

Handout: A Brief Introduction to Itras By

Mint Knoll

Is home to the city's business elite and its ancient noble families. Standing at the top of Mint Hill are the Ape Gardens, the domain of Itras By's talking apes.

- **Keywords:** *Gardens—Decadent Mansions—Dark Secrets*
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Grand Meadow

This idyllic pastoral landscape is rapidly being colonised by housing clusters modelled on an outmoded Victorian ideal.

- **Keywords:** *Domesticated—Mundane—Dense Suburbia*
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Church Hill

Is often covered in fog from which emerges the sounds of music, laughter, and other more enigmatic exclamations. Home to artists and eccentrics: in Church Hill's squashed-together houses and on narrow winding paths they create and conspire.

- **Keywords:** *Bohemian Revelry—Artistic Endeavours—Innumerable Conspiracies*
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Black Bay

A run-down harbour populated by factory workers, sailors, talking apes and beggars. By day it's filled with traffic jams, industrial smoke and workers swearing. By night, dark waves lap against sinister black ships.

- **Keywords:** *Working Class—Filthy Alleys—Industrial Port*
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Downtown

Is filled with office buildings, the clatter of typewriters, streetside cafés, and new automobiles pattering along at speeds that seems staggering. Above stands the Moon Tower: abandoned by the goddess Itra. Below lie secrets and danger. Can you keep up with Downtown? In the long run, probably not.

- **Keywords:** *Hidden History—Commercial Bureaucracy—In the Shadow of a God*

Handout: Notable Sites of Itras By

Mint Knoll

Gardens—Decadent Mansions—Dark Secrets

- **The Society of the Subduers of Darkness** (*Itras By*, p. 36 and p. 46 of *The Menagerie*). They have captured a nightmare. What is its connection to you?
- **Moherat's Wall** (*Itras By*, p. 83). It defends the city from the Fringe Zone. What's wrong with it?
- **The Church of External Wisdom**. Seemingly impossible to reach and rumoured to be haunted by evil. Why do you need to go there?
- **The Shadow Carnival**. A parade that enralls bystanders and sweeps them into its decadent wake. What heralds its arrival? (See p. 216 for more possibilities.)

Grand Meadow

Domesticated—Mundane—Dense Suburbia

- **The Institute of Humane Research** (*Itras By*, p. 72). It's all in the name of science. Which of your friends volunteered there and went missing?
- **The Oneirotec** (*Itras By*, p. 66). The University's Library of Dreams. How did your dreams end up being catalogued there?
- **The Garden Jungle**. The front lawn of this otherwise normal house is a dense jungle, in which visitors enter and emerge months later. Sometimes you can hear wild animals. What valuable object or person have you lost in there?
- **Suburban warfare**. It started as a normal property dispute between two neighbours. But the conflict has escalated, fuelled by rival developers who see an opportunity to seize territory: trenches have been dug; there are bursts of violent conflicts between opposite sides of a street. Who wants you to be involved?

Church Hill

Bohemian Revelry—Artistic Endeavours—Innumerable Conspiracies

- **The Thousand Taverns.** (*Itras By*, p. 14). Which of Church Hill's cozy taverns, inns, or cafes are you banned from (and why)?
 - **Club Apocalypso** (*Itras By*, p. 49). What doom will befall the city if the dancing inside the club ever stops?
 - **The Artistic-Industrial Complex.** Copies of artworks are appearing throughout *Itras By*. What dire consequence do you fear will come from this methodical diminishment of aesthetic aura?
 - **The LIFE REPLICATION Project.** A pervasive artistic project to replicate real life while never breaking character. Which of your closest friends have you just discovered is really a LRP character?
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Black Bay

Working Class—Filthy Alleys—Industrial Port

- **The Factory.** What is rumoured to be built there?
- **The Door We Never Open.** (*Itras By*, p. 136) Why do you fear it?
- **Gallows Hill.** Public hangings on Saturday. Who wants to stop them?
- **Structural Cancer** (*Itras By*, p. 30). What building the characters know well has been infected now?
- **The Luck Factory.** Whose luck has been stolen to fuel the factory?

Downtown

Hidden history—Commercial bureaucracy—In the shadow of a god

- **The Moon Tower (Itras By, p. 54).** The centre of stable reality. What remnant of the missing goddess Itra have you found there?
 - **The Courthouse (Itras By, p. 57).** The judges rigorously interpret the laws of Nindra, the spider goddess who has ruled the city during Itra's 300 year absence. What judgement have they just made that will fundamentally change your life?
 - **Perpendicular Street.** A normal street, except gravity points towards the walls rather than down. People run market-stalls on the outsides of buildings, yell up to neighbours on the other side, and mingle at the north end where the street grows narrow and residents can swap between sides. Why does someone need to prevent movement between the two sides of the street?
 - **The Exception.** Something has created a bubble of alternate physics directly beneath the Moon Tower. How do you notice this challenge to Itras By's laws of reality?
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