

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.



The Clockwork City

Location

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

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

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 gain an additional Form of their choice; this Form has no corresponding Expressio, and goes away the next time the affected God-eater Stresses Out.



The Clockwork City

Location

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** 

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** 

The Granger Street Distillery

Threat 3 • Perfectly Legitimate Business, No Trespassing

A distillery for peppermint schnapps, a local favourite. Men with mechanical dogs (SL 8; Threat 3; No Sense of Humour) watch the yard; the 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** 

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** 

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

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 is 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

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

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 tailored outfit from Rizby functions as a consumable inventory item which allows a God-eater to activate the Art of Guising once for free, even if they have not mastered it.



The Clockwork City

Location

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

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

The Shatterhouse

The Cage!, Welcome to Suplex City

A 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. Fleshy competitors are not accepted.

In the Blue Corner: 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

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

The Symphonium

High Culture, Deus Ex Machina

A lavish performing arts venue in the upper city, featuring a grand concert hall flanked by 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 

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 

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 will 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 

The Blundering Banker

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

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

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

 The Clockwork City

NPC 

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 

The Champ and Atlas

Champ: SL 7 • Threat 2 • Habitual 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.

Hold It, Pal: Atlas intercepts attacks aimed at the Champ.

Percussive Maintenance (complication): The Champ clears 3 Stress from Atlas.

 The Clockwork City

NPC 

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 

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.

 The Clockwork City

NPC 

The Determined Courier

SL 10 • Threat 1 • Streetwise Urchin,
Fast Runner

A message-runner from the Treasury House. They have 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 

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 have been banned for reasons they do not 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 

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, granting +1 impact on social tests against that NPC the next time they are encountered.

 The Clockwork City

NPC 

The Lost Tourbot

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

An automaton tour guide; paradoxically, very lost. 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 faintly alarming.

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

 The Clockwork City

NPC 

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 will instantly identify the God-eaters as newcomers who have not yet heard their pitch.

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

 The Clockwork City

NPC 

The Novice Alchemist

SL 7 • Threat 3/6 • Skittish, Controlled Substances

A young, mousy-looking alchemist who is definitely not performing experiments outside a laboratory setting, no sir.

Whoops: The Novice Alchemist's Threat rating is doubled when they are attempting to be helpful.

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

 The Clockwork City

NPC 

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 are 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 

The Phony Inspector

SL 10 • Threat 3 • Stolen Uniform, Smooth Talker

Ostensibly an inspector for an secret division of the City Watch. Actually a con artist; if no other likely scam suggests itself, they are fleecing gullible tourists.

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 

The Rookie Watchman

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

An overzealous rookie from the City Watch, with strange ideas about what constitutes “suspicious activity”. They have not 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 

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 

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.

Nine-Tenths of the Law (complication): A God-eater loses one of their Forms, and the Repo Man magically gains it. This functions as a **damaged Trait** complication; the Form recovers when the Repo Man Stresses Out, or the next time the affected God-eater fully clears their Stress.

 **The Clockwork City**

NPC 

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 

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; though produce is their preferred prey, in lean times they are more than willing to expand their culinary horizons.

Predatory Moles (group)

SL 25 • Threat 6 • Unsighted, Terrible Hunger

Wiggly Appendages: Fighting the Moles at Touch range is always resolved as a test to resist Stress.

 **The Clockwork City**

Disaster 

Chain Gang

The City Repossession Squad conduct mass arrests, and the God-eaters are swept up in the chaos. The God-eaters and any named NPCs present are transported to **the Cauldron** 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** in order to leave.

The Cauldron

Threat 5 • Open-Air Quarry, Get Your Ass Back In Line

Rocks Fall: Moving outside the marked safe areas requires a test to resist Stress versus the Cauldron's Threat rating.

Automaton Prison Guard (×3)

SL 12 (each) • Threat 5 • Lumbering, Humourless

Heavy Metal: An Automaton Prison Guard incurs -2 Stress from physical violence. This is an impact penalty.

 **The Clockwork City**

Disaster 

Gearquake

Neglect and corruption has caused the City to malfunction, provoking a massive 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**

Disaster 

Picket Line

A labour action has sprung up around the God-eaters' current location. A mob of **Striking Workers** and a squad of **Police Strikebreakers** converge on the area. The Strikebreakers will periodically move against the Workers, dealing their Threat in Stress; if the Workers Stress Out in this way, the Strikebreakers open fire on the crowd.

Striking Workers (group)

SL 20 • Threat 4 • Tired and Oilstained, Proletarian Anger

Strength in Numbers: The God-eaters may resist Stress on the Striking Workers' behalf; any unresisted Stress is marked by both parties.

Police Strikebreakers (group)

SL 25 • Threat 6 • Riot Gear, Itchy Trigger Fingers

Reverse De-escalation: While the Police Strikebreakers are present, all tests incur a minimum of one Calamity Point. (This does not increase the number of Calamity Points incurred if it was already greater than zero.)

 **The Clockwork City**

Disaster 

Sic Semper Tyrannis

A public figure – a local politician, if no established NPC is suitable – has been killed in broad daylight; the God-eaters will be scapegoated if caught. **Elite City Guards** and **Shadowy Government Types** have imposed a lockdown. No-one may leave this location until both are overcome.

Elite City Guards (group)

SL 18 • Threat 4 • Clockwork Power Armour, No Patience

Self-contained: The Elite City Guards are immune to temporary Traits representing physical alteration, injury or trauma. Limit Break effects bypass this immunity.

Shadowy Government Types (group)

SL 15 • Threat 6 • Spotless Overcoats, Infinite Patience

Autohypnosis: The Shadowy Government Types are immune to perception-altering effects of Forms and Arts. Limit Break effects bypass this immunity.

 **The Clockwork City**

Disaster 

Slipped a Cog

A Lift-o-Matic has been sabotaged, going on a rampage of picking things up. At least one God-eater is picked up.

Rampaging Lift-o-Matic

SL 24 • Threat 7 • Overwhelming Urge to Pick Things Up

Pickup Artist: Any God-eater who tries to leave the Rampaging Lift-o-Matic's location is picked up.

Twenty Feet of High-Torque Brass: Tests to do violence to the Rampaging Lift-o-Matic incur –3 impact for magnitude.

 **The Clockwork City**

Disaster 