1 Backstory

1.1 Ancient History

The Others are a race of super advanced aliens, with really, really long life spans. They have vaguely Star Trek-ian principles, they explore the galaxy looking to increase their scientific knowledge, and believe in not interfering with the development of sub-spacefaring species. Also like Star Trek, they’re prone to messing this up. The Others also have a “psychic field” technology that they use to convey information directly to each other’s mind and manipulate matter and energy.

The Others first came to Earth about 10,000 years or so ago, discovered that intelligent life was emerging, and set up three different research bases. They set up their psychic field tech and hid themselves from the humans and studied their progression. After about four thousand years, they realized that the humans closest to their research bases had... diverged. After a few thousand years of accidentally being exposed to the Other’s psychic fields, the humans closest to the Others had started to be able to tap into the psychic fields and use it for a subset of the things that the Other’s had. Even more interesting, the humans near the three bases had all picked up on different aspects of the things that psychic fields could be used for.

This was an incredibly exciting scientific discovery, but also a horrible violation of their policy of non-interference. In an attempt to patch the natural progression of the planet, but not lose their scientific discovery, the scientists who had been on the Earth successfully petitioned their government to let them isolate the humans they had contaminated, and continue their studies. They moved all three groups to northern Canada and established the City. They also took on a few of the People as lab assistants, effectively. The People don’t really like being stuck in a City together, and fight a lot, but the scientist Others don’t really care as long as it’s not interfering with their science, so really only intervene when the fighting gets really really bad.

A thousand years or so pass, and another group of Others hears about what happened. They’re outraged, they think it’s completely unethical what’s going on, you can’t just accidentally contaminate a native species and then keep them around just so you can study them. (The GMs refer to this group as “PETA”.) They successfully petition the government to kick the scientists out of the City and give them control instead, so they can fix the ethical violations. They take over, resolving to interfere as little as possible as long as the People stay inside their bubble, but wars start really seriously breaking out. That’s not very ethical, so they come in and use their psychic fields to impose some restrictions on the People, even going so far as to let the People have a bit of say in it. That’s the first Treaty. They task an intern with coming back every approximately 100 years to check in, and keep up the Treaty, but that’s the end of their serious involvement.

Meanwhile, there’s another group of Others that really think that the situation is such a mess that the Federation should wash its hands of the whole situation and walk away.

1.2 Other Magical Artifacts

There Others set up four machines to run the City.
1.2.1 Unusual

The Unusual portions of the City are the tech that create the psychic field that the People can interact with to do magic. The Other scientists set up the psychic field so that they could continue studying the effects that it had on the People.

If you gain access to the Unusual machines, you learn to
- Make empty mana crystals
- Use two ambient mana from the City per day
- Throw a drain all packet
- Freely imbue an item once per day and can now use four ambient mana per day
- Control the size and mana level of the City

1.2.2 Weird

The Weird portions of the City are the Teleporter that the Others set up to move everything to the City, and still maintain in case they need to move things around in the City.

If you gain access to the Weird machines, you learn to
- Once a day you can teleport someone in or out of the City
- Once a day you can teleport macro-economic goods around the City
- Once a day you can teleport a wargame unit
- More of all of the above
- Once a day, you can teleport the entire City

1.2.3 Strange

The Strange portion of the City was initially set up to keep the People in the City, away from the humans, and hide them from the humans, but also happens to have the convenient property of being nuke-proof.

If you gain access to the Strange machines, you learn to
- Alter a small section of barrier near the edge of the City
- A shield that doesn’t cost mana and lasts an hour
- Use the City to damage units in the war game
- Throw a death packet
- Lower or raise the shield that surrounds the entire City; turn on/off the nuke protection; hide the City; etc.

1.2.4 Mysterious

When the scientist Others set up the City, they had three different samples of affected people, and they wanted to keep their samples separate. So they set up some tech to stop interbreeding. (This tech, like all the others, only applies within the boundaries of the City.)

If you gain access to the Mysterious machines, you learn to
- Do a genetic compatibility test between two people
- Once a day choose not to take curse points
- Increase or decrease someone’s safe mana by one if you do the opposite to their max mana
- Change someone’s race overnight
- Control how easy it is for each of the races to reproduce

1.3 Human World

It is 2016, and the human world is much like ours. But not quite.

Thanks to occasional contact with the People over thousands of years, the natives of the Americas were much more resistant to disease than in our world. As a result, Europeans had to be much more accommodating of the natives... and some of the native empires survived into the present day – the Aztecs and the Incas are both powerful nations in this world.

There are assorted differences in territorial control (Japan owns Alaska; the United States is just the Atlantic coast, etc), and there hasn’t been anything like the Cold War – the past hundred years have been much like the centuries before, with constantly-shifting alliances amongst world and regional powers. We’ll post the full human history document online so you can read it if you really want.

(A more complete history of the human world, including a map, can be found at http://web.mit.edu/munch/upl/)

2 Plots & Groups

Glorious Revelations and Necessary Doctrines: The inheritors of the acolytes and lab assistants of the original Others, trying to bring back the “Wise Ones” (the Scientist Others). Wanted to cause chaos in the City (making the Sourcer Schism and the Yoker Rebellion as messy as possible), steal the Ark’s Mind and plug it into the end of the Master Genetics shadowrun, and change the Treaty so a select few (i.e. themselves) can use Other magics without letting just anyone have access.

Society for Harmonious Isolation, Existence, and Living Discreetly: Convinced that the People aren’t up to governing themselves, and desperately trying to make sure that PETA keeps on coming back to force the Treaty on the People. Wants to preserve the Treaty, and return the Witness’s body to its people.

Society for a World Ordered by Retribution and Domination: Stupid Treaty! Stupid Others! Want to get rid of or weaken the Treaty, weaken the apekin nations, launch a war of conquest across the planet, and tell the Others to piss off. Looking to destroy the Ark and kill the Witness.

The Spacefarers want to steal the Ark and sail off into spaaaaaaaaaaaaaaaaaaaae. If they could pull it off, what they really want to do was to bring the City along with them and leave this stupid planet behind. Working on a way to de-curse the Ark.

The major powers of the human world (the Democratic Republic of Canada, the Empire of Japan, the Ottoman Empire, the Incan Republic, and the Republic of France) are vying for power in the League of Nations, each hoping to become the world’s first Superpower. What they want from the wargame was DMS’s learn cool new tech from and to trade to NPC nations for favors. . . . Each of them had a Superspy in game, who was inserted a day or two before game start, and a locally-recruited Agent.

The Illuminati have been manipulating the human world for centuries. They want to hit Superpower status themselves, by manipulating the League votes, shipping out brainwashing artifacts to NPC human factions, stealing nukes. . . . and changing the Treaty so they could mess with the human world without being stuck outside of the City for an entire century between Festivals when they do it.

The Family have been smuggling people out of this hellhole of a City for centuries, so they could live quiet lives out in the human world, away from the craziness of other People. They ended up running the Incan Republic as a way to try to make the human world a better place to live. They want to keep the bulk of the People far, far away from the human world, keep access to the Other teleporter, and help out the Incans in human power politics.
The **Parole Board** takes a different approach to it sucking to have to live with other People. They’ve been arranging field trips to the human world, all for a reasonable fee of course. With the death of the Witness, they want to tone down the Treaty in general and reduce the amount of mana in the City, so People don’t go quite so insane all the time.

Contrariwise, the **Unifiers** think things would be much better if the three races of People all lived intermixed under a single unified government government, and want to make all of the City into Neutral Ground. They also want to see if they can’t make racial crossbreeds start happening.

Unsurprisingly, not everyone agrees with them. There are those who’ve banded together into a “**Defense League**” for their race in order to right historical injustices, defend the interests of their people, screw over the other races via the Treaty, and in general be filthy racists.

With the Treaty negotiations scheduled for this week, the **Representatives of the Sourcemoot**, the **Delegation of the Erlking**, and the **Trendsetters** are here to negotiate the Treaty on behalf of their People.

Local to the Pit, the **Council of Accarded Neutral Ground** runs things; in game, they want to try to keep things from getting too crazy during the Festival and to make sure the Treaty gets written. **Neutral Ground Security Forces** are looking to enforce the law… when they’re not busily working with their drug gangs and whatnot. The **Silver Citizens** want to make the Pit a nicer place to live, want the Treaty to give the residents of the Pit a say in their government, and want people to stop calling it “the Pit”, gosh darnit! Meanwhile, **Acquisitions, Inc.** has been merrily abducting nearby apekin and selling them off as pets; they want to keep apekin-trafficking legal, want to keep on making bank… and, oh, rewrite the Treaty to make themselves the rulers of the Pit.

On the other hand, **People United to Save Humanity** want people to stop calling Humans “apekin”, to change the Treaty to make apek–Humans full citizens, and make peace with the Human nations. On the gripping hand, the **Human Collectors** really like having apekin pets and want to keep things that way; they also want to learn how to steal pets from their existing owners in order to get more and more pets.

Relatedly, the **Wild Hunt** have discovered an ancient ritual for Yoking a bunch of People into a Hunt… to hunt apekin, which sounds awesome. Now seems like an especially good time to do that and smash the invading armies.

Speaking of yoking, over in the Kingdom of the Yoke, the **Rebellion** has launched a lawsuit¹ to replace Anasharal Erlking with a much more suitable replacement. The **Loyal Servants of Order** are quite happy with Anasharal Erlking and want to thwart the lawsuit.

Over in the People’s Land of the Source, a… disagreement over just what it should mean for different clans to be “equal” is approaching the point where there might be an actual Vote with People expressing **Direct Opinions**! If such a Schism comes to pass, things could get messy. **Clan Bertran** wants each clan to be “treated equally” so that larger clans aren’t more powerful than smaller clans, whereas **Clan Dogan** thinks that the clan populations should be equalized.

Elsewhere in the Clanlands, **Clan Krestar** really got into sharing, to the point that they were a hive mind that shattered when the Ark crashed into the Pit and the Witness’s scream tore through their collective consciousness. Now they’re trying to put their minds back together in a more-or-less reasonable permutation. Oh, and **Clan Connoly** are filthy racists.

Meanwhile, Changer society is all aflutter over the breakup of the premiere Changer drugs gang, Dark Sparkle, and the impending throwdown between the three gangs vying to take the throne – **Toxic Mirage**, **Kaleidophoria**, and **The Mycodelic Freaks**. That’s almost exciting enough to overshadow the centennial **Art Contest**. …and, of course, it’s time to pick a **new Changer Councilor**, who’ll have the all-important job of selecting the name that will go by for the next century.

In the world of expanding the bounds of knowledge, the **Others Recreation Society** are trying to learn about the Nature of

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¹These are Yokers, after all.
Magic, delve into the secrets of Unusual Other Artifacts, cast Other Magic and recruit a Sourcer, since apparently most of those are too lame to think this is an awesome idea. The High Order of the Forgers of Mystery is fed up with making magical artifacts that just run out of power, and are trying to build one that will last. The Historical Society wants to figure out the ancient history of the People and each of them wants to rewrite that to fit their own personal preferences. The Technology Liberation Front wants to crack the secret of human technology and learn how to build all those nifty human RTIs themselves.

In the microeconomy, Yawne’s Helpful Handymen is the People side of the grey market, looking to pick a successor to the late Yawne Merchant, and hoping to turn their baby syndicate into a bigger one. The Shadow Bazaar is the apekin side (unbeknownst to Yawne’s Helpful Handymen) of the grey market, also looking to pick a successor to Yawne, and looking to horn in on Yawne’s Helpful Handymen turf, gaining access to their dealers.

In the macroeconomy, Xel’s Marketeers, Vassaliar’s Exchange, The Skalds, and the Highest Trade Guild are all trying to make their syndicates Dominant. The Skalds are also trying to do a ritual that will turn macroeconomic goods into Changer Influence . . . which would make it a lot easier to do business in whatever +φ ends up being called after this Festival.

A few characters were unfortunate enough to have been being Blackmailed by an NPC who perished when the Ark fell on his/her head; now there’s a dead-drop they need to get to before their secrets get out. Others got zotted by a fragment of the Ark that broke off, and are now frantically following a Psychic Treasuremap trying to avoid going insane from it.

Of course, we can’t forget the Blitz Championships! Assorted people care deeply about the results.

3 Characters

- Verdance (Will Kalb): Changer mad scientist. Spacefarers; Technology Liberation Front; Trendsetters; owes the Erlking an Invention, on pain of death.
- The Breakthrough (Haley Bates-Tarasewicz): Human Collectors; Trendsetters; The Art Competition; had a really bad break up with Madame Liberty shortly pre-game, dissolving their shared drug gang, and was trying to make her new drug gang, Toxic Mirage beat Madame Liberty’s.
- Captain City (Rachel Nations): The hero you deserved. Really got into comic books when visiting the human world with The Family; People United to Save Humanity; Trendsetters; trying to develop a Spider-Bat-utility-belt . . . or something.
- Daisy Chain (Abigail Caron): Changer Defense League; Trendsetters; The Art Competition; Blitz Championships team manager; working on making herself even more memorable (increasing her Influence income cap).
- Innocence (Jesse Ashcraft-Johnson): Society for a World Ordered by Retribution and Domination; Changer Defense League; Trendsetters; running for Changer Councilor; working on developing a sexually-transmitted insanity (Dramatic Personality).
- Starry Night (Christian Ternus): The Council of Accorded Neutral Ground; Parole Board; Ottoman Agent, trying to get his lover back from them; running for Changer Councilor; working on a way to do astral projection.
- Bonebreaker (Alex Konradi): Neutral Ground Security Forces; The Others Recreation Society; Acquisitions, Inc.; Toxic Mirage; The Breakthrough’s dad
- Sweet Tooth (Joy Perkinson): Changer “matchmaker” reluctantly inducted into Glorious Revelations and Necessary Doctrines; Neutral Ground Security Forces; Historical Society; on the payroll of The Mycodelic Freaks;
- Uncle Nicety (Isaac Thomas Yandow): Human Collectors; Society for Harmonius Isolation, Existence, and Living Discreetly; Kaleidophoria; working on tasty Human Treats.
- Dances on Ice (Laura Boylan): An orphan, alone in the world but for her younger sister Wastrel. Vassaliar’s Exchange; Kaleidophoria; running for Changer Councilor. Working on getting over her inferiority complex.
- Wastrel (Hiccup Cope): A (possibly self-made) orphan, alone in the world but for her older sister Dances on Ice. Spacefarers;

2 . . . which turns out to create a new race – Orks.
The Art Competition; Psychic Treasuremap. Working through her Issues via a notebook.

- **Songstress (Kendra Beckler):** Actually a 2500-year-old body-hopping Yoker Wordsmaster who really needs a new body soon. The Skalds; Illuminati; working on brainwashing rituals while she’s got a Changer body.

- **Vartok (Tal Scully):** The Skalds; Changer Defense League; leader of Kaleidophoria who wanted to take advantage of the drama between Madame Liberty and The Breakthrough to bring her gang to the top; owes people money and is being Blackmailed about it.

- **Madame Liberty (Ellena Popova):** Unifiers; had a really bad breakup with The Breakthrough shortly pregame, dissolving their shared drug gang, and was trying to make her new drug gang, The Mycodelic Freaks, beat The Breakthrough’s; running for Changer Councilor.

- **Steel Cinders (Thomas Chappell):** Ottoman Superspy, master of disguise, 100% human.\(^3\) – the Snark Working to improve the technomagic devices furnished by the Ottoman Laundry service. Running for Changer Councilor as cover.

- **Verdigri Prince (Seamus D Reynolds):** Not a GM plant. Spacefarers; Unifiers; Delegation of the Erlking. The youngest of the 7 Princes, never had a chance of inheriting the throne and so spent his life in libraries instead

- **Sendaran Duke (Alex Dehnert):** Charged by the Erlking to make sure that Verdigri Prince doesn’t get into too much trouble. The Wild Hunt; Loyal Servants of Order; Delegation of the Erlking. Wants to convince his father, illusiar to return to the Kingdom of the Yoke.

- **Lansana Wordsmaster (Charlotte Swasey):** Acquisitions, Inc.; The Rebellion; Delegation of the Erlking. The secret traitor in the delegation sent by the Erlking.

- **Tenarus Coinmaster (Sophie Monahan):** Glorious Revelations and Necessary Doctrines; Loyal Servants of Order; Delegation of the Erlking. Mother of a crossbreed she abandoned to the Pit at birth; now trying to shut down that potentially-career-ruining issue.

- **Vanimar Blademaster (Jacobi Vaughn):** Running the Yoker army in the wargame. Yoker Defense League; Delegation of the Erlking.

- **Jestrian Councilor (Katie Mathison):** The Council of Accorded Neutral Ground; Society for Harmonius Isolation, Existence, and Living Discreetly; Historical Society. All around good guy, and just wanted to fix things.

- **Vassaliar Broker (Andy):** Vassaliar’s Exchange; The Rebellion Clear head of the rebels.

- **taran Wordsmith (Peter Duerst):** Unifiers; The Others Recreation Society; Human Collectors. Fell in love with a Sourcer many centuries ago, who was actually the founder of Unifiers, since they couldn’t have kids they adopted a human. Was trying to “save” humans and unify the Pit in their memory.

- **carial Enforcer (Brady Tatro):** former member of the Royal Guard who lost a lot of sanity after killing a Changer in “defense” of the Erlking last Festival; Yoker Defense League; Neutral Ground Security Forces; Society for a World Ordered by Retribution and Domination.

- **Iorcian Trader (Steven Valdez):** former Blademaster who was exiled to the Pit after taking the wrong side in the last Rebellion; trying to regain control over some government with Illuminati; The Others Recreation Society; Highest Trade Guild.

- **corrian Trader (Sam Dukhovni):** Vassaliar’s Exchange; The Silver Citizens; founded People United to Save Humanity after making friends with Beth.

- **weliar Trader (Dexter Chan):** Actually Elushiral Spymaster. Loyal Servants of Order; Xel’s Marketeers. Had been stuck in the Pit trying to squash the The Rebellion for years, unsuccessfully, and started betting on Blitz as a cover/pasttime, and was deeply in debt and trying to get out of it with one last Blitz bet on the Championships.

- **guinan Trader (Heather Sweeney):** Actually Better Than You; she and her twin, Droit, decided it’d be cool to try to pass themselves off as other races. Got the real guinan Trader offed in order to take her place. The Wild Hunt; Xel’s Marketeers; working on channeling Yoker magic at a distance from a helpful NPC Yoker.

- **bistra Tinker (Pweaver):** Yawne’s Helpful Handymen; The High Order of the Forgers of Mystery; Society for Harmonius Isolation, Existence, and Living Discreetly; The Rebellion. Trying to make sure nobody finds out he killed 33rd Krestar.

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\(^3\)There is no “other city”
- neela Tailor (Robert Rusch): Illuminati; The Wild Hunt; Yoker Defense League; Yawne’s Helpful Handymen.
- marie Artist (Mehitabel Glenhaber): former politician who was exiled to the Pit after taking the wrong side in the last rebellion; joined Parole Board and took a trip to Paris, where she fell in love with French art; joined The Art Competition and The Skalds; French Agent, in exchange for unlimited access to French museums postgame.
- illusiar Thief (Sparrow Rubin): Father of Sendarzan Duke; was caught stealing food to feed his child and was exiled to the Pit, has since decided to embrace his title as Thief. The Family; Technology Liberation Front; Psychic Treasuremap.
- eladier Truthspeaker (Shi-Ke Xue): Trying to save the world from the
- Demons From Beyond Space And Time; Utterly and completely deluded. Historical Society.
- 123rd Bertran (Michael Behr): founded Society for Harmonious Isolation, Existence, and Living Discreetly centuries ago; Clan Bertran; Highest Trade Guild
- 124th Bertran (Nathan Serrano): Neutral Ground Security Forces; Clan Bertran. Made the mistake of signing a contract when drinking with Sendarzan Duke and now needs the Loyal Servants of Order to win, or they die.
- 364th Bertran (fluffy): Glorious Revelations and Necessary Doctrines; The High Order of the Forgers of Mystery; indirectly caused the schism by telling a higher-up in Glorious Revelations and Necessary Doctrines how to best sow chaos in Sourcer society but still wanted Clan Bertran to ultimately win; Representatives of the Sourcemoot.
- 42nd Krestar (Xavid): Clan Krestar and (hypothetically) Technology Liberation Front; Human Collectors; Yawne’s Helpful Handymen.
- 68th Krestar (Ariel Segall): Clan Krestar and (hypothetically) Vassaliar’s Exchange; The High Order of the Forgers of Mystery; Blitz manager. Working as a Canadian Agent to repay a debt to Vassaliar Broker…, they think.
- 45th Krestar: Died when the Ark fell on their head. . . but working on People United to Save Humanity, Historical Society, Representatives of the Sourcemoot, and lover of 65th Vetar.
- 65th Vetar (Sally Guthrie): Parole Board; Highest Trade Guild; trying to get their lover, 45th Krestar to live again in some form. (Ended game very crazy on account of having all of 45th in their head.)
- 1st Clanless (Lee Fuchs): The Sourcer who realized she had a gender identity, and really wanted to be called Anne. The Family; Psychic Treasuremap; being Blackmailed by someone threatening to publish the name of her previous clan.
- Last Grackar (Jakob Weisblat): Glorious Revelations and Necessary Doctrines; Representatives of the Sourcemoot. Last living member of the Clan on the wrong side of the last Vote. Really wants to clone themselves a bunch in order to re-establish the clan.
- 232nd Connoly (Arkadiy Frasinich): Sourcer Defense League; Society for a World Ordered by Retribution and Domination; Representatives of the Sourcemoot.
- 39th Connoly (Tuan Nguyen): Xel’s Marketeers; Sourcer Defense League. Agent of Japan, trying to steer them into smacking the Yokers and Changers a lot.
- 384th Connoly (Taylor Sims): joined Sourcer Defense League after being attacked and traumatized by Changers as a child; Acquisitions, Inc.; Yawne’s Helpful Handymen.
- 89th Dogan (Elaine Phillips): Clan Dogan; People United to Save Humanity; Historical Society; Representatives of the Sourcemoot.
- 590th Dogan (Katherine Stone): Clan Dogan; Joined Unifiers on moving to the pit and trying to make it happen after accidentally getting the original founder killed; The High Order of the Forgers of Mystery after having accidentally used up all the magic in a magic artifact as a child.
- 21st Dogan (Casey McNamara): Clan Dogan; snuck onto the Ark a few years ago and helped Spacefarers come up with their plan to steal it and go to space; Xel’s Marketeers.
- 269th Bonnar (Jack Cockerill): Actually Droit; they and their twin, Better Than You, decided it’d be cool to try to pass themselves off as other races. Got the real Droit offed in order to take their place. Is now starting to think they’d actually be
happier as a Sourcer after all, and is trying to change their Changer insanity into a Sourcer one. Unifiers; The Silver Citizens; Highest Trade Guild.
- Grace Bergsdottir (Ada Taylor): Actually Charity d’Auberge, the French superspy. Weaseled her way into the The Shadow Bazaar.
- Beth Whitman (Kate Murphy): Was born as the kid of a bunch of rich Americans, went viral after stonedly telling her friends she saw magic and getting video taped, tracked down Parole Board to prove to herself magic was real and ended up getting taken back to the City. People United to Save Humanity; The Shadow Bazaar.
- Carol Li (Haley Brandt-Erichsen): Acquisitions, Inc.; The Shadow Bazaar. The one who brought all the racists together to form Society for a World Ordered by Retribution and Domination.
- Jason Carter (Ken Clary): Actually Dmitri Roussanovich, Japanese Superspy. Discovered he’s part People (Probably one great grandparent who was a Changer) on entering the City and is trying to figure out what that means….
- Simon Heard (Isaac Grosof): Actually Fred Holden, Canadian Superspy. Signed a contract with Vassaliar Broker to help what turned out to be The Rebellion, in exchange for 68th Krestar’s help on their own plot.
- Dr. Amaran Singh (Istvan Chung): A cultural anthropologist who was taken by The Family after one of his students (1st) accidentally outing herself as being from somewhere strange; Yawne’s Helpful Handymen; Blitz Manager.
- Faha al Mazir (Victoria Longe): Parole Board; The Shadow Bazaar. Is actually the crossbreed child of Tenarus Coinmaster, and is trying to find out the identity of her mother.
- Ferocitus (Molly Schmidt): The Wild Hunt; Psychic Treasuremap. Actually a Changer who lost a bet with a Yoker and was contractually bound to change herself into a panther; discovered that being a panther really helps with her inferiority complex4, and is now working on becoming a stealthy panther.
- General Henry Standing Bear (Adam Kalinich): Canadian Home Office. Definitely wants this hostile presence on Canadian soil dealt with.
- Minister Marion Perrine (Erik Fogg): French Home Office. Really pissed off about Napoleon being assassinated by one of the People two Festivals back and looking to nuke the City.
- Pasha Salih Omurtak (Eli Stickgold): Ottoman Home Office. The Ottomans have been aware of the existence of the City for a while now, and have been experimenting upon People they’ve caught to try to learn the secrets of magic. … and now there’s a whole city of them to work with!
- Minister Hiroshi Kishida (Michael Person): Japanese Home Office. Doesn’t want to let Canada get all of the cool toys from the City.
- Huamanpallpa (Andrew Chen): Incan Home Office. Actually radithar Clerk, a Yoker from The Family disguised as an apekin. Doesn’t want the world to be at war with the City, nor does he want the City to become a part of the human world.

4 Deaths

Friday
- Verdigri Prince (Seamus D Reynolds): Killed by his own delegation (mostly Vanimar Blademaster and Tenarus Coinmaster) for being part of Unifiers, which they decided was treason.

Wednesday
- Jestrian Councilor (Katie Mathison): (12:04am) Killed by the Unifiers for effectively stopping changes to the Treaty.

Thursday
- taran Wordsmith (Peter Duerst): (7:39pm) Killed by Vanimar Blademaster for being part of Unifiers.
- bistra Tinker (Pweaver): (8:10pm) Killed by the Enforcers & Vanimar Blademaster after Glorious Revelations and Necessary

4because FUCK YOU I’M A PANTHER
Doctrines figured out they were part of Society for Harmonius Isolation, Existence, and Living Discreetly. (Most of the killmob didn’t know this was why.)
- 123rd Bertran (Michael Behr): (11pm) Killed by the Enforcers & Vanimar Blademaster after Glorious Revelations and Necessary Doctrines figured out they were part of Society for Harmonious Isolation, Existence, and Living Discreetly. (Most of the killmob didn’t know this was why.)
- Simon Heard (Isaac Grosof): (11:21pm) Killed by Carol Li because she wanted his communicator.

Friday
- General Henry Standing Bear (Adam Kalinich): (11:05pm) Killed by Grace Bergsdottir one minute after coming into game-space to meet with her
- Vanimar Blademaster (Jacobi Vaughn): (11:47pm) Killed by Glorious Revelations and Necessary Doctrines after helping them steal the AI from the ark so that he couldn’t tell anyone about it.

Saturday
- Last Grackar (Jakob Weisblat): (5:03pm) Killed by Carol for being part of Glorious Revelations and Necessary Doctrines
- lorcan Trader (Steven Valdez): (5:03pm) Killed by Society for a World Ordered by Retribution and Domination because they thought he was part of Glorious Revelations and Necessary Doctrines
- marie Artist (Mehitabel Glenhaber): Killed by The Breakthrough and Daisy Chain to get rid of some of the competition for the art show.
- eladier Truthspeaker (Shi-Ke Xue): (10pm-ish?) Killed by Tenarus Coinmaster and Sweet Tooth for doing sketchy rituals.
- The Breakthrough (Haley Bates-Tarasewicz): (10:30pm) Killed by Madame Liberty and Uncle Nicety... because drugs?
- Madame Liberty (Ellena Popova): (10:32pm) Killed by Vartok and Uncle Nicety, because drugs.
- correan Trader (Sam Dukhovni): (10:52pm) Killed by heart attack, seconds after swapping into the body of Songstress.
- Sweet Tooth (Joy Perkinson): (11:40pm) Killed by SWORD, because SWORD was convinced that her having sex with Tenarus meant they were trying to make an Other.
- Tenarus Coinmaster (Sophie Monahan): (11:40pm) See above.

5 Contest Outcomes

5.1 Art Contest

Daisy Chain wins an unprecedented fourth Festival in a row!

5.2 Changer Councilor

Starry Night retains the position. What will be known by now?

5.3 Shadow Bazaar

Carol Li becomes the new head.

5.4 Yawnes

...is now led by 42nd Krestar.
5.5 Yoker Rebellion

Anasharal Erlking eeks out a victory over Crisjena Inspector, and will presumably be Anasharal Councilor (see below).

5.6 Drug Gang

Toxic Mirage becomes the new dominant gang, rising up over the corpses of Mycodelic Freaks.

5.7 Human Politics

The Ottoman Empire and France become superpowers, laying the groundwork for a Cold War.

5.8 Treaty

Humans are included.
Entire city is Neutral Ground.
Everyone but 1st Clanless can use Other Artifacts.
Yokers, Changers, and Sourcers can’t kill each other; 364th Bertran and 1st Clanless cannot kill each other or commit suicide.
The Councilors are selected by their respective races.
364th Bertran can’t interfere with human society.
The Capstone still reports to the Federation.

5.9 The Others

It’s not entirely clear which way the Federation will go on the issue of Earth, but the most likely outcome is that the Isolationist faction wins out and they wash their hands of the whole situation.

5.10 The Witness

… is so getting fired.

6 Awards

A “Done Good” to Ellena Popova for kicking ass on the drug gang plot… right up until she died.
A “Done Good” to Unifiers and People United to Save Humanity for managing to pull of their Treaty edits.
The “Too Effective To Live” award to Katie Mathison, for making it on to a lot of kill lists for doing her job too well.
The Sophie Monahan and Joy Perkinson “Hope It Was Worth It” Award for stopping for a last shag on their way out of game.
The “Faster’ Than Bullets” award to Jesse Ashcraft-Johnson, for surviving all of game as a marked man, even if he had to run naked from a three-way to do it.
The “These Cats Were Made For Herding” award to Jakob Weisblat, for doing an impressive job of climbing the Mysterious shadowrun tree.
The “Xanatos Gambit” award to Eli Stickgold, for convincing India to declare war on him, just so he could nuke it with its own nuke and gain more favors in the process....

The “I’m Just Telling It Like It Is” award, to Kendra Beckler for singing a song to the common room all about secrets and rebirth.

A special thanks to everyone who helped us get this game run, particularly Alex Westbrook and Erik Chen for their runtime help.

To all of our Changers, for costuming.

To all of our Sourcers, for infecting people with their speech patterns.

... and to all of our Yokers, for... uh, killing each other off?

But, seriously – thanks to all of our players for being awesome!

7 Quotes

“I just had the most adorable secret meeting. I’ve been recruited to be a murder expert.”

– Ken Clary

“(11:04pm) I’m in game now.”

“(11:05pm) I’m dead now.”

– Adam Kalinich

“Internal Yoker politics.”

– Assorted

“My back hurts. I feel oooooooold.”

Taylor Sims, to Charles Hope

“What do any of the Yokers object to this part of the Treaty?”

“Yes!”

“Shut the fuck up!”

“No, but...”

“Authority 3, shut the fuck up!”

– In the Treaty Room

“But what about foreplay?”

“. . . but contracts are foreplay!”

– A Changer and a Wordsmaster

“I’m like a wizard Bernie Sanders! If you like your owner, you can keep your owner!”

– Starry Night

“That was better than sex with Innocence!”

– Steel Cinders, after Songstress’s song

“Is it cultural appropriation if we all start talking like Sourcers?”

– Weliar

“I need Gold Amethyst Athames. All the athame-crafters are dead. I should have thought of that.”

– Coinmaster, discovering a flaw in murdering half the Yokers in game.

“Sweet Tooth! You’re not dead!”

“Every time. Object fucking permanence, people!”