

## 11–12. The Alchemists' Guildhall

### Threat 5 • Poorly Stored Chemicals, Science in Progress

Half college, half chemical manufacturing plant. Workers in goggles and waxed robes mill about, carrying flasks of exotic materials. There are several doors marked with images of stick figures with their faces melted off.

**Toxic Work Environment:** All tests to inflict Stress on another character gain +1 impact; failed attempts to do so inflict 2 Stress on the acting character in addition to any Stress incurred via complications.

⚙️ *The Clockwork City*

Location 🏠

## 13–14. The Clocktower

### Perfect Geometry, Incessant Ticking Noise

A place of great importance, full of delicate machines and hawk-eyed mathematicians who ensure the mechanisms of the city do not fall out of alignment.

**Wrong Lever:** The Calamity Thresholds of all physical tests made in this location are worsened by two points.

⚙️ *The Clockwork City*

Location 🏠

## 15–16. Coal Shaft One

### Threat 3 • Massive Machinery, Somebody's Gotta Do It

Exit port of the city's oldest mining shaft. Miners in dust-helmets mill about everywhere, tending to carts of ore and large automatons. Everything is caked in black soot.

**Not the Intended Use:** A God-eater who takes a mining automaton for a joyride gains access to its “Massive Machinery” Trait. The automaton has its own 10-point Stress Limit, against which all Stress incurred while piloting it is marked; it breaks down when it Stresses Out.

⚙️ *The Clockwork City*

Location 🏠

## 21–22. DeLeon's Automatonics

### Limbs Everywhere, We Have What You're Looking For

An upscale automaton manufacturing shop; looks like a watchmaker's studio cross-bred with a car garage. Brass and porcelain limbs are hung from racks next to shelves upon shelves of delicate springs and sprockets.

**We Have the Technology:** A God-eater who receives one of DeLeon's “special consultations” may exchange one of their Forms for a Form of their choice; treat this as changing Forms via a catalyst, except the change can't be made permanent and lasts until the next time the affected God-eater Stresses Out.

⚙️ *The Clockwork City*

Location 🏠

## 23–24. The Gilded Hare

### Threat 2 • Precarious Footing, Former Glories

Once the jewel of the city's old casino district, now abandoned and partially flooded. Whole floors are rotted and dangerous, and the lights seem to function at random. An ideal meeting place for unsavoury characters.

**The House Always Wins:** Wisdom tests made in this location have a Calamity Threshold of 7+.

⚙️ *The Clockwork City*

Location 🏠

## 25–26. The Grand Baths

### Ornate Fountains, Centre of Gossip

A treasure of the city, where all classes mingle to relax amid heated baths and marble adornments. If back-room deals are cut, this is where one sharpens the knife.

**R&R:** After resolving a test in this location, each God-eater and NPC present clears one Stress.

⚙️ *The Clockwork City*

Location 🏠

## 31–32. The Granger Street Distillery

### Threat 3 • Perfectly Legitimate Business, No Trespassing

A large distillery for peppermint schnapps, a favorite of the city. Large men with mechanical dogs (SL 8; Threat 3; No Sense of Humour) watch the yard; the back-of-house offices have their blinds drawn.

**The Good Stuff:** Schnapps obtained from this location is a food item which restores 4 Stress per inventory slot in addition to serving as a tool for appropriate actions (e.g., social influence, setting things on fire, and so forth).

⚙️ *The Clockwork City*

Location 🏠

## 33–34. The Great Treasury House

### Threat 4 • High Security, Centre of Wealth and Power

A massive, imposing structure in the city's upper district, a great metal ziggurat flanked by automaton gargoyles (SL 10; Threat 4; Nasty Big Pointy Teeth). The entry hall is so large it nearly has its own weather. The security vaults are kept under the tightest possible lock and key.

**Heist Caper:** The God-eaters must complete a 15-segment Goal Clock to enter the vaults.

⚙️ *The Clockwork City*

Location 🏠

### 35–36. The High Station

#### Hub of Transport, Tickets Please

An airport in the upper city, where dirigibles dock. Staffed by busy people who know the city well. The plaza outside is always teeming with street vendors and hucksters.

**Ticket to Fly:** The God-eaters can travel directly from this location to any other; tests may be required to board the appropriate transport, at the GM's discretion.

⚙️ *The Clockwork City*

Location 🏠

### 41–42. The Lean Bean

#### Interclass Watering Hole, We Never Close

A greasy spoon diner in the city's downtown. Specialises in a type of pressure-cooked bean chili favored by the city; it's among the oldest restaurants in town, and one of the first to make use of the city's steam pipes for cooking.

**Best Chili in Town:** Food obtained here clears 5 Stress per inventory slot rather than the usual 3.

⚙️ *The Clockwork City*

Location 🏠

### 43–44. Mainspring Hall

#### Understaffed, Do You Have an Appointment?

A government building built around the city's main crankshaft. The marble-and-brass architecture holds stark executive offices and hectic legal facilities alike.

**Halls of Power:** The God-eaters may initiate a Goal Clock in this location to modify a Trait on any previously visited location; the GM determines the clock's length based on how unreasonable the stated objective is.

⚙️ *The Clockwork City*

Location 🏠

### 45–46. Rizby's Vestments

#### Clothes-Printing Automaton, May I Recommend Mauve?

A small, luxurious tailor shop, all dark wood and crushed velvet. Run by a prissy older gentleman (SL 5; Threat 1; Fastidious) and his expensive tailor automaton.

**Clothes Make the Monster:** A God-eater who receives a tailored outfit from Rizby – which occupies one inventory slot – may activate the Art of Guising for free, even if they don't know it; once the effect lapses, it can't be reactivated without another tailoring session.

⚙️ *The Clockwork City*

Location 🏠

## 51–52. The Room and Loom

### Travellers From Strange Lands, Nobody Stays For Long

A hostel built in a reclaimed textile factory. The walls are decorated with artsy murals and hanging plants; the courtyard has shops where travellers can eat at all hours.

**Save Point:** A God-eater who Stresses Out after visiting this location once may choose to return to play here rather than wherever they Stressed Out.

⚙️ *The Clockwork City*

Location 🏠

## 53–54. The Scrapyard

### Threat 3 • Cavernous Expanse, Lost and Found

A vast pit stuffed to the brim with mountains of refuse. Great shafts in the ceiling occasionally open to drop another mass of scrap on the piles. The place is so large, trips to its interior are referred to as “expeditions.”

**Another Person's Treasure:** Once per visit, each God-eater may roll on a random item table of their choice.

⚙️ *The Clockwork City*

Location 🏠

## 55–56. The Shatterhouse

### The Cage!, Welcome to Suplex City

An automaton manufacturing warehouse converted into an automaton fighting ring; the glass-walled arena is flanked by rows of seats. Behind each fighter tunnel is a workshop where mechanics fine-tune their robots.

**In the Blue Corner:** The Shatterhouse does not normally accept fleshy competitors; if the God-eaters manage to end up in the ring, give their opponent SL 15, Threat 5, and two rolls on the Random Forms table to represent its illegal modifications; these count as Traits.

⚙️ *The Clockwork City*

Location 🏠

## 61–62. Smokey Joe's

### Take a Load Off, Low Doorways

A combination bar and poetry club built into an alleyway; hard to spot from the street. Not seedy, but on the seedier side of town. A real hip joint full of cool cats.

**Poetry in Motion:** God-eaters gain +1 impact on tests made in this location if they improvise a relevant rhyming couplet or other short poetic verse first; puns also work, but worsen the test's Calamity Threshold by 1.

⚙️ *The Clockwork City*

Location 🏠

## 63–64. The Symphonium

### High Culture, Deus Ex Machina

A lavish and expensive performing arts venue in the upper city, featuring a grand concert hall flanked by several smaller stages. The clockwork mechanisms are able to produce fantastic stage effects.

**All the World's a Stage:** Performing a Limit Break targeting only this location costs one fewer Obstinacy.

⚙️ *The Clockwork City*

Location 🏠

## 65–66. Yard Number 10

### Threat 1 • Big Henry the Freight Crane, Always Busy

A recent addition, this nexus of roads and rails and cranes ships goods and raw materials throughout the city. It recently eclipsed the old Yard 4 as the most productive in the city; allegations that this was achieved by cutting corners on worker safety are of course wholly unfounded.

**Zero Days Since (complication):** Increase this location's Threat rating by 2, to a maximum of 7, until the end of the scene.

⚙️ *The Clockwork City*

Location 🏠

## 11–12. The Anxious Mechanic

SL 8 • Threat 3 • Scatterbrained,  
Omni-Mobile

A municipal mechanic in a spider-legged automaton wheelchair, making the rounds to check the local mechanisms. There seems to be a major problem, but if questioned, they'll hastily deny that anything is wrong.

**It's Never Done That Before:** Any location where the Anxious Mechanic is present gains a Threat rating of 3, or increases its existing Threat rating by two points.

⚙️ *The Clockwork City*

NPC 

## 23–24. The Blundering Banker

SL 9 • Threat 2 • Clumsy, Arrogant All  
the Same

A wealthy banker, usually encountered in some perilous predicament of their own making. They make grand promises to anyone who can help them, with absolutely no intention of following through.

**Centre of Attention:** While the Blundering Banker is present, any test that doesn't target them or their present predicament in some way suffers -2 impact; a test doesn't need to be trying to help in order to avoid this penalty.

⚙️ *The Clockwork City*

NPC 

## 13–14. The Breakfast-o-Matic

SL 5 • Threat 1 • Chubby Robot,  
Obsessed with Breakfast

A malfunctioning, many-armed automaton fry cook. Each arm carries an implement of breakfastomancy. From its mouth trickles a thin stream of fry oil.

**The Most Important Meal of the Day:** The Breakfast-o-Matic can prepare any item the God-eaters offer it into breakfast, a food item restoring 4 Stress per slot.

⚙️ *The Clockwork City*

NPC 

## 15–16. The Champ and Atlas

*Champ:* SL 7 • Threat 2 • Inveterate  
Cheater, Smack-Talker  
*Atlas:* SL 12 • Threat 4 • Showboater,  
Iron Giant

The engineer for a successful automaton-fighting promotion, flanked by their bot, Atlas. The Champ's suit has one sleeve cut away to show off their fancy prosthetic.

**Not So Fast, Buddy:** Atlas intercepts any physical Stress targeted at the Champ.  
**Percussive Maintenance (complication):**  
The Champ clears 3 Stress from Atlas.

⚙️ *The Clockwork City*

NPC 

## 21–22 The Clockwork Performers

SL 7 (each) • Threat 3 • Clever,  
Concealed Weapons

A traveling street performer and their clockwork automaton partner. They wear eccentric, identical clothing. Both carry strange iron-bodied mandolins.

**Filch (complication):** One inventory item (from any God-eater's inventory) is now in the possession of the Clockwork Performers. The GM is not obliged to reveal which one until someone tries to do something with it.

⚙️ *The Clockwork City*

NPC 

## 25–26. The Corrupt Watchman

SL 9 • Threat 2 • Fancy Prosthetics,  
Let's Make a Deal

A cartoonishly corrupt city watchman with a clockwork leg and arm. Just shockingly corrupt – it is genuinely surprising that they still have their job.

**Greasy Palms:** The Corrupt Watchman is extremely easy to bribe; all such efforts gain an extra +1 impact, in addition to any existing impact bonus for the bribe.

⚙️ *The Clockwork City*

NPC 

## 31–32. The Determined Courier

SL 10 • Threat 1 • Streetwise Urchin,  
Fast Runner

A message-runner from the Treasury House. They've lost whatever they were meant to be delivering – sensitive documents, by default – and are desperate to get it back.

**All-Access Pass:** The Determined Courier enjoys all the benefits of the Art of Autonomy, though they do not otherwise seem to be a practitioner of the Arts.

⚙️ *The Clockwork City*

NPC 

## 33–34. The Disgraced Noble

SL 8 • Threat 2 • Art Lover, Last  
Season's Fashions

A down-on-their-luck noble, persistently trying to gain admittance – to the current location, if plausible; to an opera performance that night, if not. Either way, they've been banned for reasons they don't care to discuss.

**Do Not Serve:** The Calamity Thresholds of social tests targeting other NPCs are worsened by two points while the Disgraced Noble is present.

⚙️ *The Clockwork City*

NPC 

### 35–36. The Drunken Attendant

SL 5 • Threat 1 • Beautiful, Moderately Drunk

An off-duty attendant from the Grand Baths. They are tired, angry, and can be persuaded to disclose lurid anecdotes regarding their clients with very little effort.

**The Dirt:** With a successful test (or a suitable bribe), a God-eater can obtain damaging gossip about any other NPC in this playset. Though it's not an object, treat this as a single-use item which occupies one inventory slot and deals 1d6 Stress to the relevant NPC with no test required.

⚙️ *The Clockwork City*

NPC 

### 41–42. The Lost Tourbot

SL 7 • Threat 2 • Uncannily Cheerful, One-Track Mind

An automaton assigned as a city tour guide; paradoxically, very lost. As long as it's not asked for directions, it offers a wealth of information about the city's history and culture, delivered with an attitude so perfectly non-threatening that it wraps around to being vaguely alarming.

**Incredibly Distracting:** Efforts at misdirection against other NPCs gain +2 impact in the Lost Tourbot's presence

⚙️ *The Clockwork City*

NPC 

### 43–44. The Machine Preacher

SL 10 • Threat 3 • Extra Limbs, Eager for Debate

A street-preaching machine cultist, sporting several supernumerary clockwork limbs. Thoroughly ignored by the city's residents, they'll instantly identify the God-eaters as newcomers who haven't yet heard their pitch.

**Change My Mind:** Tests made to debate with the Machine Preacher – or to resist Stress from one of their sermons – yield Obstinacy on successes rather than failures.

⚙️ *The Clockwork City*

NPC 

### 45–46. The Novice Alchemist

SL 7 • Threat 3/6 • Skittish, Backpack Full of Explosives

A young, mousy-looking would-be alchemist who is definitely not attempting to perform experiments outside of a laboratory setting, no sir.

**Whoops:** The Novice Alchemist's Threat rating is doubled when they're trying to be helpful.

**Hat Full of Bomb:** If “borrowed”, the Novice Alchemist's explosives add +3 impact on a single test to blow stuff up.

⚙️ *The Clockwork City*

NPC 



## 51–52. The Overconfident Captain

SL 7 • Threat 2 • Gallant, Unprepared

A flamboyant mercenary captain, attempting to secure funding for a treasure-hunting expedition to the caverns below the city. They possess no actual treasure-hunting experience, and have no idea what they're getting into.

**Irrational Exuberance:** The Overconfident Captain's Traits can be tagged on tests to induce *any* NPC to do or agree to something foolish while the Captain is present.

⚙️ *The Clockwork City*

NPC 

## 53–54. The Phony Inspector

SL 10 • Threat 3 • Stolen Uniform, Smooth Talker

Claims to be a Special Inspector for an elite division of the City Watch. Is actually running some sort of scam; if nothing else suggests itself, they're trying to fleece tourists, and have identified the God-eaters as marks.

**Papers, Please:** God-eaters do not receive dice from tagging Forms on tests targeting the Phony Inspector. Tagging Expressions or external Traits is unaffected.

⚙️ *The Clockwork City*

NPC 

## 55–56. The Rookie Watchman

SL 12 • Threat 4 • Rule-follower, Superhuman Stamina

An overzealous rookie from the City Watch, with strange ideas about what is considered “suspicious activity”. They haven't yet realised that the organisation they work for is hopelessly corrupt. Their uniform is very clean.

**No Fun Allowed:** Tests enhanced by expenditure of Obstinacy or made in conjunction with a Rebellious Art suffer –2 impact when targeting the Rookie Watchman.

⚙️ *The Clockwork City*

NPC 

## 61–62. The Shifty Timekeeper

SL 7 • Threat 2 • Snobbish, Smartly Dressed

A City Timekeeper, overly proud of their very important job. Their satchel is full of something extremely illegal.

**Is That What I Think It Is?:** The Shifty Timekeeper's satchel contains a unique item whose nature or effect is critical to the God-eaters' present goal.

⚙️ *The Clockwork City*

NPC 

### 63–64. The Sinister Repo Man

SL 15 • Threat 5 • Grim and Taciturn,  
Bonesaw in Hand

A repossession officer from the Treasury House. In a refrigerated glass case on their back, they carry a human leg “repossessed” from a debtor.

#### **Possession is Nine-Tenths of the Law**

**(complication):** The acting God-eater loses one of their Traits, and the Repo Man magically gains it. This functions as a **Damaged Trait** complication; the lost Trait recovers when the Repo Man Stresses Out, or the next time the affected God-eater fully clears their Stress.

⚙️ *The Clockwork City*

NPC 

### 65–66. The Striking Impostor

SL 8 • Threat 3 • Absolutely Huge,  
Wary of the Coppers

A local union leader impersonating a new employee at the current location (or one nearby). Prone to risking their cover with provocative speeches at the slightest invitation. Their face is a mess of scars.

**Solidarity Forever:** At most once per scene, if the Striking Impostor is moved to deliver a speech or other grand gesture, each God-eater gains one Obstinacy.

⚙️ *The Clockwork City*

NPC 

## 1. Chain Gang

The City Repossession Squad attempts to quell unrest with mass arrests, and the God-eaters are swept up in the chaos. The God-eaters and any named NPCs present are transported to a location called **the Cauldron** (Threat 5; Open-Air Quarry, Get Your Ass Back In Line) for processing, chained together at the ankle (or equivalent member). The God-eaters must extricate themselves from their chains and overcome a trio of **Automaton Prison Guards** (SL 12×3; Threat 5; Lumbering, Humourless; -2 Stress from physical violence) in order to leave.

⚙️ *The Clockwork City*

Calamity ☠️

## 2. Gearquake

Neglect and corruption among the City Timekeepers has caused the city to malfunction, resulting in a destructive gearquake. Structures may be tilted at strange angles, flooded with water or boiling steam, or prone to sudden bursts of metal shrapnel or caroming springs. All locations gain the Trait “Devastated” and a Threat rating of 4 (or increase their existing Threat rating by 3, to a maximum of 6). If the God-eaters wish to aid in the recovery effort, these qualities can be removed from a single location by completing a 10-segment Goal Clock.

⚙️ *The Clockwork City*

Calamity ☠️

## 3. Sic Semper Tyrannis

There has been a murder! An assassination! A prominent public figure – a local politician running for office, if no previously established NPC is suitable – has just been killed in broad daylight very close by; the God-eaters, as suspicious outsiders, will be scapegoated if the authorities realise they're present. The location is now locked down by **Elite City Guards** (SL 18; Threat 4; Clockwork Power Armour, No Patience) and **Shadowy Government Types** (SL 15; Threat 6; Spotless Overcoats, Infinite Patience); the God-eaters may not leave until both are overcome.

⚙️ *The Clockwork City*

Calamity ☠️

## 4. Picket Line

A labour action has sprung up around the God-eaters' current location. A **Mob of Striking Workers** (SL 20; Threat 4; Tired and Oil-stained, Proletarian Anger) and a **Squad of Police Strikebreakers** (SL 25; Threat 6; Riot Gear, Itchy Trigger Fingers) converge on the area. The Strikebreakers will periodically move against the Workers, dealing their Threat in Stress; the God-eaters may resist Stress on the Workers' behalf if they intervene. If the Workers Stress Out in this way, the Strikebreakers open fire on the mostly unarmed crowd.

⚙️ *The Clockwork City*

Calamity ☠️

## 5. Beasts from Below

Unregulated resource extraction beneath the city has stirred things best left undisturbed. A pack of giant star-nosed moles bursts into the God-eaters' current location.

### Predatory Moles

SL 25 • Threat 6 • Unsighted, Terrible Hunger

**Wiggly Appendages:** Fighting the Moles at Touch range is always resolved as a test to resist Stress unless you are for some reason impossible to grip.

⚙️ *The Clockwork City*

Calamity ☠️

## 6. Slipped a Cog

A Lift-o-Matic has been sabotaged, sending it into a frenzy of picking things up. At least one God-eater is picked up.

### Rampaging Lift-o-Matic

SL 20 • Threat 7 • Overwhelming Urge to Pick Things Up

**Pickup Artist:** Characters picked up by the Rampaging Lift-o-Matic cannot leave its location until it Stresses Out.

**Twenty Feet of High-Torque Brass:** The Rampaging Lift-o-Matic takes -3 Stress from physical threats.

⚙️ *The Clockwork City*

Calamity ☠️