

CITY of MIST



THE UNDERTRASH

AN UNDERGROUND DISTRICT OF WARRING OUTCASTS AND ABANDONED ODDITIES



“The Undertrash is a hard place, cold, dark. It can certainly be unforgiving. But it can also be a welcoming place, where the wounded, ignored, and angry can find a sense of community. This cold, hard, dark place is our home, and we are going to have to fight for it. Nothing is free, not even the things that others discard, and the cost to protect our home will be paid in blood.”

– The Cold Queen to the Marginals

HOW TO USE THIS DISTRICT IN YOUR GAME

This PDF describes a new district in the City setting for the **City of Mist RPG**: the subterranean depths of **The Undertrash**. Here are some examples of how to use the included locations, NPCs, and Dangers:

- **Exploring the undesired.** The Undertrash is where all unwanted things end up, be them people, items, or even concepts. If your crew is hunting for something no one wants, or for something they themselves have discarded, they will find themselves delving into the Undertrash.
- **Supporting the City above through the war below.** The conflict between the factions of the Undertrash can have far reaching influence on a surprising number of conflicts above ground. The Cold Queen could be a vital ally of someone important to the crew, making her fight into their fight.
- **Laying low.** The Undertrash is a great place to escape to. Once the crew find themselves in too deep or against too strong odds, they can find somewhere to hide (and maybe even some solace) in the tunnels below. They might wait for the heat to cool down for a session or two, or maybe by encountering the Marginals and stumbling into a world they didn't know existed, start a whole new story arc.
- **Looking for an ancient treasure.** Some of the oldest Mythoi the City has ever known are hiding, or slumbering, in the depths of the Undertrash. Uncovering the *true* roots of the Old Quarter, or searching for a Relic of great importance, are worthy quests for a crew of investigators.
- **Last resort.** When a player character loses a theme that was integral to their worldview, they might find themselves unable to recover. The Undertrash will welcome them, for how long they need - maybe forever.

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It is a sad and cruel fact that the homeless, dispossessed, marginalized, and forgotten people of any city are often ignored by those more well-to-do. Where do these people go to find a sense of safety? Where can those who are detached from the structures of society find a community?

Under the City there is a place to which the truly desperate turn, those who have been rejected by society or could not fit with the norms and demands of the 'overland.' Some took too hard a hit in their personal, financial, or professional lives, pushed into the margins. Others decided to drop out of the rat race, finding it easier to opt out than rebuild. Here, everything discarded finds a home: discarded people, discarded secrets, discarded trash. Here, there is value even in the most reviled things. Here, someone can shed their old life like the skin of a reptile. And it is here, away from the prying eyes of the authorities and social norms, where misfits make their own rules.

Most residents of the City are completely unaware of the existence of the Undertrash. For them, the sewers and abandoned places underneath the City are out of sight, out of mind. They barely even mention them in rumors - surely they have better things to talk about. There is a tendency among the City dwellers to both romanticize and vilify the residents of the Undertrash: as those who couldn't hack normal society, yet live in as a place where one can be free to make up their own rules. Residents of the City who have hit on hard times, but haven't hit rock bottom, are thankful that, at the very least, they haven't had to go to the Undertrash. It is believed to be a place of last resort and last chances. Where the truly desperate go, where they are *thrown* when they are left out of options.

A handful of Avatars and Rifts are aware of the Undertrash, knowing it by a number of names: the Tunnels, the Flipside, The Dirt, the Kingdom of Shit, and other, even-less-flattering-names.

It is dirty underneath the City, both physically and metaphorically. The sewers and tunnels of the Undertrash are not nice places to live in. There are creatures with far too many legs crawling around in the dark spaces. Human waste and trash flow through the "streets" of the Undertrash. The best items are often second- or third-hand. Cables hang freely. Wires fray. Metal rusts. It is always cold and damp. It is a hard place to live, but those who make it work are universally resourceful and hardy folk - they have to be.

The factions and communities of the Undertrash will take almost anyone in, but they demand all newcomers to integrate into the new norms and odd customs of their adopted community and be ready to fight to defend it. Even the most dangerous or uninged people will be given a dry place to sleep and basic sustenance, and almost anyone can be tolerated - but the price is unquestioning loyalty.

At the top of the pecking order in the Undertrash is Yasmin Farhat, known as the Cold Queen. Farhat leads a motley community of homeless and desperate individuals who have found a sense of camaraderie with each other, the Marginals. Despite being a community of the down-and-out and penniless, the Marginals wield considerable power. Their mastery of the tunnels, sewers, and abandoned infrastructure under the City is unparalleled. They can move people and goods between remote points of the City with remarkable alacrity. They sift through the City's trash, and find valuable things with surprising regularity. Being ignored on the streets has its advantages too, allowing the Marginals to listen to secrets otherwise held in the strictest confidence. Yasmin and her people don't have money, but they do have power and very little to lose, making them savage and determined enemies who are all too easy to underestimate.

With power, comes jealousy. Directly opposed to the Marginals and the Cold Queen are Marcus Romsia, an ambitious mobster with a penchant for violence, and Jakub Grund, a jealous sociopath intent on taking the Marginals' territory for himself. Romsia and Grund recently entered into an uneasy alliance, agreeing to work together to evict the Marginals. Grund and Romsia control their own parts of the Undertrash, and are eager to exploit Marginal territory and co-opt their spy rings.

So far, the conflict between Yasmin, Grund, and Romsia has been more of a cold war, with direct violence rare and localized. That is likely going to change as the two criminals grow impatient with the situation and one another.

A war for the underground is coming.



BEYOND THE MIST

The Mist is slow and sparse in the Undertrash, leaving malignant and fanciful openings that linger longer than in other places. The Undertrash is a weird place, and the Mist is either incapable or uninterested in cleaning up Rifts quickly. Several Rifts have established themselves in small pockets into which the Mist seeps only occasionally, allowing themselves to express their Mythoi in relative safety.

The Undertrash is a claustrophobic maze of natural tunnels, sewer junctions, forgotten street car depots, and abandoned basements that are often connected by tight thoroughways or holes. In some places it has ascended beyond mere physicality, with some remote locations connected to each other through Enclaves. It is a place that defies mundane mapping and where practical knowledge and experience are preeminent.

Then, there are the creatures. Many of the stories about alligators flushed down the toilet, or about squirming dens of dog-sized rats, or about glowing and poisonous fungus colonies are, in fact, true. Above, the worst wildlife most people may encounter is a feral dog. In the Undertrash, there are many dark places in which one must tread with caution.

Rifts attracted to the Undertrash tend to be independently-minded. Gods and legends known for operating on their own and often in contradiction to social norms find the Undertrash inviting. Likewise, Rifts associated with the underworld, isolation, contemplation, earth, water, and darkness are drawn to the Undertrash - especially if their purview only rarely interacts with humanity.

A WAR AS COLD AS CONCRETE

For as long as anyone can remember, the Undertrash was ruled by Yasmin Farhat (Erishkigal, Meopotamian goddess of the underworld). Despite her wish to expand, she never laid claim on the whole network, as the conditions of the Undertrash forced her to maintain a relatively close and secure community, rarely interacting in any meaningful way with the rest of the City. On the occasional times she or the Marginals had a run-in with the governing powers of the city, the topsiders were quick to ignore her and dismiss her importance.

Over the years, the Cold Queen and her Marginals managed to accumulate a hidden wealth of lost and discarded treasures. Rumors of this hoard eventually began seeping into the City, occasionally inviting the curious or greedy to head into the sewers. Yasmin and her followers are not kind to the 'abovers' that come sniffing around their community, using scare tactics and, occasionally, violence to maintain their privacy. As the Rift of Erishkigal, Yasmin expects her people to be pitiless and merciless to anyone who violates their homes and sanctums. The Undertrash is Yasmin's home, and she reflects the cold stone and concrete of the sewers and tunnels. At some point, however, it was inevitable someone wouldn't be scared away or beaten into submission.

Enter Marcus Romsia (Mithras, Roman/Persian god of secrets and soldiers) and Jakub Grund (Grendel, an

accursed trollish creature from the epic poem *Beowulf*). Both are criminals who were hardened by emotional and physical violence, proving to be tough and cruel enough to not only survive in the dank Undertrash, but to thrive. The Marginals' attempts to scare them off simply didn't work. The more the Marginals escalated, the more Grund and Romsia were convinced the Cold Queen and her people were hiding something valuable.

At first, Romsia and Grund used their own resources separately to bully and murder the Marginals, trying to coerce them to disband. Grund used his family and followers while Romsia brought his thugs from an above-ground criminal organization (choose an organization that features in your game, such as one of Anatoli Vidales' crime families or Tio Tez's gang in *La Colonia de Sombras*) to bear. Not surprisingly, Grund and Romsia were frequently at odds with one another as often as they were with Yasmin Farhat.

Grund, the smarter of the two, recognized that neither his machinations nor Romsia's thugs were going to outlast the grim determination of Farhat and the Marginals, so he proposed an 'alliance'. Romsia agreed, thinking that he could use his resources more effectively without Grund in his way. In truth, the alliance is little more than a poorly maintained truce, with each side ready to betray the other once it looks like the Marginals' control of the Undertrash begins to break.

PLACES OF INTEREST

THE MAP ROOM

The Tabula Rogeriana, a legendary world map from 1138 by the genius Arab geographer Muhammad al-Idrisi

In a large room, lit by halogen light, someone built a scale model replica of the Undertrash in excruciating detail. The intricate and fragile model is made of balsa, plastic, papier-mache, and craft supplies. No one knows who built the replica or why, but there are notations in Arabic throughout the model that suggests a scientific or research motivation. The model depicts in incredible detail every tunnel, sewer, basement, underground garage, and everything else that could serve as a transit vector underneath the City. While the City itself is not part of the model, a considerable amount of detail on how the City is laid out can be gleaned from studying it. The model will occasionally update itself when no one is present. These updates are generally accurate, but for inexplicable reasons, there are always a few details that do not reflect the exact layout of the City.

Members of the Marginals came across the Map Room years ago and have since been using its insights to stay a step ahead of their rivals. The model is a treasure trove of useful information. It allows them to plan their routes in the Undertrash, enabling them to chart new paths with confidence. The model also provides insights on which buildings can be entered through unsecured basement doors or sewer access pipes (usually circumventing security systems).

Romsia covets the Map Room. He sees a lot of potential in using it to facilitate all sorts of illicit actions, from smuggling to breaking-and-entering. The Map Room represents not only a potential source of money, but also a competitive advantage against his rivals in the above-ground organization he hails from. Romsia has tried a couple times to push the Marginals out of the room and cut off their access, but so far they have been able to bring numbers to bear and force Romsia and his thugs to retreat.

THE BROKEN STREETCAR LINES

Moscow's Metro-2 and Hong Kong's Dragon Lines

There are miles of abandoned and forgotten streetcar tunnels and infrastructure underneath the City. A cable car system, the precursor to the current subway network, fell victim to shoddy workmanship and spiteful politicking, which resulted in its untimely doom years before the subway came online. Access to these tunnels via the City is regularly bricked over, but a few entrances remain open.

The streetcars were shut down as a cost-saving measure many decades ago, and the tunnels fell into disrepair and neglect. Over the years, many of the lines have become “lost” to city planners and forgotten about, or deliberately written out of building plans when their location proved... problematic to the approval of new construction.

Now, graffiti-lined tunnels run under many parts of the City, and many under-denizens know how they can be accessed. More importantly, there is secret knowledge scrawled on the tunnels' walls, if you know the words and symbols to look for. The graffiti artists, whether through their own Mythos or because they are influenced by the Enclave of the Dragon Lines, scrawl glyphs of power that allow entrance into hidden places. Some glyphs keep doors closed, or reinforce a sealed barrier. Others contain arcane knowledge that would allow even a mundane speaker to cast a spell, if deciphered correctly.

All the major players of the Undertrash know of the arcane script and are constantly exploring the tunnels to try to find more. When a new ‘trove’ is found, the discoverer will go a long way to defend the writings.

VICTORY BANNERS

Aztec Victory Banners

The Marginals proclaim their ownership over locations in the Undertrash by erecting racks adorned with many items at key sewer or streetcar tunnel junctures. The racks tell the story of the Marginals and what they have done to defend the location from interlopers. They also proudly proclaim the Marginals' loyalty to the Cold Queen. Usually, the items displayed are mundane – weapons, clothing, or trinkets they have stolen or taken from their foes. But the Marginals also proclaim their courage by sometimes displaying body parts, oftentimes skulls. These body parts need not always be from defeated rivals, as loyalists also proclaim their victories over self-imposed challenges (like a personal fear) by displaying their own fingertips or earlobes on their victory banners.

There are numerous of the Marginals' victory banners scattered throughout the Undertrash. There are also a few above ground, tucked away in the shadows and corners of key locations like water treatment facilities and subway stations.

The victory banners are a major point of contention between the Marginals and Grund's Troglodytes. Grund and his misanthropes hate the banners and what they represent. They take every opportunity to tear them down, rip them to pieces, and leave the debris to be

discovered later. For this reason, the Marginals will often post guards and traps near the banners which are most likely to draw Grund's ire.

Some banners have become so emotionally important to both the Marginals and Grund's people that they have begun to exhibit eldritch powers that call to the spirits of Aztec warriors. Although it is not quite apparent to either group yet, these banners and their emotional resonance can weigh like an anchor on the Mist, making the area around them into thin places where spirits have an easier time breaching into the physical world. These eldritch banners are considered haunted by those who live near them, especially when they hear whispers in the Aztec language, Nahuatl. Though generally little more than a nuisance now, these haunted banners will eventually need to be dealt with as the conflict continues and, consequently, the spirits they attract become more numerous and powerful.

VICTORY BANNER SPIRITS ★★

Bloodthirsty and bewildered spirits of Aztec warriors and priests sometimes cross over around a victory banner, especially one that has been graced with blood or intense fear. Their sole concern is to protect the banner but in time they will begin to practice human sacrifice in the belief that blood-magic will allow them to return to the 6th World.

HURT OR SUBDUE - / BANISH 2

- **Collective:** This Danger has a size factor of 2.
- **Blood Sacrifice:** For every person sacrificed at the spirits' victory banner, increase their *banish* spectrum maximum or their size factor by one.
- Wound with spectral weapons (*ghost-wound-3*)
- Freeze the blood in one's veins, or make it boil (*petrified-2* or *bloodthirsty-2*)
- Stab a restrained person with a ceremonial knife (*mortally-wounded-5*, only the priest)
- Chant an ancient Aztec prayer
- Fade from sight

THE WARRENS

Troglodytes

Jakub Grund built his chthonic sanctum on hate. The Warrens are located in the deepest inhabited parts of the Undertrash, a place where Grund and a handful of like-minded isolationists, sociopaths, and misanthropes can find seclusion away from the teeming mass of humanity. The Warrens are little more than a loose collection of callowed-out caves, decaying tunnels, and repurposed sewer flows where people like Grund keep their stuff. It is very dark in those deeps, and what light that comes from above barely manages to illuminate the moldy, wet surfaces. It is a dangerous place, barely fit for any sort of habitation. The residents of the Warrens look on at what the Marginals are building with considerable envy, wishing to take those more comfortable areas as their own.

The denizens of the Warrens are deeply hateful people, and have been known to range into the City's streets to steal, attack, and kidnap unsuspecting citizens. Life so far away from the light and social demands of society has degraded their sense of humanity. Grund exploits this miserable state to exert his influence over them, turning them into his Troglodytes and further degrading their moral compass. They are a danger, not just to the Marginals and the inhabitants of the Undertrash, but also to the people of the City.

THE WARRENS ★★

Set the *traverse* spectrum maximum based on the length and depth of the crew's excursion into the Warrens, from 3 (short excursion) to 6 (deep excursion with multiple stops).

TRAVERSE X

- **Labyrinthine:** Only those who embrace the dark feelings of the Warren can travel through it. When you try to navigate the Warrens, you first take *lost-2*. You may **Face Danger** only with tags or statuses of negative emotions (use weakness tags as power tags if relevant) and with the mental statuses given by the Warrens as helpful statuses.
- Bear on someone's mind, activating reptile-brain tendencies, or fill it with dark thoughts and urges (*taken-by-survival-instinct-3*, *hateful-3*, *irrational-3*, *greedy-3*, or *angry-3*)
- Appear to close in on someone with endless darkness

THE MARGINALS' HOVELS

Each of the homes of the Marginals is as unique as its residents. Some hovels are little more than built-up sewer junctions that were dried out by diverting the water flow. Others are reinforced structures built with a mishmash of cardboard, wood, metal, or plastic situated within a large tunnel. Each hovel is usually no more than a few minutes travel away from a neighboring hovel, which helps foster a sense of community. While most hovels tend to only have one resident, it is relatively common for a family unit – whether they're bound by blood or circumstances – to live together and look out for one another.

Hovels tend to be cluttered places, with a panoply of items collected from above and below, things the Marginals hold dear or mementos of days long gone. Hovels are rarely static, with their owners constantly adding, building, reconfiguring, and decorating. The Marginals like to give a sense of character to their homes, with garish colors or striking graffiti art. The best Marginal artists are always in demand and some would be the toast of the art community in the City.

THE MAWS

Maws are places of possibility. Because of the relative thinness of the Mist within the Maws, the laws of reality and biology bend and the two tidal forces of the real and the legendary ebb and flow against one another to release powerful waves of mystic essence. During a major tidal event, any living creature in the vicinity of the active Maw is affected. Mutations are common but the creation of new Rifts or Conjurations is also possible.

If unchecked, a Maw will continue to radiate mythic essence and serve as an engine for creating Rifts, mutants, and monsters. While most of the byproducts of a Maw are relatively benign or pathetic, particularly powerful essence eruptions can create frighteningly powerful entities, and the longer a Maw is active, the more likely one of these major eruptions is to take place. Anything near a Maw is likely to be vulnerable to the predation of some Maw-creation. Maws usually project Mythoi of subterranean monsters, creatures, or hazards; heroic characters are possible but rare, and almost always hail from a myth or legend which at least partly takes place underground.

MAW ★★★★★

A typical Maw becomes increasingly unstable until it erupts with Mythical energy. Sealing a Maw requires mystical knowledge or Gatekeeper Shrouding.

If you want to create a weaker version of a Maw, reduce its *seal* maximum to *seal:3*. Also, its **Tidal Eruption** move inflicts *Mythos-mutated-4* and creates weaker Conjurations.

ERUPT 4 / SEAL 5

- **Transformation:** Sleepers and animals around the Maw who take *Mythos-mutated-6* permanently lose a Logos theme and gain a nascent Mythos theme (PC) or gain a Mythos Power Set (NPC).
- **Mythos Infection:** Rifts around the Maw who take a *Mythos-mutated* status burn one Mythos theme tag for each tier in the status (MC's choice). If the status is tier 5 or lower, remove it; otherwise, the status is permanent and the tags cannot be recovered normally during Downtime while it remains in effect.
- **Tidal Eruption:** When *erupt* is maxed out, everyone around takes *Mythos-mutated-6*. If no one is affected at tier 5 or 6, a Conjunction appears instead.
- Become increasingly unstable (give itself *unstable-1* on the *erupt* spectrum)
- Make the air around it bubble, writhe, and boil with mystical energies

THE RAT KINGS ★★

Millions of rats live throughout the City, and many of them gather in seething and cannibalistic swarms in the Undertrash. One of the more disgusting byproducts of the weak Mist and spiritual gullies in the deepest parts of the Undertrash are the Rat Kings – multiple rats fused physically and spiritually into a single painful monstrosity.

HURT OR SUBDUE 5

- **Too Horrible To Behold:** When you see the Rat Kings for the first three times, take *repulsed-3*, *disgusted-2*, or *grossed-out-1* respectively.
- **Rabid:** When you start downtime with a physical status from the Rat Kings, take *rabid-3*.
- Claw and bite with many of its limbs and mouths (*cuts-and-scratches-2*)
- Make a swarm of hundreds of rat rush over you (*cuts-and-scratches-3*)
- Squeal a thousand tiny squeals

COAL MINE DAMP ★★★+

In coal mines, different conditions cause strange and lethal masses of gas to build up. These gases, historically known as Damps, took the lives of many coal miners before modernized mining safety was developed. Some Maws conjure the Mythos of these Damps into the caves and tunnels of the underground, exuding fumes that could potentially doom unwary crew members.

Set the *disperse* spectrum maximum between 3 and 6 to account for the difficulty of dispersing the Damp based on its mass, volume, and source. Damps may be explosive, odorless, toxic, or any combination of those; a Damp Danger has the custom moves below according to its properties.

- **Blackdamp** is Odorless and Toxic.
- **Stinkdamp** is Explosive and Toxic.
- **Whitedamp** is Explosive, Odorless, and Toxic.
- **Firedamp** is Explosive and Odorless. If it explodes, it leaves behind **Afterdamp**, which is Odorless and Toxic.

DISPERSE X

- **Explosive:** When you light a spark or a fire while in this Damp, everyone within the Damp takes *severe-burns-4* or *buried-in-rubble-4*. The Damp is then dispersed.
- **Odorless:** Normal senses cannot detect this Damp and any attempts to **Investigate** with normal senses can't yield information about the Damp.
- **Toxic:** When you breathe this Damp for a while, take *suffocating-3* or *poisoned-3*. If you continue to breathe it, the MC may repeat this status as an intrusion.

LOCALS

YASMIN FARHAT

Ereshkigal, Mesopotamian Goddess of Kur, the Land of the Dead

The Cold Queen lives up to her moniker by being the most influential person in the Undertrash. She rules over a community of homeless adults and children within a series of interlinked tunnels, sewers, caves, basements, and abandoned streetcar stations. Her rivals derisively call her community "The Kingdom" because of the size of its territory and population, but Yasmin detests that name and does not call herself a queen, referring to her territory simply as 'the Margins', a place of inclusivity where the powerless and forgotten are accepted.

Yasmin is not a kind person. She can be protective and generous, but never kind. Ereshkigal does not place much value on human life, but this does not mean she is hostile to humanity – just indifferent. With the pull of Ereshkigal on her psyche, Yasmin sees humans as little better than pets. The Marginals are *her* pets, and deserve better than the rest, but they are not worth an emotional investment. Yasmin respects Rifts, though, and appreciates humanity's role in facilitating their existence. The Cold Queen also greatly loves her realm itself. Much of her self-worth and personal identity are tied up in making her territory as expansive and useful as possible.

Yasmin and Ereshkigal want to rule the Undertrash. Yasmin wants her territory to encompass the whole underworld, and be open only to those she selects. She

doesn't care for the happenings in the City above except inasmuch as those events can help her consolidate her own power. To that end, she has no compunctions to stealing things of value for her people's use. She has no time for selfish fools like Romsia or Grund.

While her Marginals excel at scouting the Undertrash, Yasmin's knowledge of what goes on in the subterranean realm reaches much farther and deeper than her pets. As queen of the underworld she can converse with the dead, and down here, the dead are everywhere. From the souls of the damned to ubiquitous decomposing matter, everything in the Undertrash is constantly telling Yasmin what's going on. Only those unseen by death can take her by surprise.

THE SEVEN AND FOURTEEN

Yasmin's hand-selected bodyguards and majordomos, the Seven and Fourteen, are jaded veterans of the fight to secure the Marginals' safety and security. Ereshkigal's touch has made them unafraid of death, and so they tend to confront obstacles head on and with little sense of their wellbeing. Not surprisingly, there is a heavy turnover in the ranks of the Seven and Fourteen, but their courage is celebrated by their Marginal brothers and sisters, ensuring there is always a steady supply of recruits and volunteers.

YASMIN FARHAT ★★★★★

Yasmin will crush an impudent crew without batting an eyelid. Within her domain, she is virtually invincible (which is why she is bent on expanding her territory). She only needs to judge someone and then block their exit with her stone gates in order to let her judgement play out, usually having their flesh fall off or eaten by worms. She will strip the power off anyone she views as a threat before judging them.

The key to overcoming Yasmin is by stripping her of her own power and authority (as her husband Nathan has done countless times to get his way).

HURT 6 / HUMILIATE OR DETHRONE 5

- **Heart and Flesh of Obsidian:** When Yasmin takes a status of physical or emotional harm, reduce its tier by 3.
- **Soul of the Underworld:** When Yasmin's *hurt* spectrum is maxed out, if she is underground, she turns into a statue of black marble. At the end of the next downtime, she regenerates; reset her *hurt* spectrum.
- **Queen of the Dead:** When you try to **Sneak Around** against Yasmin within her domain, if the dead can see you, you first gain *seen-by-the-dead-4*.
- **Sealer of Fate:** When Yasmin passes judgement against you, in person or through a messenger, take *sealed-fate-6* (you can **Face Danger** with legal, social, and fate-related tags). While you are within her domain, reality itself will conspire to mete out Yasmin's judgement, with an intensity matching the tier of the status.
- Erect stone doors and gates with elaborate locks (*shatter:6* or *lockpick:5*) anywhere in her domain (**Complicate Things**, **Bigtime** or **Deny Them Something They Want**)
- Strip someone of their power and dignity (burn up to three tags representing authority, heroism, honor, respect, or power, including Mythos powers)
- Rally her army of Marginals (remove up to three tiers of negative statuses or give *intensified-resolve-2*)
- Point at someone and make their flesh rot (*rotting-5*)
- Escape by tunneling through the ground (**Deny Them Something They Want**, but Yasmin takes *humiliated-3*)
- Demand that those who come before her show deference
- Snarl at any attempt to appeal to her feelings

THE SEVEN AND FOURTEEN ★★★

These superior Marginal warriors may look like typical Undertrash people at first glance, but they can be recognized by their ornate necklaces, sashes, and headgear, decorated with the underground's best knickknacks. They carry makeshift weapons made of hammered rusty pipes welded with construction tool parts. While not physically superior to most other underground fighters, the Seven and Fourteen's fortitude and loyalty give them a big advantage over their rivals. Yasmin's guard is graced with the ability to see in complete darkness (although they can still be blinded) as well as converse with the dead to reveal the secrets of their enemies.

Despite their name, the Seven and Fourteen tend to travel in groups of threes and fours.

HURT OR SUBDUE 5

- **Collective:** This Danger has a size factor of 1.
- **First Blood:** When you attack the Seven and Fourteen while they are able to defend themselves, you first take *bleeding-gash-3*. They can't retaliate to your move (so if you **Go Toe to Toe**, you do not need to choose to block their attack, for example).
- **Commune with the Dead:** When you try to **Sneak Around** against a member of the Seven and Fourteen within the Marginals' domain, if the dead can see you, you first gain *seen-by-the-dead-2*.
- Strike with makeshift spears and sickle swords (*bleeding-gash-3*)
- Consult the dead about someone's weak spot (*vulnerable-2*)
- Shake off tiredness, fear, doubt, or confusion (remove up to two tiers of fatigue, emotional, or mental statuses)
- Storm into battle
- Stop to center themselves

MARCUS ROMSIA

Mithras, the Bull-Slayer, Roman/Persian god of secrets and soldiers

Marcus craves power, but to advance in the ranks of his crime organization, one needs to first prove themselves as someone who is *worthy* of power. He has honed in on the Undertrash, realizing that the Marginals have been overlooked by most crime syndicates, despite their worthwhile information and resources. He was guided by Mithras, a Mythos who craves secrets born beneath the earth, urging Marcus to take over the Marginals and erect temples instead of homes. Also, while he won't admit to it publically, Marcus has bought into the rumors that the Cold Queen has an ancient treasure she is keeping in a secret vault.

Marcus believes the Undertrash is where he will make a name for himself. As the Rift for Mithras, Marcus tends to be secretive and firmly of the belief that might makes right. Violence gets stuff done, and while Marcus can be tactical and strategic when necessary, he tends to like the most direct solution to any challenge. The Undertrash presents an ideal location where he can use his sort of wanton violence with abandon and test his physical acumen, with no regards to the City's law enforcement authorities.

ROMSIA ★★☆☆

HURT OR SUBDUE 6 / THREATEN 6

- **Mithraic Mysteries:** While Romsia is underground and has followers underground, when you **Investigate** him to extract his secrets, plans, or knowledge, or when you try to **Convince** him, he first takes *obscure-5*.
- **Invictus:** While Romsia is underground and has followers underground, when he takes a status of physical harm or subdual, reduce its tier by 3.
- Bless other warriors and soldiers who fight for him or beside him (*blessed-fighting-2* for a Collective of size factor of 2 or smaller)
- Whisper superior tactical guidance directly into his soldier's minds (remove up to 3 tiers of negative tactical statuses for a Collective of size factor of 2 or smaller)
- Conjure spectral Roman weaponry and use it to skillfully attack an enemy (*bleeding-out-4* and again *bleeding-out-4*, tags can be reused in second **Face Danger** move if applicable)
- Haughtily leer down at the enemy
- Show respect to a fellow warrior before meeting them in combat

Marcus' thugs are very loyal to him. As befitting Mithras, Marcus built a literal cult of personality around himself. His thugs are completely caught up in a sense of exclusivity, as a result of Marcus' promises of self-empowerment through privately-shared secrets of success and health. His thugs are deeply emotionally invested in Marcus' success and will fight with a sense of purpose when advancing his cause.

Marcus is always clean shaven and sharply dressed. He tends to wear a sport jacket and a collared shirt with rolled up sleeves. He has extensive tattoos all over his body, mostly hidden by the collar and sleeves of his shirt, and eyes are pitch black. Even when in the sewers the muck and grime seem to only lightly cling to him. Romsia's thugs tend to emulate his dress, though they are usually a bit more casual, often forgoing jackets or wearing jeans.

JAKUB GRUND

Grendel

Jakub is a hateful person. He hates his state of affairs. He hates the people of the City. He hates other Rifts. He wants to be left alone, but even when he finds solitude in the Undertrash, he broods and plots and schemes, out of spite. Jakub lives in the deepest parts of the Undertrash known as the Warrens because his odious nature all but ensures he can't live in polite civilization.

He is belligerent and bellicose towards everyone, especially the Marginals and Yasmin – who he sees as infringing on his personal space. Grund covets everything the Marginals control. He stalks and attacks Marginal community members when they travel alone, trying to intimidate and scare the community into abandoning their homes. He breaks their banners and destroys their encampments. So far, it has not worked, but Jakub will not give up.

Grund is a crafty and intelligent man who harbors an unfettered hatred for the rest of humanity – a dangerous combination. He is willing to work with Marcus Romsia and his thugs because it advances his own agenda. From Grund's perspective, Romsia is easy to manipulate – just suggest riches and point in a direction and watch Romsia go.

As befits his Rift, Grund dislikes a fair fight. He is strong and resourceful, but prefers combat on his terms. He has no problem running away when a fight turns badly so that he can regroup and come back later with a vengeance. In fact, wars of emotional and psychological attrition are some of Grund's preferred tactics – attacking unrelentingly using surprise and fear to break down his enemy's resolve.

Grund is ugly. His nose has been broken far too many times and is little more than a flesh pulp. He has scars on his face, chest, and arms. He always dresses simply – a cotton shirt, jeans, and a huge backpack filled with his most valued items (money, a high-end lighter, a couple of flashlights and batteries, a collection of gems...).

Grund's Troglodytes come from all over society, though the majority of them are former Marginals who could not get along with the Cold Queen's demand for respect. A surprising number of the group were once successful members of the upper City's population, but for one reason or another dropped out of society to retreat into the shadows. The stories of these people's fall from grace are full of tragedy and unjust punishments, part of the reason Grund's infectious hate finds fertile ground with them.

NATHAN ERGAL

Nergal, the Mesopotamian solar god of Noontime and the Summer Solstice

Nathan does not live in the Undertrash, but he is a frequent, if unwelcome, visitor. He is the estranged husband to Yasmin from a time when she lived above ground, and is long since divorced from her under bellicose conditions. He is a jerk of the first order, and descends into the Undertrash routinely to mess with Yasmin's head. He is emotionally and psychologically manipulative and vindictive, and violates the Marginals' sanctum for the simple reason that he can and that it makes Yasmin mad.

Nathan knows the ins-and-outs of the Underground's layout better than anyone, besides Yasmin and some of the more experienced Marginals. Not surprisingly, Nathan has a bit of a violent streak when he drinks, and it is these times when he decides to harass Yasmin and her Marginals. He would be a superb, if creepy and overbearing, guide.

In the City, Nathan is a respected doctor and surgeon, and has earned true fame for his ability in mitigating the effects of major trauma. While destested as a parasite of the first order in the Undertrash, he is celebrated within both high society and the blue-collar ranks of first responders.

As the Rift of Nergal, Ergal is very good at getting what he wants. Doors, both literal and metaphorical, are rarely closed to him. His Rift also manifests in a powerful charisma, that even the likes of the Cold Queen have a hard time resisting. He tends to use his charm to get out of tight spots, preferring to ask saccharine-laced forgiveness for all his many transgressions.

GRUND ★★★★★

HURT OR SUBDUE 5 / OVERWHELM WITH DARK FEELINGS -

- **Ferocious:** When Grund enters the scene, give him *angry-3*. Grund's negative feeling statuses apply to any attempt to attack him or gain the upper hand on him or to **Face Danger** against his attacks.
- **Feed on Animosity:** When you attack Grund or force his hand, he also gains a negative emotional status such as *hateful*, *desperate*, or *miserable* with a tier equal to the status you gave him (if you did not give a status, the MC chooses the tier).
- Ally himself with monsters and creatures of the dark (*cooperating-3*)
- Bite aggressively (*torn-flesh-3*), especially when he pounces out from ambush (*bleeding-out-4*)
- If he's losing, run cowardly into the dark tunnels and disappear (**Deny Them Something They Want**)
- Mumble, roar, and grunt
- Bare his teeth and lick his lips at his foes, threatening to devour them

NATHAN ERGAL ★★★

HURT OR SUBDUE 2 / TARNISH IMAGE - / INCRIMINATE -

- **Knock Knock:** As a soft move, Nathan Ergal can unlock any physical door, gateway, hinge, or lock he can touch.
- **Let's Talk, Buddy:** When you attack Nathan Ergal, you first take *friendly-3*.
- Impress, charm, or inspire trust with his slick swagger (*impressed-3*, *charmed-3*, or *trusting-3*)
- Flash someone with bright light from his fingertips (*blinded-3*)
- Get the crew involved with dangerous people he has played before and now seek revenge (**Complicate Things, Bigtime**)
- Call in a favor from friends in high places (any hard move)
- Treat injuries and other medical conditions (remove up to two tiers of related statuses)
- Mansplain, oozing confidence
- Glow brightly, illuminating the dark

If Nathan teams up with the crew or a specific crew member, he can be represented as a temporary Ally extra theme. To make him a permanent Ally, a crew member must spend a Moment of Evolution or the Crew must complete a story arc in the Undertrash and choose him as their reward in the **Season Finale** move.

MAIA GREENE

Venus Figurines, prehistoric art representing Motherhood, Blood, Birth, Soil, and Rock

Maia is old. Her Mythos is a primordial thing, so old that she predates human language and lacks a proper name. At one point, Maia's Mythos may have been something akin to a goddess, but the tide of time has washed away at the edges of its personality so that it is now more of a ill-defined conglomeration of primordial concepts of birth and growth.

The millenia-long struggle of Logos and Mythos within Maia has taken its toll. Perhaps there was a time when Maia and her Mythos cared deeply about something, but those days are long, long past. Mostly, Maia lounges in her fallout shelter that is situated on the boundary of the Margins and (very) occasionally rouses herself from watching TV on her overstuffed couch to engage with the outside world.

With unfathomable age comes immense power and knowledge. She is part of the secret to the Marginals' success. Yasmin has an inkling of just how ancient Maia is and goes out of her way to keep Maia happy and predisposed to favor the Marginals. Under the Cold Queen's direction, the Marginals sit and tell stories and tend to Maia's unkempt hair and too-long fingernails to coax her

NATHAN ERGAL



Ally

IDENTITY

I just love seeing Yasmin infuriated.

POWER TAGS

Undertrash guide, medical doctor, open locks with a touch, greedy son of a gun, lousy fistfighting, talk his way out of anything, rumors among the high and mighty, deep pockets, friends in high places, he needs me for protection

WEAKNESS TAGS

only really cares for himself, can't hold his own in a fight, toxic masculinity, those he played want revenge

THEME IMPROVEMENT

☐ **Flee The Angry Ex:** When Nathan Ergal is helping you, you may instantly go through Yasmin Farhat's stone doors and gateways.

out of her lethargy long enough for the story-teller to slip in a question or two about the nature of the City and its inhabitants. Maia is not omniscient, but she does have a profound understanding of Rifts, Avatars, Mythoi, and the Mist.

Yasmin strongly believes that the reason for the Mist's seemingly lackadaisical approach to the Undertrash is due to Maia's presence. Maia radiates primordial power, and the Cold Queen suspects her essence of rebirth seeps through the earth to counteracts the machinations of the Mist.

