

Name
Town Type
Population

TOWN MAPPING

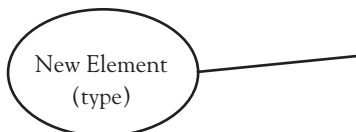
Add the following elements to the map when you set up the game:

Themes: number of players plus one, chosen from the list for your selected town type.

Bloodlines: number of players plus one.

Locations: two to four.

Events: one to three.



DISCOVERING TURN

At the start of the game, answer these questions:

- Can shifters tell each other apart from mundanes?
- Is there any formal culture with shifters beyond the heir's family line?
- Do shifters have a formal or unspoken agreement to not expose themselves to the town?
- Do shifters have any moral code in regards to harming mundanes?

When someone risks exposure for the first time, answer these questions:

- What happened the last time a shifter was exposed, if this has ever happened?
- It is clear the shifters cannot leave the town, so what happened to the last shifter that tried?

The first time someone turns, answer these questions:

- What does it feel like?
- How does it impact your body?
- Do you take anything with you or bring it back?

TOWN TYPES

College

- youth
- progress
- expertise
- wealth

Government

- ideology
- tradition
- nepotism
- wealth

Industrial

- poverty
- resentment

- expertise
- wealth

- rowdiness
- guests

- law
- poverty

- tradition
- waste

- legacy

- resentment

- progress

Tourist

- guests
- waste

Cultural

- tradition
- legacy
- expertise
- arts

Way Station

- rowdiness
- guests
- nepotism
- poverty

- leisure
- arts

- wealth
- ideology

- enterprise
- artifice

- enterprise

- artifice

- hope