gingerbread Witch, Rachel Woods, and the biggest chink in her armor. Beneath the chilled-out, groovy DJ facade, he is haunted by guilt over his part in his sister's operation. He's been using Candy to distract himself by living out the life he always wanted when he was just a street rat, but in doing so, he draws attention to himself as the only Candy user who had gone missing (when Leckermaul got him and his sister) yet did not lose his powers.

Whether the crew learns of Hans from rumors in the Rift underworld or Hans turns to the crew for help himself, they may end up here trying to get more information from him or even catch him.

INVESTIGATING THE LOFT

The place seems to have undergone extensive renovations recently. Before the renovation, it was nothing but an abandoned dump, more suitable for broke squatters than a superstar DJ. **Beyond the Mist, it is laced with Candy wish-fulfillment magic.**

There's an extra room reserved for a young woman, to judge by the clothes in the wardrobe. It does not seem to be lived in. Seeing as it is a separate room, it is most likely not intended for a lover but for a friend or a family member. Psychometry and divinatory powers can reveal some of the siblings' past and point to the old Aurora Glassworks factory, where the trail ends abruptly.

There's Candy and Candy wrappers everywhere, as if Hans has a lifetime supply. This may contradict his previous claims that he has come to Leckermaul's house for more Candy.

INVESTIGATING HANS

Between repressing his own guilt and protecting his sister, Hans will try to avoid any direct questions by the crew; give him *hiding-something-2* or *avoiding-the-subject-1* if the crew hasn't given him a good reason to open up. The following clues represent what Hans knows, not necessarily what he is willing to reveal.

Hans's sister, Rachel, took over the Candy business from Leckermaul, after Leckermaul tried to get her in a furnace. Hans doesn't know what the furnace does, only that Leckermaul came out "alive and braindead". Rachel approached the people Leckermaul was working with when they came to collect and got to run the show, but Hans doesn't know who they are.

When Hans and Rachel got hooked on Candy, their dealer at the time, Foxy Supreme, pointed them to the old Aurora Glassworks factory, where "a magical door" took them to "another world". That was when Leckermaul forced them into cages.

Hans feels guilty. Instead of standing up to his sister as he should have, he let her use witchcraft to borrow some of his ability and put it into her Candy, leading her victims straight to her.

Hans thinks Rachel isn't a bad person. She is just a go-getter, a survivor who is trying to make the best of her situation and who is haunted by the years she spent hungry on the streets with nothing to eat. **He is worried, however, that she's done some very bad things.**

Hans is always able to find his way back "home", no matter how lost he is. "Home" is a feeling which he currently feels towards his loft and his sister, so he is able to travel to and from the Gingerbread House Enclave, although he hasn't been there since he helped improve the Candy recipe. **He is able to bring along one more person.**

TRIPPIN'

When a PC or a supporting cast character who has consumed Candy starts craving more, they begin to hallucinate a trail of glowing blue pebbles that leads them into the night (even if it's daytime). Following the trail leads the Candy user through an urban forest (back alleys, subway tunnels, rooftops, canals, etc.) to the old Aurora Glassworks factory. During this time, the Candy user is moonstruck (at your option, *moonstruck-3*) and only half aware of what is happening around her.

As the character is making her journey to the Candy factory, you can set the scene by narrating or ask the player to narrate what the character is feeling and thinking about her wishes and what was it like for her to see them fulfilled and then fade away.

DEPTH 3: LOST IN THE CONCRETE JUNGLE

THE OLD AURORA GLASSWORKS FACTORY

The trail leads you through alleys and across roads, under highway bridges, and past cooling towers. It ends abruptly at the foot of a red brick wall on the side of an old abandoned factory, probably here since the roaring days of the City. There's a perturbing silence all around. Not far from there, you spot the rotting wooden double gate, locked with a chain, where a fading "KEEP OUT" sign dangles. Peeking inside, you see the scant light filtering through the skylights and faintly illuminating a bare and dusty hall lined with concrete posts, utterly empty. The only object there is an old, shut down industrial furnace, its mouth gaping in a mean ole smile.

The old Aurora Glassworks factory is a *thin place*, a transition point between the City and the Gingerbread House Enclave. The factory is the only entrance to the Enclave; however, this particular thin place only allows in those who have consumed Candy, the Gingerbread Witch's victims-to-be (although she can allow others in at her discretion). The factory is also used as a collection point for both pure Candy made by the Gingerbread Witch (collected by her distributors, the Underhand Naga Gang) and the Ichor extracted by the furnace (collected by her employers, the alchemist cult *Magnum Opus*).

ENTERING THE ENCLAVE

Rifts who have consumed Candy may immediately enter the Enclave. If they are outside the factory, any entrance to the factory leads into the Enclave: the main gate, a back door, the landing dock doors, etc. A magical passageway may even appear on the exterior walls. If someone consumes Candy inside the abandoned factory, they may find their way into the Enclave at the middle of the main hall, behind a post, in a stairwell, or even inside the old furnace. **Candy users crossing over may not even realize they travelled to the Enclave.** The passage may appear in different places for different people. To those who cannot access the Enclave, they seem to simply vanish.



All other characters cannot normally enter the Enclave. When they enter the factory, they enter the abandoned, empty version of it that exists in the City. Characters with the power to travel between dimensions and realms must **Stop. Holding. Back.** and make a significant sacrifice to cross over alone, or a no-return sacrifice to bring others with them (the same restriction may also apply on the journey back, as fitting the situation). Alternatively, characters with the Mobility theme improvement **Ain't No Mountain High Enough** can travel into the Enclave once per session, but may not be able to travel back out in the same session, nor bring anyone else with them, unless the MC approves it.

If present, Hans can help bring over PCs one-by-one, but he will need real, concrete assurances that Rachel won't be harmed. If anyone tries to influence his mind around this point, they trigger his **True Love** move. To secure his sister's safety, he may ask or trick the PCs into taking Candy. Similarly, if Charlie is present and discovers one of the PCs under his control can't cross over to the Enclave, he may force feed them Candy.

WHY SO IMPREGNABLE?

The difficulty of penetrating the Enclave serves multiple purposes in this case:

- Set up the Enclave as Rachel's drug fortress
- Drive more PCs to use Candy before they enter
- Serve as a barrier for crews arriving from other cases so that they must investigate this case first before continuing into the Enclave.

Depending on the cinematic effect you wish to achieve this could be a barrier the crew scales quickly or a dead end that forces them to stake out the factory for weeks.

LEAVING THE ENCLAVE

In the other direction, **characters burned in the furnace are expelled from the Enclave thereafter** and appear in the empty factory, having lost or rapidly losing all memory of their life as a Rift, including what happened in the Enclave (thanks to the Mist). Others may only leave the Enclave with Rachel's conscious consent or if they take possession of the Gingerbread Witch Tincture and use it to open the passage.

INVESTIGATING THE FACTORY

Snooping around the factory may yield some interesting clues but not without some risk. Rachel can easily

peer from the Enclave into the factory and spot the interlopers. However, she isn't always watching and she prefers to remain hidden and let snoopy individuals come up empty handed over acting and exposing her base. Later, she can instruct the Underhand Naga Gang to follow them and teach them a lesson. If something happens in the factory that requires intervention, or if a lone Rift wanders in and she spots an opportunity, Rachel may send out one of her Gingerbread Men (see page 26) to tackle the problem.

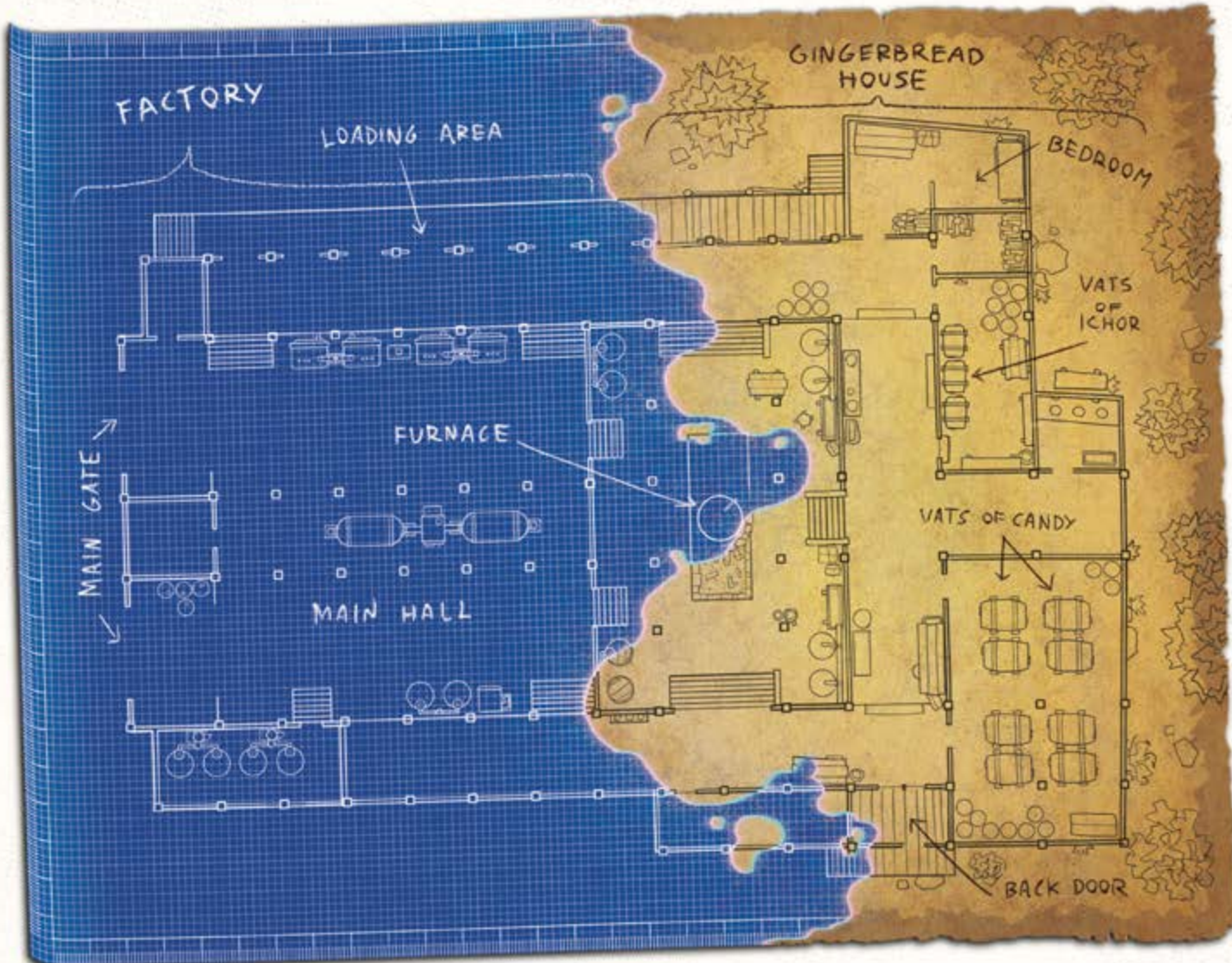
This is where people disappear. Will Harris, Juan Delamar, Hans Woods, and any other victims of the furnace vanished here a day or two before they showed up again (if they did). Rosina Leckermaul appeared here about a month ago. This can be detected with an uncanny sense of smell, retrocognition, finding a torn piece of fabric from their clothes or a personal belonging, or reviewing CCTV recordings outside the factory.

The Underhand Naga Gang picks up pure Candy on the loading dock at the back of the factory once a week. They scope out the location for a while until the vat simply appears.

A group of Magnum Opus Disciples picks up vats of an iridescent viscous substance (Ichor) and possibly unloads blindfolded people (Rifts) into the factory. They arrive late at night in a truck that they reverse up against the loading dock, hiding their activity as best they can. See [Magnum Opus Shipment](#) below.

Beyond the Mist there lies the Enclave. Rifts aware enough or lucky enough can get a glimpse of what is happening inside, although it will likely be brief and vague. Rifts **Investigating** with the magical arts (instead of using their Mythos to Look Beyond the Mist) may bump into the Gingerbread Witch's *obscuring spell*.

Further beyond the Mist there is a faint, almost forgotten hint of a powerful dark magic that was unleashed in this furnace many years ago: the shards of Dr. Krystal Knight's Devil's Mirror. Pulling on this thread may lead to investigating the Aurora Glasswork company (see [Broken Glass](#)), connecting to [The Personal Vein](#).



MAGNUM OPUS SHIPMENT

The following scene connects directly to the subsequent cases in *The Mystical Vein - Cult of the God-King* and *The Alchemist*. Use it only when you're ready to have the crew start investigating these cases.

The factory is a nexus of the mystical vein where all three cases meet. Magnum Opus, Armand's cult, needs the furnace to extract Ichor from Rifts, with which they feed their master's alchemical search after the Elixir of Life. Roughly once a month, they arrive to collect the Ichor and drive it to the Canseliet Manor, where Armand's lab is located (described in *The Alchemist*). On that occasion, if they have newly-awakened Rifts from the Catacombs (the "Lambs", described in *Cult of the God-King*), they bring them shackled and blindfolded to the factory to be burned in the furnace.

The forced-Rifts are later released to live their lives, minus their Mythos soul, and Magnum Opus picks up their Ichor the following month.

Each such shipment is therefore a high-stakes, maximum-security operation for the cult. At the very least, a group of Armand's **Advanced Disciples** (see *The Alchemist*) is operating the truck and securing the exchange. If the cult is on high alert and expecting problems, or if you simply want to increase the difficulty of disrupting its operations, the **Yakuza Yokai**, assassins who pledged themselves to Armand in exchange for demonic powers (see *Cult of the God-King*), will be watching over the truck in close proximity.

Following the truck or sabotaging the exchange could lead to either of the other two cases in the vein. This scene can also be played after a showdown in the Gingerbread House Enclave, whereby the Magnum Opus cultists arrive to find Rachel overthrown, collect the PCs' Ichor, or both.



DEPTH 4: THE GINGERBREAD CONSPIRACY



THE GINGERBREAD HOUSE ENCLAVE

Strangely, the first thing you hear inside the factory is the crackle of firewood burning. The factory is dark and quiet, but it no longer seems abandoned: a ruddy, warm glow flickers on the walls. You pass by a dark timber post, smoothed by years of wear; it leaves brown, sticky, bitter-sweet stains on your hand. Above you, you notice for the first time the corrugated steel ceiling is supported by rough wooden logs. There is a syrupy smell in the air, and somewhere nearby you hear something bubbling. Eventually, you step into the firelight that comes from an enormous furnace, although now you wonder if it's just an oversized stove. Against the blazing fire of the open door, there's a shadowy silhouette of a slender girl gazing into the flames.

The Gingerbread House Enclave is the heart of the Candy operation and the abode of the new Gingerbread Witch, Rachel Woods. This is both where Candy is manufactured and where Candy leads: the furnace, and the end of one's Mythos.

The Enclave is a mirror image of the factory it resides in, but it is superimposed with the Mythos of the Gingerbread House (a house made of sweets). The walls, posts, beams, doors, and windows of the Enclave are a strange mixture of industrial and cabin construction; upon closer inspection, they are revealed to be made of cookies, chocolate, and glazed sugar – and suffused with Candy. Cabin furniture and the flickering firelight also hint at the Mythos of this place. As with the factory, the furnace is set at the center of the Enclave, although here it is active and shaped more like a fairytale stove. There are vats of pure Candy stored in the back of the Enclave, close to a large cauldron, where Rachel concocts the drug. Anyone foolish enough to try to consume Candy within the Enclave gets *caged-4* instantly (without **Facing Danger**), but no wish is fulfilled.

THE CAGES

Candy users who enter the Enclave are soon engulfed by psychedelic iridescent lights which form a cage around them (*caged-4*, without **Facing Danger**). Only they and other caged individuals can see its luminous frame. The cage limits the mobility of the person inside it like a material cage and its scintillating energy counters the use of Mythos powers. Any action to break out of the cage or affect anything outside it from inside is affected by this status. Attempts to reduce this status from the outside are not affected by the status (assuming the rescuer isn't caged herself) but require arcane know-how to undo its magic as the cage has no lock and its "bars" are made of shifting energy. It is possible to reduce the status partially, but the status must be fully removed to free a character from the cage.

The bearer of the Gingerbread Witch Tincture – currently Rachel Woods – knows intuitively when a cage was triggered. She also controls the cages and can manipulate them around the factory space (as if she is telekinetically moving her captives), though it requires gesturing or snapping her fingers. Captives can resist being moved by holding onto something through the "bars" of the cage, but such actions are hindered by the *caged* status.

Rachel uses the cages to force her captives into the furnace. Once she has made the soft move to direct a cage into the furnace, the PCs may make one or two moves before the cage and the captive enter the burning furnace, and optionally another move before the furnace door shuts. Forcing a cage or someone inside to move against the instruction of the Gingerbread Witch incurs the *caged* status.

INSIDE THE FURNACE

The shared invention of Armand Kai and the original Gingerbread Witch, the furnace "cooks" Rifts so their Mythos essence can be "sucked out" of them. The furnace container is made of industrial-grade materials and is difficult to break (*break:5* and reduce all physical harm statuses by 2). The flames of the furnace are cool and do not harm Sleepers or non-Relic inanimate objects. As with the cages, the furnace responds to gesture commands from the bearer of the Gingerbread Witch Tincture.

When a Rift is inside the burning furnace, they take a *Mythos-burning-4* status periodically. During this painful process, they feel their essence leaving them while sparks, smoke, and other effects related to their Mythos explode all around them. Depending on your cinematic considerations and the challenge level you want your crew to face, this status can be given either

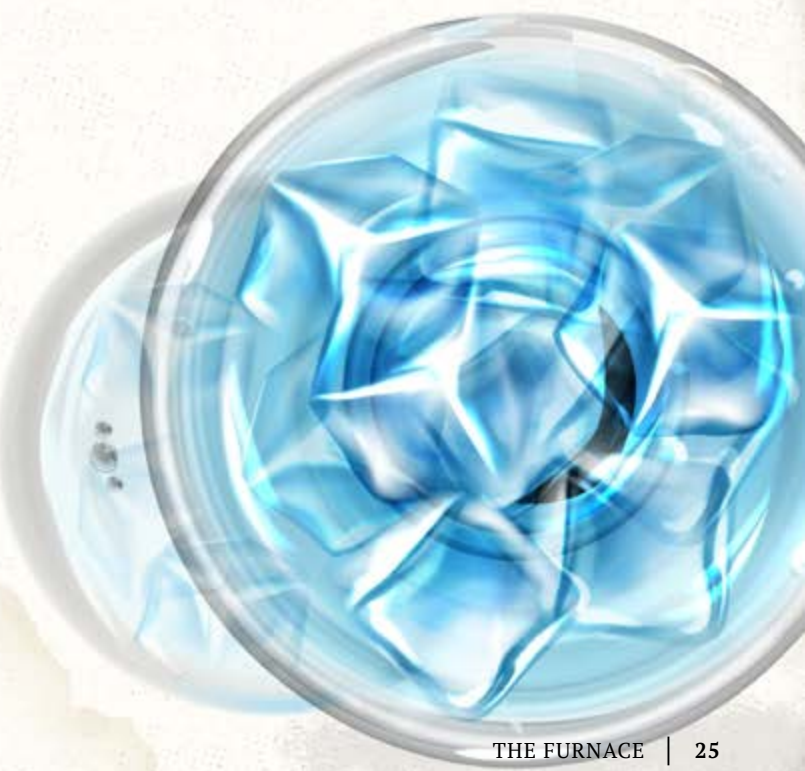
as a hard move (slower cook, allowing more opportunities to escape) or as a soft move (rapid cook, creating extreme pressure and possibly dire consequences). At tier-6, the Rift becomes a *Mythos-drained-Sleeper-6*.

Soon thereafter, Ichor starts dripping heavily out of a pipe at the back of the furnace, glimmering with the Mythos' colors and radiating feelings, ideas, and psychic images of the story of the Mythos. At this point, Ichor is stable and dormant and its Mythos energy cannot be easily activated; however, it is an extremely corrosive substance.

If an attempt to interrupt the process fails, especially if this occurs while the Rift tries to **Stop. Holding. Back.**, and the *Mythos-burning* reaches tier 6, she may transform into a Gingerbread Man instead of a Sleeper. The Ichor from Gingerbread Men is contaminated and unusable, its Mythos dissipated; no one studied yet where these poor souls' Mythos transfers in such a case.

THE GINGERBREAD MEN

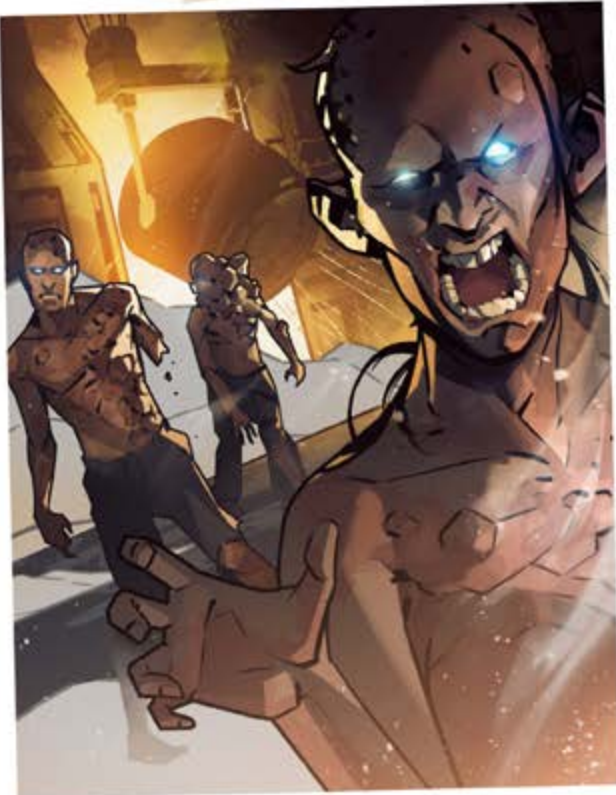
Scattered around the dark recesses of the Enclave are some twenty or so of Rachel's victims whose "cooking" went wrong, the Gingerbread Men: burnt, gnarled, rust-colored wights, oozing neutral white Ichor. Their intellect damaged and their body infused with the furnace Mythos, the Gingerbread Men respond only to simple commands from the Gingerbread Witch. Rachel uses them as a second line of defense in case unwanted guests invade the Enclave or a Rift somehow breaks loose. When she calls them, these zombie-like creatures emerge from the shadows and do her bidding. Anyone **Sneaking Around** the Enclave may also bump into them inadvertently.



THE GINGERBREAD MEN ★★★

HURT OR SUBDUE 4 / BURN - / AFFECT MIND -

- **Collective:** This collective has a size factor of 1 or 2.
- **Damaged Intellect:** When you try to fool the Gingerbread Men, give them *dull-witted*.
- **Ichor Splatter:** After you strike the Gingerbread Men in hand-to-hand combat, take *corrosive-burn-2*.
- Grip someone with great strength and drag them along (*restrained-3* and *corrosive-burn-2*)
- If unchecked, try to eat someone, drooling corrosive Ichor on them (*corrosive-bite-3*) or sucking their Mythos into the neutral Ichor (burn one Mythos tag)
- Skulk in the dark recesses of the Enclave, dragging their burnt feet
- Croak horribly, their open maws overflowing with Ichor



FACING RACHEL WOODS

When the PCs reach the furnace, Rachel Woods is there, working. She could be concocting more Candy, but ideally, she is about to cook one of the PCs, a regular member of the supporting cast, or a beloved NPC.

Rachel is a petite woman, rocking a goth leather and black lace outfit (a taste in fashion she picked up from the Gingerbread Witch Tincture). Feeling herself all-powerful and in control, she walks around the furnace swinging a baseball bat and chomping on (regular) candy. She is confident and sassy, as befitting her go-getter personality.

There's a story behind Rachel's ambition. Not unlike her alchemist boss, whom she never met, Rachel Woods is running from something, in this case her past as an orphan living in poverty. The drive to survive that helped her through a rough childhood on the streets still guides her and she is convinced that she does what she does for her survival and the survival of her last remaining family member, Hans. She is determined to make enough money from the Ichor business to never again have to live in poverty, and to do so, she had to not only seize the opportunity that fell in her lap but also harden her heart to the suffering of her victims. She tells herself that turning Rifts into Sleepers may even be better for them and that "that's what they get for the fun they had" fulfilling their wishes. Little by little, she has turned as dark and as twisted as the Gingerbread Witch herself.

Rachel is here to make Ichor. It makes little difference to her whether the crew tries to save themselves and other Rifts, sabotage the furnace, bring her down, or change her mind; anyone who gets in her way will end up cooked or dead. The one exception to this is Hans, whom she will not hurt (as per True Love), but not hurting Hans doesn't necessarily mean doing what he wants. If Hans gets in the way, Rachel may restrain or subdue him to get the job done.

Streetwise, savvy, or sensitive PCs could figure out Rachel's ambition and past trauma. Mind readers may be hindered by her move **Defense Against Magic**.

In the gallery, under Rachel's bed, there are six duffle bags full of money, her reward for the Ichor she harvested for Magnum Opus.

Rachel doesn't know the people who collect the Ichor or their "Master", but it is obvious that their main concern was collecting more and more Mythoi. Trying to ambush the Ichor collecting truck leads to the Magnum Opus Shipment.

THE GINGERBREAD WITCH TINCTURE

Hanging on a chain from Rachel's neck is a tiny cylindrical vial no larger than a finger, containing a syrupy caramel-colored liquid: the Gingerbread Witch Tincture. This is the source of all her Gingerbread Witch powers. Rachel also retains her own Rift powers thanks to the connection between the two Mythoi and Armand attuning the Tincture to her specifically.

The following effects are created and sustained by the Gingerbread Witch Tincture. Even if Rachel loses the Tincture in a struggle:

- **Candy** still causes Rifts entering the Enclave to be caged;
- **the cages** operate normally and continue moving to the destination they were last instructed;
- **the furnace** fire continues to burn or remains dead;
- **the Gingerbread Men** follow their last orders; and
- **the Enclave** remains accessible only to Candy users.

To stop or change these effects, a PC or NPC must seize the Tincture vial and successfully control its power. For a Rift PC, taking momentary control of the Tincture requires a **Stop. Holding. Back.** move with a significant sacrifice and allows the PC to issue a handful of commands to the Gingerbread Witch creations in the above list before the connection breaks. PCs with arcane knowledge may use it to **Go Toe to Toe** with the Gingerbread Mythos in the Tincture for the same effect.

Attempting to take permanent control of the Tincture can have a negative, neutral, or positive outcome depending on how her own Mythos interacts with the Gingerbread Witch Mythos. Read more about activating Tinctures in *The Mystical Vein*.

Studying the Gingerbread Witch Tincture shows it was made of refined Ichor, extracted from Rosina Leckermaul.

The Gingerbread Witch Tincture can be studied to learn more about Tinctures in general. It may also point to Armand's manor (see *The Alchemist*) but will more likely draw an interception attempt by Magnum Opus Disciples or the Yokai Yakuza (see *Cult of the God-King*).

RACHEL ★★★★★

HURT 2 / SUBDUE 5 / CONVINCE HER TO STOP 6

- **Go-Getter:** When Rachel enters the scene, give her *ambitious*-3. The MC can renew this status as a hard move.
 - **Switch Fates:** When you give Rachel a negative status that poses a danger to her body or mind, she switches places with you or turns it around so that you get the status instead.
 - **Smarter Than That:** When you **Sneak Around** against Rachel or around her, you first take *exposed*-3.
 - **Tricked:** Each scene, the MC can make three hard moves as soft moves to reflect Rachel's trickery.
 - **Defense Against Magic (Tincture):** When Rachel takes a status caused by magic, reduce its tier by 2. When you try to **Investigate** her or her domain with magic, she first takes *obscure*-2.
 - **True Love:** When you try to get Rachel to betray or endanger her brother, she takes *true-love*-5.
-
- Use the Tincture to hurl a magical spell at someone, locking them up in one of her cages (*caged*-3, may **Face Danger**)
 - Use the Tincture to free herself from spells or curses (remove 3 tiers)
 - Cut or break loose from restraints (remove 2 tiers)
 - Put some distance between herself and her pursuers by climbing the furnace, swinging from chains, and jumping off catwalks around the Enclave (give herself *out-of-reach*-2 or *out-of-sight*-2)
 - Swing at someone with her baseball bat (*winded*-2) or slash at them with a jackknife (*nasty-cut*-2)
-
- Use the Tincture to command the cages, the Gingerbread Men, the furnace, or the Enclave
 - Take pride in her "accomplishments" so far

THE GINGERBREAD WITCH TINCTURE

Relic

MYSTERY

I wonder, what do you taste like?

POWER TAGS

the furnace, *trick someone into the furnace, tempt the unwary, make objects taste sweet, magical cages, sniff out those who are lost, the Gingerbread House Enclave, fairytale witchcraft & alchemy, the Gingerbread Men, limited wish-fulfillment*

WEAKNESS TAGS

only works with the vial, increased Mist susceptibility, volatile Tincture, impulsive when angry

THEME IMPROVEMENTS

○ **Cage Mistress:** Once per scene, when you Sneak Around to lure someone into a trap using tags from this theme, on a hit, you get them to stand where you want. On a 10+, you can also give them an appropriate restraint status with tier=Power.

○ **Witches' Brew:** When you use your downtime to prepare for your next activity using this theme, you gain 4 Juice instead of 3.

AFTERMATH

Here are a few questions to consider and points to revisit when you wrap up this case:

- How did the crew members and their supporting cast emerge from the licking flames of the furnace? Did anyone lose their powers? If so, is the crew content to let them live as Sleepers or do they intend to find out how to restore their Rift comrades? Until they do, perhaps a player of a depowered character can play a secondary character that joins this cause.
- What happened to the furnace? Was it destroyed or decommissioned? Was it simply left there in the Enclave? If so, what happened to the Gingerbread Witch Tincture? If it's back on the market, many dangerous Rifts could be interested in reactivating the furnace and ending someone's Rifthood, or their own, or stealing someone's powers. Perhaps Armand Kai reinstates Rachel as the Gingerbread Witch or finds a new one, continuing his nefarious business. The Gatekeepers would kill for such a device and may quarantine the factory, setting up a strange government facility there.
- Speaking of Rachel, what was her fate? Did she pay a dear price for her unbridled self-promotion or did she get away with it? Did she repent, and if so, are Magnum Opus now after her and possibly her Tincture?
- What happened to the rest of the Candy? Did it retain its power or did it go away with the Gingerbread Witch? If it's risk-free now, what is stopping Rifts from getting addicted to it? If still manufactured, it could become a hot commodity in the Rift underworld, rattling the City's economy.
- What about the victims of the furnace, like Will and Juan? Or Leckermaul? Will the crew find a way to give them back their powers? Perhaps they don't want them back? Would it be ethical to reawaken someone without their consent? What if they are unable to give consent, exactly because of the part of them that's missing?
- If they are out of product now, what's the next move for the Underhand Naga Gang and Foxy Supreme? Are they going to find someone to make them a new drug?
- Finally, now that the crew was exposed to the Bowl and the Rift underworld in all its glory, do some go back to the fight club to seek release or socialize with others like them?