

The Between BackerKit Achievements (Unlocked)

Julius, the Vampire King of London

A new Side Threat will be included in Shadow Society! "Vampire King of London" is a title Julius has bestowed upon himself; whatever global vampiric cabal decides such things hasn't weighed in on the matter. In truth, he's the ostensible leader of a nest of vampires in East London, most of whom would love to see him destroyed so they can take over. He's also convinced a particularly gullible group of mortals to worship him. Julius is a former resident of Hargrave House, and still has the right to enter the mansion on Belgrave Square whenever he likes (but only through an upper story window, and only by smashing through it—don't ask why). Julius doesn't start out hostile to the hunters; he mostly finds them amusing, and the Most-Beloved downright captivating. He can be of assistance, even before he formally joins Hargrave House. But his mercurial nature can get the better of him, causing him to lash out at the hunters, even when cohabitating with them.

Project Funded

Thick Paper and Lay-Flat Binding

128 GSM paper and lay-flat binding will be added to all three hardcover books.

Gold Foil Stamping

Gold foil will be added to the covers of all three hardcover books.

Artistic Endpapers

We will commission artists to create special endpaper illustrations for all three hardcover books. The Between will feature an illustration of The Mastermind and monstrous Threats posed in a sapphire blue rendition of The Last Supper. Shadow Society will feature a stylized map of The Between's London. Suns of Another World will feature a triptych illustration representing Ghosts of El Paso, Unsinkable, and Court of Wolves.

The Selkie & The Vengeful

We will add The Selkie playbook to Shadow Society. "You are not human, though you certainly look the part. You are a selkie, a seal-like shapechanger born to crashing waves and salty air. Clever and curious, you left the ocean for the surface world, delighting in what the land had to offer. Then you met a thief who stole first your trust and then your pelt, the very thing that lets you swim the oceans surrounding Great Britain. For months, even years, you languished under them. You eventually escaped, but that dastardly individual had one last trick up their sleeve. Your pelt—your beautiful second skin is damaged, and only you can repair it. Hargrave House is sheltering you while you help them with the dark work they do, but it is a tenuous agreement. You refuse to be controlled again—no matter the cost." This Achievement also unlocks The Vengeful, a new Threat associated with The Selkie.

The Emerald Orchid

A new Threat will be added to Shadow Society. “A breed of orchids with emerald-like petals are the latest fad in London. But Hargrave House believes these orchids might be the beautiful tendrils of a vast, cosmic intelligence determined to enslave mankind.”

The Facsimile

We will add a new playbooks to Shadow Society. “You were an automaton, a mechanical doll made to satisfy the curious whims of your Creator. Like most dolls, you were born from bits of wood and brass, crafted to resemble something pleasant and unassuming, but ultimately lifeless. That was until you were bestowed the Spark, a gift that allowed you to operate in ways beyond the designs of your maker. The spinning of your gears were now lubricated by something new and intangible: curiosity. You followed this newfound inquisitiveness, determined to take pseudo-life into your own wooden hands and eventually the strings of curiosity led you to London and Hargrave House. The world beyond the workshop is a hard one though, full of folks eager to play with you in rougher ways. Nevertheless, you will not be made a puppet for anyone’s desires but your own. Inspired by Pinocchio, the game *Lies of P* and *Blade Runner*, play the Facsimile if you want to explore themes of autonomy and tinker with all the bells and whistles that comes with being a machine.”

Mean Times in Greenwich

We will add a new Threat to Shadow Society. “A time anomaly is vexing Greenwich and, if left unattended, could possibly destroy all of reality. Hargrave House must investigate the nature and origin of the anomaly while navigating the curious case of James Allardyce, a man unstuck in time.”

Titania, Queen of the Fae

Titania is a brand-new Mastermind, written by Mitch Kocen. “Titania has had her power stolen by Queen Victoria, and so she's assembled a human ‘fae court’ to help her get it back. She will stop at nothing to destroy the duplicitous Widow at Windsor, and it will be up to Hargrave House to put a stop to her plans. Titania challenges the game's assumptions about the Mastermind always relying on wealth and intellect to enact their schemes. Rather, Titania is a street person—a queen brought low—who relies on her knowledge of the ancient and hidden world to torment the empire.”

The Order of the Azure Eyes

We will add a new Threat to Shadow Society! “The members of an exclusive philosophical club are turning up dead. Hargrave House comes to believe that a famous German alienist may be connected. Furthermore, a mysterious organization called The Order of the Azure Eyes is increasingly active in London, turning up everywhere, creating a sense of inescapable dread for those in the know.”

The Dodger & The Wyrn

We will add The Dodger & The Wyrn to Shadow Society! “The Dodger playbook is a former pickpocket and street thief. They have a secret: a cursed treasure stolen from a dragon's hoard, which connects them to the ancient beast. Throughout the game, you'll explore how they got

into—and tried to get out of—their life of crime. Play the Dodger if you want to solve problems with theft and deception, or if you want to explore being doomed by your own greed. The Wyrms is a special Threat associated with the Dodger playbook. Once it comes into play, a fearsome black dragon will slither through London each night in search of treasures to hoard. Hargrave House investigates how to slay or propitiate the creature, hampered by a foolhardy group of amateur dragon-hunters, and by those Londoners who have become thralls of the Wyrms."

The Monochromatic Men of Three Mills Island

We will add a Lovecraftian horror Threat, The Monochromatic Men of Three Mills Island, to *Shadow Society*! "People are turning up dead in Three Mills Island, their bodies entirely monochrome. Hargrave House suspects this is part of a grand ritual predicted in a book called The Almanac of the Hyades, and that if the ritual is complete, a portal to another world will be opened over London—to disastrous consequence."

The Seven Mummies of Seven Dials

We'll add a new Threat to *Shadow Society*: The Seven Mummies of Seven Dials! "Children are vanishing in the days leading up to Christmas, just after visits from a strange group of mummies performing songs and dances in homes through the dim streets of Seven Dials. The poor Irish slums are haunted by the disappearances, but Scotland Yard dismisses the missing children as mere runaway cases. Hargrave House knows it's worse than that: the leader of the mummies, costumed in a great Beelzebub mask, is the only actual living being among the troupe. The hunters must uncover how Beelzebub controls the supernatural mummies—and, more importantly, why they are abducting children. If any hunter can unmask Beelzebub's true identity, a powerful boon may await them."

The Martian

We'll add a new playbook to *Shadow Society*: The Martian! "A new hunter has appeared in Hargrave House! The Martian is an exiled royal from another planet, the last survivor of a devastating invasion of their home world. They were sent to Earth as an infant, and raised by human parents—unaware of their own extraterrestrial heritage. The Martian grows ever more aware that they aren't like other people. Hargrave House has agreed to help the Martian learn about their true nature and, in the meantime, the Martian will help Hargrave House with their investigations. But what of their home world? What of the Shield of Corithor and the Diadem of Queen Bantia? And who is waiting for them in the Cinnabar Temple of U-Dur-Bar?"

The Clockwork Cutlery

The tonsorial stylings of the Clockwork Cutlery are all the rage in London! Beautifully precise automata will give you the closest, neatest trim of your life! But the automata have taken on a life of their own, and may be working diligently to replace London's elite with mechanical mimics. Hargrave House investigates.

Gesod, High Imperator of Venus

Our second secret Mastermind appears! We will add Gesod, High Imperator of Venus to *Shadow Society*! "A massive spacecraft is hovering above London. Its master: Gesod, High Imperator of Venus. Ostensibly there for a diplomatic engagement with Queen Victoria, he secretly plots to destroy the British Empire, which he views as the most significant hurdle to conquering Earth. Gesod is an over-the-top, spacefaring villain in the style of Ming the Merciless, and he brings an element of vintage science fiction to your game of *The Between*."

The Informals

We'll add a new playbook to *Shadow Society*: *The Informals*! *The Informals* is the first troupe-style playbook for *The Between*, meaning when you choose this playbook, you'll be playing multiple characters at once! The Hargrave House Informals are a group of street people who assist the hunters with their investigations. Each phase, you pick which Informal you want to use: Elsie Willow, a canny woman of the night; Kip Longfellow, a resourceful street urchin; Silas Gren, a butcher who has... seen things; Velma Thenwicket, a well-connected governess; Pig's Ear, the most talented pickpocket in London; Brother Samuel, a disgraced vicar; Barrel Staves, an absolute unit; and one you create on your own. Each member of the Informals has their own special talents and resources they bring to the investigation, as well as a secret shame that haunts them. While the Informals don't live in Hargrave House, they are connected to one hunter, their Benefactor, with whom they have a special rapport, and who allows them to access new abilities.

We almost forgot one thing: the Informals are each doomed. Throughout the campaign, they will be gruesomely murdered, one-by-one, by an unseen serial killer. The hunters will have to answer a Question related to the killings, the answer of which might see the serial killer joining Hargrave House themselves! What will Hargrave House do when they have an infamous murderer lurking within their walls?

The Underground & Queen of Hearts

We will add the world of *Reverie* to *Shadow Society*: new Unscenes, a new playbook, and a new Mastermind! *Reverie* is another dimension slowly worming its way into London. It's an archipelago of fairy tales and dreams, made manifest by Londoners' subconscious desires and wistful reminiscences. And for the last 300 years, it's been the hiding place of a vampiress formerly known as Mary I, now known as The Queen of Hearts. Hargrave House will have to stand against her, and they will have the help of a new hunter, one uniquely suited to tap into the power of *Reverie*—the Underground!

The Underground: "You were born buried alive; buried in the obligations of a lady of privilege: etiquette, engagements, embroidery; but also buried in the treatments of a girl deemed 'mad.' physical restraints and medications injected through far heavier needlework. But you are not merely burdened by the privilege or the procedures of your past. What threatens to suffocate you now is a dreamlike 'underworld' that vies for your attention— it's the reason you were institutionalized in the first place. You are able to glimpse beyond the facades of reality. Your gaze pierces the forced smiles of your suitors; it peels away the sugar-coated tongues of the governesses; and now that you are involved in the grim work at Hargrave House, your perception penetrates even the fearless masks of your fellow hunters. This underworld you behold is a representation of the dreamscape of London, its psychic underground; and you, poor girl, are its undertaker."

The Queen of Hearts: “Behold: A Queen in crimson crinoline. She drapes herself in a ruby-dusted ball gown, which pairs pleasantly with the russet red of her heart-shaped lips. Her maiden-like visage is marred only by a thin scar circumnavigating her throat—a memento mori. The Queen of Hearts reigns over a land she calls ‘Reverie,’ a reflection of the British public’s subconscious landscape. They say she arrived in this dreamlike demesne as a simple vampiress, one with a taste for beauties, but now she is so much more. Here, she maintains control with an ounce of political acumen, a teaspoon of magic, and a banquet’s worth of bestial brutality. She was Mary Tudor once, the infamous ‘Bloody Mary.’ She was raised under the harsh constraints of a princess born in her era, and suffered especially at the hands of her father, King Henry VIII, and the men he married her off to. Over the course of her subsequent 300-year expatriation, she kept tabs on the activities of Britain’s kings, lords, and earls, and believed England would be better ruled with matrilineal succession. Mary wants to protect Queen Victoria’s legacy by eliminating Crown Prince Edward, a scandalous playboy, and prepare Princess Alice instead for the throne. Mary wants to establish a line of Queens on the British Isle, a line behind which she would reign from the shadows, holding all the cards.”

The Wellington-Hughes Family

We will add a new Mastermind, the Wellington-Hughes Family, to *Shadow Society*! Hargrave House aren’t the only monster-hunters in town. Descended from a long line of military men and big game hunters, the Wellington-Hughes family have traveled the globe, expertly—and mercilessly—cleaving through inhuman monsters as part of their generations-long campaign to rid the world of unnatural entities. They have returned to London to settle a long-simmering feud with the Crown, and to bring ruin to Hargrave House in the process. The Wellington-Hughes family presents unique opportunities to integrate the Mastermind into all aspects of the hunters’ lives in London, from posh high society soirees to down & dirty street-level monster hunts.

The Volatile

We’ll add a brand-new playbook to *Shadow Society*: The Volatile! The Volatile is a chemist who has created a serum that gives them mastery over their own physiology, allowing them to do extraordinary things, things beyond human limitations. But the serum is imperfect, and the Volatile must constantly refine the formula in order to avoid... unpleasant side effects. Rather than a suite of moves, this playbook comes with a single move, The Formula, which is added to and refined over the course of the campaign. The Volatile learns valuable scientific information from the Threats Hargrave House defeats, all of which can be added to The Formula. Eventually, the player of the Volatile will be able to rearrange The Formula’s elements in order to create new abilities, but there is a dramatic cost to doing so: the Volatile becomes increasingly unstable, lashing out at those around them, and even becoming a monstrous Threat themselves. The Volatile is inspired by *The Invisible Man* and *The Strange Case of Dr Jekyll & Mr Hyde*.

Shrouded London

We’ll add a new chapter to *The Between*. This chapter will contain general-use Locations for the game. Each Threat comes with its own Locations, but sometimes you need places that aren’t accounted for on the Threat sheet. This chapter will include shops, restaurants, homes, research facilities, mortuaries, and other Locations that can be plucked and used as needed.

New Unscenes

We'll add 24 new Unscenes to *Shadow Society*, for a total of 50 Unscenes for the London setting!