

Oubliette

second edition



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Oubliette

second edition

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§1 Awakening

*Body of Light,
spirit of the Forgotten,
come to me.
Being of Matter,
be no more,
and rest here in forever.*

You were expecting a burst of light. Your life should have flashed before your eyes.

But it didn't.

Just blackness, everywhere, forever, and the sensation of falling. There's not a sound, no rush of air on your skin, not even a proper locus of consciousness. At first, fear takes hold, *what if this is all there is after death?* But it makes little difference, there is no sleep, no rest, no stimulus to grow weary from.

Just as your mind begins to unknit, you wonder why you should even be if there is nothing to experience. Then it looms before you, a massive door, the size of the moon, writhing with fractal detail. It opens, drawing you in, and for the briefest of moments, you sense the millions of other spirits rushing through the gap headlong, then back to nothingness.

The sensation of falling increases, despite the fact that you have no senses, let alone a body with which to perceive changes in balance or acceleration.

It mocks you, this motion without self.

You become aware of a sensation, one that could only come from a having skin, a body with which to feel.

Cold.

It takes you a while to remember what it means. Cold and wet.

Now sound returns, bringing with it the drum and tap of rain. The splashing of feet. You try to move, but you are coming back only in parts and pieces, as though someone is reassembling your riven spirit like the pieces of a jigsaw puzzle. The pieces come together slowly. You can move your eyes, but not open them. You can feel the rain on your face clearly now, but you can't move your head to shield your face.

Then things fall into place. Control over your body returns, and you gasp, desperate for breath. The sound of it echoes as you try to peel your eyes open.

§1.1

Where Am I?

It's an alley. Stone. Slick with muck up to the hip, and you're laying in it, slipping and falling as you try and fail to stumble upright. Irrational—or perhaps delayed—terror courses momentarily through your veins, causing you to cower into the shadow of a mound of decaying garbage and rot, from which you recoil moments later. Every new sight

is a surprise, a shock.

As you try to calm yourself, a woman appears in the rain, at the end of the alley. She is wiry, dark of eye and hair, and wears a motley of rags that are soaked through to her bones. She raises her hands, as though in surrender, or in an effort to show that she's unarmed. You mumble at her, but the words come out wrong; parts are still missing.

"Raste tranquilli, amui," she says, carefully entering the alley. She seems to be leaving it open so you can pass.

"What..."

"Ah, I see. Be calm, friend. You are in no danger."

"What... what happened?"

"You died, I'm afraid. My condolences."

"...Is this Hell?"

"Only if you make it so. Relax, I am a friend."

"Where is this? What's going on?" you ask, your mind whirling and your heart in your throat. It should already be too late to panic, but your brain is unconvinced by this reasoning.

"You've died. You're dead. Gone from the World of Life. This is someplace else. This is Oubliette."

"Oubliette?" you echo, trying to latch onto the conversation to calm your unsteady nerves. She doesn't seem so bad.

"Yes, Oubliette. Do you know what an oubliette is?" she asks, stepping into the alley further and out of the pounding rain of the street beyond. You try to ignore the hideous things stalking past in the rain.

"N-no... wait, it's a dungeon, isn't it?"

"Very good. Yes, this is Castle Oubliette, the dungeon at the end of the world. Welcome."

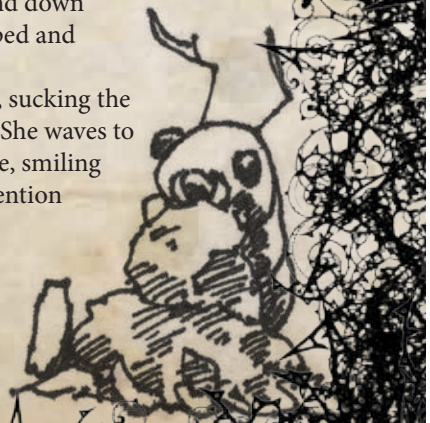
§1.2

How Did I Get Here?

Approaching cautiously, she leads you further into the alley. She stops under an overhang of rotting wood, fabric, and leather from which dozens of glass jars hang, catching the rain. Faces peer over the edge and down at you from above, but they are shaped and colored wrong so you look away.

The woman wrings out her hood, sucking the rain from it and sighing, quenched. She waves to the green and brown creatures above, smiling at them. At your prompting, her attention returns to you.

"I suppose I should try to explain a little more, eh? Have a seat, you might faint," she says, patting the muck next to her as she slides to



the stones.

“This is Oubliette, where all things go when they are forgotten. Yes, even you. Now, brace yourself. A lot of this isn’t easy to hear.”

She adjusts herself, leaning toward you, to put her hand on your knee, as though to comfort you.

“You’re dead. Best to accept it now. This is the afterlife. And yes, it’s eternal. You’re stuck here. You’re just as eternal as everyone—and everything—else around here. You’re not going to Heaven or Hell, you’re probably not even going to leave this part of the Castle for quite a while. It usually takes some time to get used to the place. If you’re from Earth, you’re likely to see a lot of things here that you’ve never heard of or never believed could be real. And for good reason, all the different creatures and magics—well, nevermind all that. You’ll get the idea.”

The woman’s eyes flash and her hand lashes out like a lightning strike, then returns with an arthropod the size of both fists put together. Her eyes are alight with glee.

“Ooh, aren’t you a big one. Oh, apologies. You’ll get hungry soon, and finding food will probably be the first thing you need to do. This is an edipede. Good steamed or stewed, but you can eat them raw if you need. Want to try it?”

She smiles. “I thought not. But you will soon enough. Anyway, you’re what we call a ‘newcomer,’ which means you’ve only just arrived. And you’ll be here quite a while. You’re immortal, now, after all. I know, I know. Hard to believe. But you’ll believe just fine after you wake up from your first death.”

§1.3

Aren’t I Immortal?

“My apologies, that was cruel of me. Few people believe when they first arrive. But it’s important for you to understand that, deep in your heart, because if you don’t you might end up Broken.”

She points down the alley, where a pile of bodies lies in the rain. You stifle a flinch when you realize they’re not dead, just unable to move. “They’re Broken. Their minds are gone, shattered, and they’re likely to sit there for eons before that changes. So keep your wits about you, you’ll need them. Just because you come back from dying doesn’t make it pleasant. Those poor souls probably suffered one too many deaths, and now their minds are wrecked. Don’t let yourself become like them. Folk like you and me, still up walking around with our minds intact, we’re called Unbroken. Best to stay this way, if you ask me.”

She cracks open the stubby edipede and scoops out the colorful insides, shoveling them into her mouth. Up close, you notice that she has an assortment of charms and wands hanging from her belt, none of which are familiar. They look very old.

“Oubliette isn’t a kind place. Unless you’re quite strong, you may want to lay low for a while, so you can get the lay

of the land. A strange place it is, and you’re going to see a lot of things you never thought possible. And, well, chances are, you’re here because you’ve got a little spark of the unusual in you too. If you nurture that, you may just make it here.”

The woman finishes her edipede and looks out at the dwindling rain. After a moment she carefully unwraps the age-spotted bundle she’d been carrying on her back to reveal a large tome.

“Here. Take this. It’s... a guide of sorts. Someday, when you’ve no need for it any longer, you’ll meet a newcomer in an alley, they’ll be lost and terrified, but hopefully the book will help.”

She stands and flaps her uselessly sodden clothes, stepping lightly back out into the rain as you open the strange book. It’s filled with cramped text, illustrations, pressed leaves, specimens, and charts. There are even, on the first few pages, these very words.

Your eyes widen as the book tells you what the woman is going to say next.

“My name is Lucette de Ardes. I’ll be seeing you around, newcomer.”

§1.4

What’s It About?

Welcome to Oubliette. This tome assumes you know little about the world you find yourself in, and endeavors to educate you on the people, rules, lore, and environs of the World of the Forgotten.

First, let’s get an idea of what Oubliette is like in general. These are the concepts, ideas, and memes that are frequently found in Oubliette.

§1.4.1

Core Themes

These are the core themes that Oubliette revolves around. They are the driving forces, the things that differentiate Oubliette from other worlds.

- ☼ The Effects of Eternity
- ☼ The Determination of the Unbroken
- ☼ Staggering Immensity of Scale
- ☼ Effective Immortality

§1.4.2

Meta Themes

These are the themes that Oubliette—as a role-playing game—relies on.

- ☼ All Myths Are True
- ☼ Drama and action are better than literalism and accuracy
- ☼ Life is Hard, but not depressing
- ☼ Death isn’t the same
- ☼ Players have goals
- ☼ It isn’t about whether you live or die, but how you do so
- ☼ Collaboration over competition



§1.4.3

Direction Themes

Not all of these themes will appear in every Oubliette tale. Some games will focus on one almost exclusively or write others out completely, as decided by the group in question. Which ones apply to your story is up to you.

- ☞ Cosmic Fantasy
- ☞ Exploration of Strange Places
- ☞ General Weirdness
- ☞ The Fantasy Blues
- ☞ The Struggle For Survival
- ☞ The Vertigo of Immortality
- ☞ The Horror of Certainty
- ☞ Physical Transformation
- ☞ Nonhuman Characters
- ☞ Empathic Horror
- ☞ The Religions of New and Old Gods
- ☞ City of Spies
- ☞ Black Humor

§1.5

What do I Need to Play?

To play Oubliette you'll need the following:

- ☞ A handful of Players
- ☞ The Book
- ☞ Fate/Fudge Dice (The kind labeled with two pluses, two minuses, and two blanks)¹
- ☞ Pencils
- ☞ Character Sheets

You might also benefit from having the following on hand:

- ☞ Fate Point Counters or Tokens
- ☞ Scratch Paper or Note Cards
- ☞ White Board with Markers
- ☞ One or more copies of Fate Core by Evil Hat, LLC.
- ☞ A copy of the Fate System Toolkit by Evil Hat, LLC.

Some or all of this may be superfluous if you have access to a virtual tabletop, such as Roll20, Fantasy Grounds, or Skirmish! VT.

§1.6

Can I Change It?

In general, Oubliette is intended to be modified as needed for an individual campaign. Fundamentally, it is a fiction-first kind of game. If something in the rules or the lore bothers the group, feel free to remove or change it, as

¹ You can also substitute the Deck of Fate by Evil Hat, or any other statistically similar dice method.

long as there is consensus at your gaming table. In fact, a major portion of character creation is deciding what parts and themes of Oubliette an individual game will focus on.

Because Oubliette is built on top of the Fate Core system by Evil Hat LLC, it's possible for you to modify large parts of it easily. For more information about how to do this, pick up a copy of Fate Core and the Fate System Toolkit from Evil Hat, LLC.² If you do have the Fate Core book, remember that Oubliette's rules supersede the Fate Core rules, unless you as a group decide to change them.

Note: The Fate Core book is *not required* to play Oubliette.

§1.7

How the Book is Set Up

Oubliette is a strange and jumbled place where assumptions about typical fantasy tropes are often subverted. This book is set up to introduce much of the lore at the beginning, so that you have an idea of what is happening in Oubliette before you begin character creation. If you just want to jump right in, you can head straight to the Forging the Unbroken^{P67} chapter for character creation.

§1.8

The Basics

Oubliette Second Edition is built on top of the Fate Core game system by Evil Hat, LLC. It takes the concepts of Fate Core and manipulates or modifies them to suit our purposes in Oubliette. Some Players may not be familiar with how Fate Core works, so let's take a moment to explain some basic concepts.

Keep in mind that this is simply a primer to the game system, specific details and descriptions of each part will show up in later chapters, such as Forging the Unbroken^{P67}, Aspects of the Unbroken^{P77}, Arts of the Unbroken^{P82}, and Into the Fray^{P126}.

Players are human people sitting at the table, playing the game. One of these is called the **Game Master**, or GM. Each of the other Players has an avatar called a **Player Character**, or PC. The GM will have several—if not many—**Non-Player Characters**, also known as NPCs. Players describe

² Available at <http://www.evilhat.com/home/fate-core/>.

the intended actions of their PCs, and the GM describes the situation, outcomes, complications, interference, and the other various actions of the NPCs. Players are also responsible for making sure that their PCs act only on the knowledge the *characters* would possess, not the Players, as the Players may have read the entire book and uncovered secrets that their characters may not know.

Each PC in *Oubliette* is written on a **Character Sheet** which holds a number of different pieces of data and statistics about that character. These pieces of information are arranged into sections.

Vital Statistics include the character's name, the Player's name, Race, and Faction associations. It also includes several mechanical items as well. **Caste** and **Rank** describe how much influence the character has on the world.

Refresh determines how many **Fate Points** a PC begins each game session with. In general, Fate Points allow you to assert a little control over the way the narrative unfolds. GMs get Fate Points as well, but they get a different number and use them for different things.

The Aspects Section is a list of several **Aspects**, which are phrases that describe something about a character that is interesting. There are several different kinds of Aspects. A character's **High Concept** indicates what the character is like, what they do, and what their purpose in the story is in a single phrase. A character's **Trouble** indicates a major issue or challenge the character has to deal with. Each of the other Aspects describe some other part or element of the character. Aspects exist to make the character interesting to play.

The Skills Section is primarily a list of abilities and talents that describe what a character can do mechanically, within the game system. Each **Skill** has a **Rating** associated with it that tells the Player how much to add to a dice roll when using that Skill. The Skills Section also has a spot for your **Skill Cap** which is the maximum Rating one of your skills can have.

The Stunts Section is a list of special powers that your character has. Each **Stunt** usually relates to either a Skill you have, your Race, or a Faction you are allied with. Stunts allow you to do things above and beyond the normal use of Skills. Each Stunt is initially bought with Refresh, making characters with lots of Stunts more specialized, while characters with fewer Stunts are less specialized but more flexible.

The Stress Section holds three **Stress Tracks**, each of

which is a major part of your defenses in a particular area. Each Stress Track has several Stress Boxes that you will be marking off and clearing out in different forms of Conflict. Stress Boxes are cleared after Conflicts, making them very useful for absorbing damage safely.

The Consequences Section has another list. Each **Consequence** you have is another way to absorb a certain amount of damage. Consequences stick around longer than Stress does, and each Consequence is named based on what sort of wound the character has taken.

There is also an *Information Section* on the Character Sheet that holds a few charts that are good to have on hand. **The Ladder** describes values in terms of impressiveness and effectiveness. The **Actions & Outcomes** chart shows the correlation between the Four Actions and the Four Outcomes. The **Caste Chart** gives the starting statistics for characters of a given Caste.

Note that there is no section for equipment on the sheet. In general, *Oubliette* assumes that **if you have a Skill, you have the tools to use it**. If your character wields an artifact of truly great power, make it an Aspect or a Stunt.

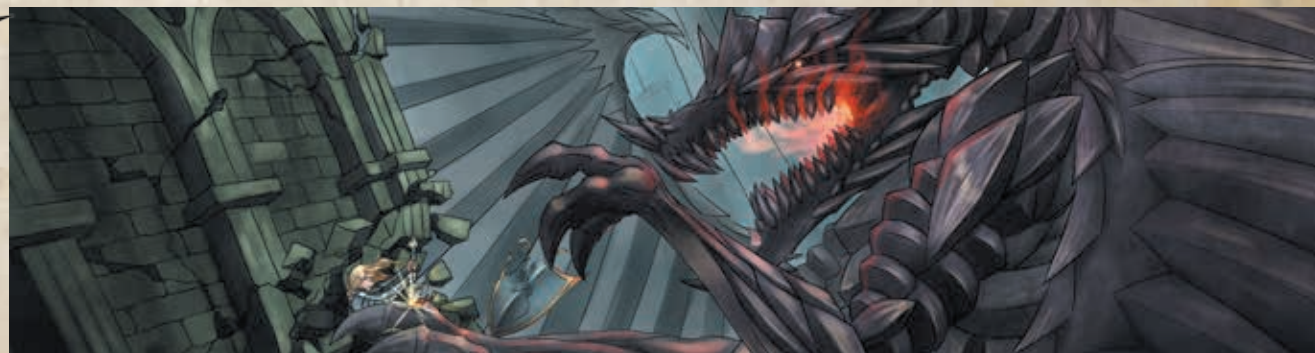
§1.8.1

A Note for D&D Players

Many Players may come to *Oubliette* with a background in the *Dungeons & Dragons*™ games by Wizards of the Coast, rather than Fate Core, and may need to adjust their way of thinking slightly.

Oubliette is a narrative role-playing game, rather than a tactical role-playing game. It focuses on the organic, elaborate stories of the characters involved. Monsters may be allies as often as they are enemies, and in fact non-humanoid characters are some of the more interesting characters to play in *Oubliette*. Tactical miniature combat is eschewed in favor of cinematic, narrative-driven conflicts. Systems are streamlined and unified, so that the same basic resolution mechanic works for almost all rolls. You will also find that Level does not directly equate to Caste, and that the scale of the two systems is vastly different. Races are more flexible, there are no classes, and the history of your character's power may not be a linear upward trend.

Though by default it still includes dice mechanics, *Oubliette* is towards the "story" end of the role-playing game spectrum, whereas D&D is usually considered somewhere towards the "game" end. As long as you're aware of this difference, you should be fine.



§2 Oubliette's Life Eternal

I live for one thing. It is something fleeting, something obscure, and I am the only one who even knows of it. If not for my light, my muse, I would be long since Broken.

She is beautiful beyond words, slinking from a dirty hole in the wall of luto viam, across the street, and into the tiny bakery two stair flights above the murky streets. She does it every morning, and for just those few minutes, I am at peace. Everything else is weariness and grime and discomfort. So important are these glimpses of hope that I have ensconced myself on the roof of a building not far away, my feet and hands melding into the stone, immobile for decades.

It is her devotion, perhaps, that is so heartbreakingly lovely about her. Not a day goes by that she does not tend the store. No weekends, no respite. She is never ill, never even tired. She is the dawn, the perpetual sun rising on my grim world. Except for today.

Today she isn't there.

—Sindorstone the Gargoyle

It would be an understatement to say that Oubliette is a strange place. Oubliette, by its very definition, is the place where unusual things go when they cease existing in the World of Life. It is full of unique creatures, bizarre technologies, and peculiar magics, but more than that, it is a city built around utilizing these outlandish resources in whatever way possible. Given the apparently limitless lifespan of the creatures and people of Oubliette, these resources are combined, mixed, broken down, rebuilt, modified, and reincarnated so thoroughly that they are usually unrecognizable from their original state. What might have once been an Eyeweed may have blossomed into a tree, become a god, turned to stone, crumbled, and been used to build a house thousands of years before a newcomer from the World of Life could even lay eyes on it. And this is only the tip of the iceberg. Some of the things that live in the Castle hail from far beyond mortal experience, having been birthed in eternal shadow or forged in by the forgotten desires of dead gods. Oubliette, as they say, is strange.

Generally, life in Oubliette ranges from hard and grinding to effectively impossible, depending on where one goes and what one does to adapt. And adapt one must, because Oubliette is not an easy place to live. Food is scarce, death offers no release, dangerously powerful creatures stalk the streets, and the very environment itself is actively hostile in most of the Castle. Even the fundamental assumptions about life and existence are challenged here. A man can lie starving for hundreds of years, shriveled, immobile, and failing to die.

§2.1

The Key Truths

There are several important axioms that newcomers must come to grips with before they can even begin to adapt to life in Oubliette.

☼ **You are Immortal.**

You will not remain dead, even if killed.

☼ **The Mind is Fragile.**

Staying sane is harder than staying alive.

☼ **Dying Hurts.**

It is better not to die, both for mind and body.

☼ **Life is Motion.**

Stagnation leads to senescence and Breaking.

☼ **Power is Structure.**

Caste binds and separates us.

§2.1.1

The Breaking

The maxim “life is motion” is among the most important of the Key Truths, because it hints at the division between the Broken and the Unbroken. The phrase itself is sometimes misleading to newcomers: you will not die if you stay in one spot for a night,¹ nor does Breaking kill you. Instead, the phrase illustrates that ennui is the enemy of immortality.

You may be immortal in Oubliette, but that does not prevent you from going quite mad, and in fact does much to push people in that direction. It is easy to give up when confronted with the Key Truths. It is easy to let infinitude wear the mind to nothing. It is easy to lay in the gutter, wasting away for eons.

You must keep an active mind and pursue a life in which you go out and *do* things. If you do not, you will quickly degrade into one of the countless Broken who litter the streets, forever begging, mumbling, rambling, or moaning about their impossible plight.

Avoid this fate. Remain Unbroken. Meet the World of the Forgotten head-on and refuse it a victim.

§2.1.2

Reproduction

It is a well-known and thoroughly-established fact that the denizens of Oubliette are incapable of reproduction, and certainly not for lack of trying. The aurochs of Stonewald do not have a calving season. The bawdy houses in Grandhall do not brew teas to prevent conception. Some of the Refuse and Dreg-Caste non-sentients *seem* to have normal ecologies, but no one is sure whether this is actually

¹ Depending on the spot in question, of course.

the case or not. As a result, Oubliette has precious few children—and those children do not remain so for very long. Even if their shapes remain relatively constant, their minds are rushed along towards adulthood by the desperate circumstances that they are raised in. Such adults are “mentally native,” their minds adapted to Oubliette far more deeply than the rest.

§2.2

Survival

You might be tempted, upon first arrival, to assume that survival in Oubliette is a simple matter. As with many assumptions, you would be wrong. You might not be able to die of starvation, but that does not reduce your need for food. The same is true of your need for water, shelter, and companionship.

Physical and emotional needs are not lessened by the metaphysics of the Castle; what has changed is the outcome of ignoring those needs. Those who do not eat, sleep, drink, or shelter themselves find their bodies shriveling and shrinking over eons of neglect. Those who ignore their emotional needs either abandon humanity entirely, seeking only bestial satiation, or slip past the Breaking, their minds now unable to coax their bodies into action.

§2.2.1

Food & Water

For most newcomers, after the initial confusion of their arrival, the first order of business is to secure food and water. Forward-thinkers aim for stable sources, but even the poorest planner will start looking for something to fill the belly after a few days of starvation in this new and bizarre land.

What sort of sustenance is available to newcomers largely depends on where they arrive. Many mundane humanoids begin their new lives somewhere in Grandhall, where gardens are plentiful but well-guarded against intruders. The unlucky may find themselves underground, where the only things to eat would normally be considered inedible: furniture, leather, lichen, and so on. In most cases, a person's first regular meals often come in the form of the “Three Staples,” eyeweed, spongemeat, and edipedes. None of these options is particularly appetizing, but they are plentiful enough that they can stave off the Breaking, if one is willing to scavenge for them.

Eyeweed is a hybrid plant/animal that consists of woody, vine-like stalks topped with shockingly-human eyeballs. These eyeballs are the most nutritious part of the thing. Thorned

and leafed variants are found in some parts of the Castle. Eyeweed grows by sending roots and runners through garbage, sludge, and dirt, making it tenacious and hardy. It can sprout from roots buried deep in crevices between rocks. The stems taste like rough wood pulp and the roots taste of stink and slime, but the eyeballs are at least juicy, if bitter.

Spongemeat is a fleshy-looking fungus that seems to be made of muscle. It clings to moist surfaces of rock and stone, growing into red patches not unlike moss. Spongemeat absorbs nutrients from rain, dust, dirt, and grime. It is amorphous, and careful farmers and scavengers will usually leave a small portion of it on the stone to continue to grow. Spongemeat's flavor is described as pungent, like that of an aged cheese, but it can be quite complex depending on conditions it is grown in. Its flavor can be mellowed with boiling, or enhanced with dehydration.

Edipedes are hard-shelled, hand-sized arthropods that forage through dirt and garbage. They are notoriously difficult to cook properly, but can be eaten raw, steamed, baked, or in any number of edipede dishes. Younger specimens are usually short and stubby, but they continue to grow throughout their entire life cycles. The flavor of an edipede depends on what it has been fed, leading to farms of varying status that serve widely varying needs.

Water can also be difficult to come by. Rains are collected and stored, but those who store them are not usually willing to share their bounty with feckless newcomers. Free water is found in crevices, in the folds of tarpaulins and awnings, and in small cisterns. Newcomers must exercise caution when drinking free water as their guts probably have not yet adapted to the germs, bacteria, and scum that is usually found there.

These are the basic levels of sustenance that Rabble find themselves able to acquire. More wealthy and powerful inhabitants can afford to fix their own meals from well-hidden stores or even pay others to cook for them. In the classier parts of Oubliette, there are even inns and restaurants that serve meals that can actually be described as “good.”

§2.2.2

Shelter

Shelter is often next on the list of a newcomer's needs. Finding shelter can be substantially easier than finding sustenance, but finding *comfort* can be a completely different matter.

Shelter might be nothing more than a hole to hide in, a scrap of cloth to wrap around oneself, or even a pile of detritus that isn't too uncomfortable. Oubliette is made of buildings and tumbled stone, so finding gaps to hole up in isn't too hard.² Small creatures can climb up into architectural spaces or down into crevices in the surface of



² Finding *unoccupied* gaps is another matter.

the City. Others simply oust the residents of valuable spaces. Underground there is little threat of exposure, but many fates far less appealing.

Comfort is harder to come by. Many Rabble collect soft materials like rags, down, and skins to place in their own little hovels. Others spend decades or even centuries quietly toiling away to build enough wealth to rent actual rooms or apartments. At lower Castes, these areas are often only *just* big enough for a body to climb into, but they're safer than sleeping in the streets.

It is possible, if you're the right sort of folk, with the right sort of bearing, to find accommodations in Spearfield, but these quarters are expensive to maintain. In Cutting, you can find or share a bed easily, so long as you're willing to pledge yourself to any one of the numerous gangs. There are even rooms available in Grandhall, if you can tolerate the extortion. Most of these are ramshackle slums that run through the architecture of the district like veins of rotting wood.

§2.2.3

Materials

In Oubliette there are precious few raw materials that bear any resemblance to those of the World of Life. Trees are scarce and there is no real geological activity to support the kind of mining found in the World of Life. Stone is plentiful but must still be recycled somehow, as with all other resources in the Castle.

Entire professions and subcultures have arisen around the deconstruction of unneeded (or unattended) structures for parts. Scavengers form the foundation upon which the rest of civilization is built. Since Oubliette has a do-it-yourself attitude to most things, this is problematic, especially for newcomers who usually perceive the Castle as nearly barren of useful material.

§2.2.4

Money & Barter

Once you are more comfortable dealing with the natives, more options open up to you. No matter how small or close to worthless something is, there's always someone, somewhere willing to sell it to you. And so long as you have the wealth to get in, there are places in Oubliette where *anything* can be bought or sold. In between these extremes are the many open markets and bazaars of the Interior, most of which utilize a confusing admixture of barter, coin, trade bills, credit, futures, bonds, favors, promises, and threats.

Though there is no universally accepted currency, the very cosmopolitan nature of Oubliette means that many folk will take whatever currency is offered, so long as they think they can turn it around again.

And because death does not mean an end to a person's debts, everyone pays what they owe in time.

§2.2.5

Companionship

Most parts of Oubliette are packed full of inhabitants. There are few places indeed where one can be truly alone here—at least in the Interior. That said, many of the Castle's citizens are either too brusque or too wrapped up in their own issues to be much for conversation. Few are interested in chatting with newcomers, preferring to keep to their their own subcultures. This can make Oubliette an unforgiving place for those who do not yet have some sort of affiliation, whether with a large political faction or a local social group. This is fine for some solitary creatures, but for most inhabitants this lonely existence can lead to Breaking all by itself.

Aside from the psychological benefits, joining some form of group makes it easier for a person to get along in Oubliette. You can make deals more easily, get your questions answered, and learn from the experiences of others. In best-case scenarios, the group may even rush your aid, protecting you from recklessness or danger.

Beyond that, many creatures also seek friendship on a deeper level than simple alliances of necessity. Friendships arise from all sorts of unusual places; rival merchants come to rely on each other's advice, close allies become trusted confidantes, lower-Caste creatures are kept as pets, and romance blossoms between unexpected partners. Friends and confidants are a balm to weary minds, providing interesting differences in thought and endless new opinions. These people can also be a vulnerability when enemies seek to strike out at someone indirectly.

§2.2.6

Entertainment

With their physical and emotional needs are met, newcomers to Castle Oubliette look next to keeping their minds occupied. Work can sometimes fill this role, but few have either the desire or capacity to continue working forever without a break. For these folk, and for those who choose not to pursue work of any kind, other things are needed to keep the mind active. Hobbies, games, sports, and arts are all popular pastimes. Some practice simple tricks or work through puzzles. Others play makeshift instruments or tease the less powerful. Some even invent new amusements such as edipede racing, eyeweed plinking, or bladebird counting. The distractions that can be found in a district are informed by the environment; Grandhall has great numbers of amateur climbers due to the jumbled nature of its structures, Spearfield is full of fancy parties and elaborate dances, and in Cutting games of chance and skill are welcome. Occasionally, though, a game or hobby passes through all of the Interior in the space of a few years, like a fad. Many of the older folk remember eons of such passing fancies with nostalgia.

For a few, simple games and amusements are not enough. These people put their souls into their own specific causes, becoming religious fanatics, compulsive explorers, hunters,



brawlers, artists, doctors, engineers, or some other other highly-involved profession. Devotion to a cause or activity is often an earmark of a mind that will last a long time in Oubliette.

§2.3

Getting Along with Others

Oubliette would be a very different place without the things that live here. These inhabitants shape every aspect of life in the Castle, and having at least some sort of basic understanding of the other entities and forces you share your eternity with is necessary for mental and physical survival.

Solipsists quickly find themselves doubting that such an outlandishly grotesque world could have come from their own mind.

§2.3.1

Vulgish, Languages, and Dialects

The vast majority of people in Oubliette speak a chaotic and bizarre pidgin called “Vulgish” that mostly derives from simplified Latin, with a significant amount of French, German, English, Saxon, Italian, Arabic, Hebrew, and a huge smattering of loanwords from other cultures and worlds mixed in. Essentially all Vulgish speakers use a colloquial dialect local to the area they spend the most time in; people are often described with a district accent or

dialect. Many Vulgish speakers can also cobble a sentence together that is intelligible to native speakers of the original languages, if only just.

Some social groups speak only their own tongue or use Vulgish only as a *lingua franca*. The Draculeans, for example, speak French (albeit an old and much-abused form) regardless of whether or not someone understands it. Many koom retain their own language, called Rhol, and use it when reminiscing about their glorious lost homeland or writing poetry about the specific textures of shadows. There are many distinct goblinoid tongues, none of which are mutually intelligible. The fae often construct new dialects, flaunting them like court fashions and discarding them just as quickly.

All told, it's far more likely for a native to understand a newcomer than it is for a newcomer to understand a native, but out of necessity, that phase rarely lasts long.

§2.3.2

People, Creatures, and Civilization

Despite what the folk of the Interior believe, there are sentient beings even in the deepest, most violent, and most corrosive parts of Oubliette. While these beings may appear so implausibly alien that mundane minds cannot think them anything but monsters, they often feel the same way about the creatures that exist in the Caste just above themselves. This goes on and on, up the ladder of power, to the very gods themselves. A more discerning way of thinking is that all people—indeed, all living things—are made up of the same fundamental soul-stuff. Over countless eons, a man can become a monster, then a

power, then a god. Over the same eons, a terror can shrink to little more than a gremlin, then down further until it can be accidentally stepped on and killed. Time changes things, and power gives them structure.

Power aside, there is the matter of communication. Even those who believe that all life is sacred tend to lump others into one of two categories: those you can talk to, and those you can't. This provides a rough dividing line between the "civilized" and "uncivilized" world: even murderers who can speak with others are considered more civilized than monsters that cannot communicate their wishes.

Those that speak and understand can be reasoned with, and this is the foundation for culture. Without language, creatures often lack the sense of self that allows them to differentiate themselves from the world outside their own minds. Such creatures are incapable of considering the consequences of their actions on the mental states of others, and may act only in their own interests.

The mundane, humanoid folk of the Interior (mostly humans, fae, goblinkind, and vampires) often fall into the trap of confirmation bias. A monstrous appearance leads them to think that a creature has no language, and therefore is an uncivilized beast. Few realize that just because something doesn't look humanoid, has alien mannerisms, or occasionally drags pedestrians skyward, to later feast upon them from its perch on the belltower, does not mean that it is incapable of rational thought, or of treating others the way it wants to be treated.

In the Interior, humanoid supremacists believe that the outer districts, such as Stonewald, Fellmoor, and Deathborne are full to the brim with mindless horrors that exist solely to devour them. To these folk, almost anything that is not the normal human shape is some form of monster or demon. For their part, monsters and demons often feel the same way about humans.

§2.3.3

Finding Companions

Without allies, Oubliette is an isolating, forlorn place. The first step to making friends of the inhabitants is to learn enough Vulgish to get along in conversation. Usually, this doesn't take very long, as most Vulgish speakers are able to understand a few words from almost any language. The next step is to try to find others who share your profession, skills, or beliefs. This requires newcomers to explore the Castle in order to find their place in the world. It may take days or decades to find a place where you feel like you belong, but those who avoid travel and interaction deprive themselves of the opportunity find such a place.

Of course, most folk simply come to know those they spend time with. Friendships among peers arise naturally over time. Some seek companionship in religion, others in racial or cultural groups. Other friendships are the result of random chance; there is enough time and enough entropy in Oubliette to give everyone a chance to meet, after all.

§2.3.4

Joining Factions

Unless one has a remarkable talent, unusual traits, or a powerful need to be recognized, most newcomers go for a few years before considering membership in one of the major factions. Many of these groups are obscure or diffuse enough that they're not well known by the general populace, and therefore come up in conversation rarely. Others have stringent requirements for those who seek entrance. A few are simply philosophies of life. At least one is actually an infection.

Newcomers are likely to hear of the Draculeans, the Thorns, and the Guild at least fairly quickly. It would be impossible *not* to hear about the Draculeans if you land in Spearfield, where these soldiers hold complete dominion. Likewise, it is hard to avoid contact with the Guild in Grandhall, as nearly every market is home to a guildhall. The Thorns make themselves known wherever they go through chants and screams. Newcomers are also likely to encounter Feeders while looking for sustenance early on, and if you're lucky, you might run into a member of the New World, who are willing to give a newcomer the run-down on how the World of the Forgotten works.

In rare cases, special newcomers may find themselves fought over by several groups. High-blooded vampires are often spirited away to the Court of Vlad regardless of their confusion. Saints and crusaders are contested by Thorns and Ordo Sancti alike. Powerful spellcasters are likely to be contacted by the Magi and the Transcendence Club upon arrival. Occasionally, wealthy or powerful patrons who have no faction allegiance will also wade in for the chance to turn a person to their own side, but this is usually handled more subtly.

§2.3.5

Views on Castle Oubliette

Even to those who have studied it for millennia, it isn't clear what exactly the World of the Forgotten actually is. Opinions on the matter range from carefully obscure to wildly negative. And as much as people talk of the shadowy figure that is supposed to rule Oubliette, neither the Veiled King nor any of the other myriad gods seem to be in charge of the place.

Even the most popular theories arise from nothing more than circumstantial evidence and presuppositions from the World of Life.

§2.3.5.1

Hell

The most obvious answer to the question of "what is Oubliette" is "Hell." Some say that Oubliette is the hell of a particular religion. Others theorize that it is some sort of ultimate unholy union of hells, or even the prototypical

underworld that all religions interpret their Bad Places from. There is some evidence for this. Undead walk the Castle. There is no direct communion with God. Worse still, Oubliette is stalked by all manner of monsters and fiends. The process of death and reincarnation also seems to serve the purpose of endless punishment, and there are places in Deathborne that might have inspired the likes of Hieronymus Bosch and William Blake.

§2.3.5.2

Heaven

On the other hand, some believe that Oubliette is in fact the opposite of eternal damnation. Angels are sometimes spotted, and (obliquely) everyone lives forever. It is possible to become, do, or to make anything you can imagine. Even if the Castle is overrun with foolish once-mortals dead-set on complicating the lives of their compatriots, it is also full of promise. If you want nothing more than food and water, you can find these things without running afoul of torture, evil, or demons, most of the time. If Oubliette *is* supposed to be Hell, it's a rather poor approximation thereof.

§2.3.5.3

Purgatory

Another religious view of Oubliette is that it is simply a waiting place, a domain of those forgotten by both God and the Devil. The naive explain this by claiming that no one here is a perfect saint or an irredeemable sinner, but there may be some kernel of truth to this nonetheless. To the inhabitants of the Interior, the stories of Slair and



Deathborne can easily be discounted as exaggerations, and no one really knows what goes on in the towers of Celeste.

§2.3.5.4

The Pagan Beyond

Beings older than Christ (and some older even than Abraham) feel that later religious interpretations fall short when it comes to explaining the World of the Forgotten. They believe that Oubliette simply *is* the afterlife. Any conception of Heaven or Hell clearly came after the earliest existence of the Castle, and may have even been influenced by it, rather than the other way around. The preposterously ancient speak in riddles, referring to “the Closing of the Gate of Reason,” which no one else has ever heard of. This view tends to be hard to refute, but does little to satisfy the human need for understanding.

§2.3.5.5

The Abrahamic Something Else

Another modern religious interpretation is that perhaps Oubliette represents some other part of the Abrahamic mythology. It may be the “Outer Darkness” itself, or the non-firmament chaos referred to in some apocrypha. Perhaps it is the next divine experiment, or even the remnant of what was left of Earth after the Revelation came.

§2.3.5.6

The Insane God

Other folk are less generous. Having lost their religion in the face of Oubliette, they believe that it is best described as what happens when God loses His mind. This mixed-up, chaotic world may be the result of the Creator conflating Heaven with Hell and losing the picture entirely.

This theory, at least, explains why things in Oubliette are so strange.

§2.3.5.7

The Dead God

Propounded by those who've totally forsaken faith, the Dead God view explains Oubliette as the afterlife of an Abrahamic world after the death of God. These people think that perhaps God is buried in God's Ghost and an apocalypse has come to the entire cosmos, leaving only the ashes of the three worlds of Heaven, Hell, and Earth tumbling endlessly through meaninglessness.

Even those that believe in this explanation rarely bring it up.

§2.3.5.8

The Un-God

Some theologians claim that Oubliette is the opposite of God. If God is omnibenevolent, omniscient, and omnipotent, then Oubliette represents an infinitely evil, unknowing, and totally useless entity that exists in only His shadow—or perhaps in between God and the Adversary. Since God is

greater than the Devil, perhaps Oubliette fills that gap and balances the equation.

This is undoubtedly one of the most overwhelmingly negative outlooks on the castle.

§2.3.5.9

Fae Land

Some pagans feel that perhaps this is Otherworld. They say that this is the land of the Fae, familiar to many cultures all over the World of Life. Despite the fact that mundane people have overrun the place, the true fae are still capable of evading them, and thus the population never meets the true rulers of the Castle, or so they claim. This belief is only held by non-fae who have little experience with the history of the Seelie and Unseelie Courts in Oubliette.

§2.3.5.10

Over the Edge

It is said that early Europeans believed that the world was flat. Adherents believe that Oubliette is simply the other side of the world, and is so incredibly distant from the World of Life that traverse is impossible, even for souls.

In their defense, the World of the Forgotten does seem to be provably flat, though no one knows how this can be so with a sun that seems to cross the sky each day.

§2.3.5.11

Atlantis

Romantics and treasure hunters sometimes say that Oubliette is actually made up of the remnants of the lost city of Atlantis and that inside its deepest heart there lie secret powers that will not only allow a return to the World of Life, but immense power as well. Some even say that the Castle is somehow trapped on the inside surface of the hollow Earth, and that above its prison of stone lies the crushing weight of the ocean.

§2.3.5.12

Solipsism

There are some, of course, who can't believe that Oubliette is real in the first place. These people deny the existence of not just the World of the Forgotten, but the existence of other minds as well, claiming that Oubliette is some sort of very complex hallucination which they cannot escape from. These people tend to get into trouble with those who assert that they do, in fact, exist.

§2.4

Physical Forms

It isn't impossible to retain one's physical form after eons of living in the Castle, but it is very rare. Few arrive in Oubliette properly adapted to their new environment. Most change and transform over the centuries, their physical bodies as fluid as a river. This has a variety of strange effects.

§2.4.1

Age

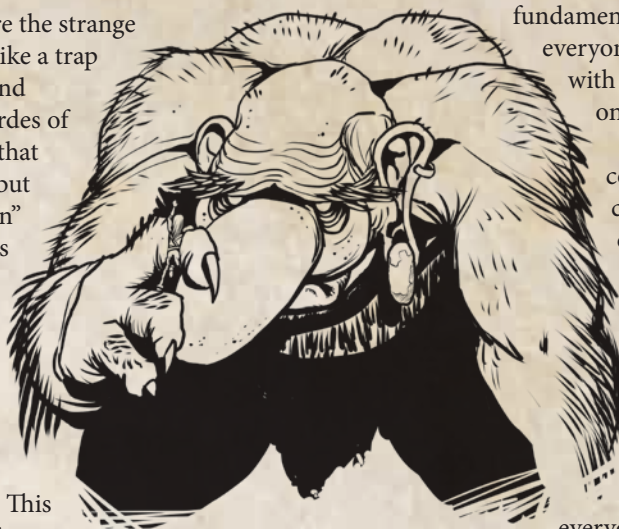
Physical age, for example, is immaterial in Oubliette. Some people may appear to be in the prime of life, physically twenty or thirty, while they have actually been in Oubliette for centuries or even millennia. Others are worn down over just a few years, appearing to be decades older than they actually are. Some people experience rapid swings of age while the physical age of others is inversely proportional to their level of excitement. Obvious signs of age or youth are less common in large, non-humanoid creatures, many of which have forms so bizarre or outlandish that their age cannot reliably be determined anyway.



§2.4.2

Strange Races

Oubliette, by nature, is where the strange and the obscure gather. It acts like a trap for beings enigmatic, cryptic, and mystical. Collected here are hordes of people—indeed, entire races—that once walked the World of Life but now are no more. “Modern men” know little of sprites or dwarves or goblins. They know even less of koom and preens, of whom no knowledge remains in the World of Life. As such, creatures can be divided roughly into two groups: those about whom legends remained, and the rest. This distinction, however, only applies to knowledge from Earth; it means nothing to those who work with pnai and vampires and grist on a daily basis. To most of the denizens of Oubliette, the only time when race itself is important is when someone is *so* unfamiliar with a creature's shape they don't know whether to make friend or foe of it.



no precedent exists. One-offs and singularities, these solitary, matchless entities may have unusual powers or unpredictable behaviors, but they are fundamentally in the same position as everyone else: trapped here in Oubliette, with nothing more to do than to get on with life as best they can.

Some seek out the companionship of similar creatures. Others have no concept of race or species at all, and treat all beings they encounter equally. Others still curse their heritage or creation, demanding redress from a fate that would only produce one of them, and no more. Regardless, most are treated with the same sort of suspicion denizens treat everyone else with, at least before an understanding is reached.

§2.5

Time & Space

Not even the laws of cause and effect are above the twisted influence of Oubliette. Here, time is less of an arrow and more of a plate of worms, and space is a sponge, if that sponge was both growing and perpetually taking on water at the same time. Like the surface of a tremendous sphere seen close up, however, these non-uniformities are expanded into vagueness by sheer scale. As long as one doesn't try to assemble the entire puzzle, the individual pieces *look* perfectly normal.

§2.5.1

Two Streams of Time

One of the most opaque and confusing aspects of Oubliette is how time works. On the surface, it appears to flow quite normally, day to night to day, hour-by-hour, and you might never notice otherwise. But at a higher level, the time line of Oubliette is distinctly non-linear.

Take two strings and ball them up. You can follow one or the other from end to end, but the places they touch won't necessarily follow in order.

The World of the Forgotten has a time stream that is not in lock-step with the World of Life.

Events that occur on Earth may filter into Oubliette, but not necessarily at the same rate or even in the same order. An event in 1066 AD in England may have direct consequences in Oubliette 15,000 years before the present time in the Castle, sixty years ago, and even forty centuries from now. Two people who are lost and exiled to the World of the Forgotten at the same moment may show up in Castle Oubliette thousands of years apart from one another.

§2.4.3

Mutations

Among those who have spent time in Oubliette, mutations are common to the point of being universal. Castle Oubliette has an obvious effect on its inhabitants; beings that live here are more malleable and less typical than their base stock, whatever that might be. While particular mutations are often caused by environmental pressures, they are so common that an individual may bear little or no resemblance to other members of their original (or current) race.

Humans might, for example, stretch into death-like gaunts, goblins can grow to the size of houses, and fae may merge with nature, only to reemerge as something else. Creatures prone to violent situations find their flesh growing hard and scaly. People who spend all their time engaged in politics may become overwhelmingly regal or seductive. Workmen often develop a few specific muscles to grotesque thickness. There are even groups that will help you direct the adaptation of your body, or modify it directly for you.³

§2.4.4

Unique Beings

Beyond the unusual races and the myriad mutations of each, there are some beings in Oubliette for which

³ See The House of Revision^{P63} for more information.

Even at the grandest of scales, time in the Castle and the World of Life only loosely flows in the same direction.

While the Seers may occasionally be able predict the arrival of some known quantity mathematically, they do not know the underlying principles that cause this phenomenon, which has led to so much anachronistic chaos in the Castle.

\$2.5.2

Timekeeping

Time might seem meaningless in Oubliette, but there are many reasons to keep track of it. Just like in the World of Life, people count hours, days, and years, though here “seasons” change at the whim of the Castle instead of pursuing logical cycles. Years continue to be counted in increments of 356 days and days continue to mean the time it takes for the sun to return to the same position in the sky.⁴

Clocks that track the time of day routinely need to be tuned, as the length of days is not precisely stable from one to the next, or over longer periods.

Years present another challenge: how to count back in time to earlier events when there are so few agreements of fact. Currently, the popular method of counting years revolves around “YA,” or “Years Ago,” which simply counts back from the present. Since many people remember things in terms of how long ago they happened, this is expedient. The analogous “YFN” or “Years From Now” is used when referring to the future.

Another method involves using a single fixed point in time to measure backwards and forwards. While many smaller groups use the inception of their own culture as their fixed point, the most popular used is Year Zero of the old reckoning, a time scale used by both the Shell Kings and the Draculeans in the distant past. Year Zero was approximately 23,600 years ago, making it somewhat awkward to use in the modern era. It is still used in histories and academic texts, of course.

\$2.5.3

Other Worlds Too

As if the timeline of Oubliette wasn't already complicated enough, preenless, faeless, modern Earth is not the only “World of Life” that exists. Newcomers hail from many similar worlds, ranging from versions of Earth conquered by dark forces, to versions where advanced technologies never even developed. Worlds of magic, war, the divine, hope, and darkness, all have contributed to Oubliette.

Sometimes when people from such spectacularly different worlds meet, the only common ground they share is Oubliette itself.

⁴ Some cultures in the Castle mark time differently. Gloomhome uses a star-based calendar. Underground Fae Enclaves track time using feasts and holidays. Some goblins set all clocks to a single, broken timepiece.

\$2.5.4

Structure of the City

The Castle's structure is constantly influenced by new arrivals in Oubliette, as well as by its own complex architectural moods. Fortresses and open squares often appear in Grandhall and Spearfield. Undead creatures and other ghouls usually emerge in Deathborne. Machines and elementals generally find themselves in the Murder Heat. Some force in Oubliette seems to be trying to match beings with the places where they will likely belong, and though it occasionally drops fish into the Murder Heat, it is often very accurate.

Because Oubliette continues to acquire new material from the newcomers that arrive, as well as from the bones and possessions left by the reincarnating dead, it seems that the Castle has slowly grown over the past 20,000 years. Surely, the Magi reason, its size in the World of Life was not the same as its present enormity, which extends for hundreds of miles.

At this, the Seers usually raise an eyebrow and ask if the Castle had to have come from the World of Life, or if perhaps it had always been here.

\$2.5.5

Death & Worse

Oubliette's structure is strange even on a metaphysical level. While people, objects, and events can travel from the World of Life into the World of the Forgotten, they cannot travel back out again. Nor can minds, bodies, or souls.

Souls are apparently trapped here, unable to dissolve into nothingness. The bodies of the dead remain where they were killed, and yet when inhabitants are inevitably reincarnated, they return in fresh new bodies, often returning to gather their old belongings.

Worse yet, because certain things that were once lethal can no longer kill the denizens of Oubliette, a wealth of horrible fates lurks in the darkness. Many fear horrendous eternities of starvation, entrapment, mortal wounds, and torture more than death itself, a fact that has not escaped the Draculeans.



§3 Denizens of Oubliette

It's easy to forget that Oubliette is home to more than just fairy tales. If you hide long enough, you can almost convince yourself that the place is inhabited by normal folk. Spend enough time in Grandhall and you'll forget what lies over the border.

I'm not talking about werewolves, vampires, and giants. Those are the least of your worries. I'm talking about the truly wicked things, the creatures that stalk the wastes below Deathborne, the hideous lurkers in the forests of Fellmoor, the mind-demons below Mubigild, the conceptually abhorrent occupants of the darkness below everything.

Some of us came to Oubliette because we were forgotten. But some of us—them, really—were not “forgotten” so much as “exiled forcibly by the metaphysical laws of reality itself.” Think about that. Beings live here that literally could not exist elsewhere.

And they're our neighbors.

Oubliette is filled to the brim with a bewildering array of beings, ranging from lowly human serfs to intangible god-spirits. Many of these beings have been here for a very long time indeed, while others have just arrived and are hurriedly seeking a place in this new world.

The one defining characteristic of creatures in Oubliette is immortality. Rumors aside, once one is brought to Oubliette, one remains there. The dead find themselves awakening elsewhere in the city, and the mortally wounded can find themselves stuck and abandoned for ages. This immortality naturally leads many to madness, some more quickly than others. Those driven mad by Oubliette are termed the Broken, and are discussed shortly. Their opposite number are the Unbroken, who still struggle to live meaningful lives in the face of monumental adversity.

Oubliette itself exists only because of the people it contains. It is easy to look at the metropolis-sized castle as a monolithic structure where death is cheap and lives are irrelevant, but this is not the case. In fact, Oubliette is the ever-changing side effect of people living this particular breed of afterlife. While some areas may appear abandoned, they are invariably the result of some action on the part of people, rather than the outcome of an impersonal force of nature.

§3.1

Broken & Unbroken

There was a time when little distinction was made between those driven mad by the city and those who had

yet to fall victim. Recently, as inhabitants flood in with ever-increasing numbers, it has become useful and expedient to the older denizens to categorize folk into two camps.

§3.1.1

The Broken

Look there. The gutters are full of nihilists, cynics, misanthropes, and skeptics.

The total current demographics of Oubliette are unknown to all but members of the Cryptarchy, but many surmise that the majority of all inhabitants of Oubliette are Broken.

There seem to be millions of them in the streets, sealed in unlucky chambers, and wandering like zombies through the city, not to mention the untold numbers of mindless folk trapped in the tumult below. It makes a cold kind of sense; given immortality and eternity, most mortal minds wither to nothing. Even those who know on an intellectual level what is in store for them are liable to break in the face of the vertigo of such staggering immensity.

Most of the Broken make up a listless sub-class of people who do little but waste away or wander about looking for the cure to their ailments, most often food or water. Some are slightly more mindful, forever trapped in the performance of some action or job. Some less scrupulous leaders even collect useful Broken to perform labor for them. Others, particularly those interested in the wellbeing of Oubliette denizens, try to heal Broken minds with comfort and patience. This is not ineffective, but it isn't efficient either.

Broken humanoid are often referred to as zombies, though they are technically different phenomena. There are regions where these Broken are so desperate that they even attack others on sight, leading to endemic violence. Broken non-humanoids are usually referred to as monsters and discounted as people due to the fact that they have lost the one attribute that made them relatable to other people.

§3.1.2

The Unbroken

What kind of person does it take to face eternity? Ironically, the same that can face death.

The Unbroken refuse madness for a number of reasons, but the fact remains that they stave off Breaking through sheer willpower. No spell or power protects one from the knowledge of one's fate. Instead, the Unbroken must actively maintain their own sanity. Some avoid thinking too



much about the future, while others cling desperately to a reason for living.

The Unbroken are the movers and shakers of Oubliette. Select a random person of fame or fortune, and that person is likely to be Unbroken at the moment, though they may be quite insane in their own particular way. The dividing line is the ability to continue living a useful, active life. The Unbroken are the ones to cut new paths through the city, excavate ancient treasures hidden in the rubble, and steer the path of million-strong factions. They fight for their beliefs, struggle against one another, and do their best to keep from drowning in the quagmire of Oubliette.

§3.1.3

Reasons for Living

Some Unbroken simply **REFUSE TO LOOK FURTHER AHEAD** than absolutely necessary. Few of these people have major social impact, lacking the ability to plan very far ahead, moving from action to action in **EXCLUSIVELY GOAL-ORIENTED** and almost mechanical manner.

Similarly, some Unbroken ignore their fate and focus only on the **MINUTIA OF DAILY LIFE**. They care little for the great struggles going on around them, unless they are dragged, kicking and screaming, into the fray themselves.

Others acknowledge their fate and soldier on, **PUSHING AWAY MADNESS WITH SHEER DETERMINATION**. They understand the truth, but simply **REFUSE TO GIVE IN**.

Some strange and rare folk **TAKE RELIEF IN IMMORTALITY**. Many of these people suffered such great traumas in the World of Life that **OUBLIETTE IS A COMPARATIVE PARADISE** for them.

There are also those who are **DRIVEN BY A CAUSE** such as redemption, love, compassion, or revenge. The sanity of these denizens can shatter instantly if their cause is invalidated, though many refuse to give in until after the conclusion has been reached.

A few inhabitants are **SIMPLY THAT ADAPTABLE** that they continue living because there's no use in not doing so. The future bothers them little, so long as it's not presenting a direct challenge, and even then, challenges are merely to be overcome. These sorts of people can become very ambitious in Oubliette indeed.

§3.1.4

Walking the Line

There are those who are not easily categorized as Broken or Unbroken. These people are often (justifiably) insane, mentally damaged but still useful, or constantly alternating between madness and sanity. These people are somewhat rare because of the difficulty inherent in regaining one's mind after breaking. Some simply classify these people as the useful Broken, while others feel there should be more specific classification of the mental states of the denizens of Oubliette. Sometimes these line-walkers end up in positions of power or are used as political figureheads.

§3.2

Castes

The next most general way of classifying people in Oubliette is by the all-important "Caste" scale. Unlike in the mundane World of Life, there are all sorts of beings in Oubliette of vastly varying levels of power. Caste is a construction the inhabitants use to relate themselves to others.

Generally, creatures of the same Caste can compete on a roughly even playing field. Challenging a being of one Caste higher is asking for trouble, but not a death sentence. Higher than that, and the weaker creature is liable to go unnoticed, or be surreptitiously destroyed.

It should also be noted that Caste is fluid: even a given individual can move up and down in Caste widely over time. Most beings of high Caste started far lower, and those that stagnate find their Caste slipping.

§3.2.1

Refuse

Rank 0, Mundane

Once, after losing all my power, I spent a decade raising snakeveg in Foyer. Easy work, but the tedium nearly Broke me.

Refuse are the lowest of the low. Creatures of this Caste are not usually sentient and are usually substantially smaller than an adult human. Many non-dangerous animals also fall into this category. Creatures in this Caste travel in groups for protection and safety. It's unclear if creatures of this Caste are actually reincarnated the same way as sentient beings.

Primary Concerns: Life for refuse consists of survival. Because of their small size and comparatively low needs, food and water are not as difficult to find. Instead, they must find ways to escape larger predators, especially dreg Caste creatures, who rely on the refuse as a source of food. Few refuse are smart enough to think beyond their own survival.

Examples: Furzypig^{p279}, Stormrat^{p345}, Eyeweed^{p275}, Edipede^{p268}



§3.2.2

Dregs

Rank 1, Mundane

They keep us in pens, like the cattle the giants keep to the south. I don't know where I am. Or why I'm here. I don't even know what my name is, it's been so long since I used it last.

All I know is that the pale men come every night to drink our blood, and there's nothing in the world we can do to stop them.

— #2820, Livestock Enclosure C

The dregs are populated by weak humans, large beasts, and numerous small races, such as goblins and fae. The dregs form the majority of the population in the Interior and perform much of the labor done in the city. In many places, dregs take the place of work animals, pulling carts and plowing fields. Many try to grow food, trade resources, and get on with lives similar to their time in the World of Life.

Primary Concerns: The dregs need food. The first thing that happens for many of these people on arrival is starvation. Oubliette is not a place where millet or potatoes or chickens are abundant. Instead, the dregs struggle to find enough spongemeat to offset the flavor of eyeweed soup. Many do this either by trading their skills for food, by cultivating their own tiny gardens, or by selling scavenged materials to merchants. Material resources such as clothing and soap are often outside the reach of these folk.

Examples: Grimer^{p282}, Ox^{p322}, Unclean^{p358}, Kobold^{p295}

§3.2.3

Rabble

Rank 2, Mundane

It came through in the night. Dragged off an ox. Third time this week. Now when the night falls, we all sleep in the headman's house.

—Folt, a Butcherblock scav

Rabble are generally creatures and beings that dregs would find fearful. They are not as potent as legendary or mythical creatures, but they can usually overpower peasants. Many soldiers, weak creatures, and supernatural critters fill this Caste, as do skilled professionals.

Primary Concerns: The rabble Caste still requires food and water, but they often have skills or resources that they can trade more efficiently for such necessities. They usually have a small but useful level of disposable income to use on clothing, grooming, and other bits of self-care.

Rabble often find themselves in positions of power over the dregs. Some are potent merchants who can control trade in small markets, while others are mercenaries or guards who keep the dregs in line.

Examples: Clawblin^{p257}, Quintilipede^{p329}, Razordoll^{p332}, Dumplepreen^{p266}



§3 Denizens of Oubliette

§3.2.4

Lost

Rank 3, Mundane

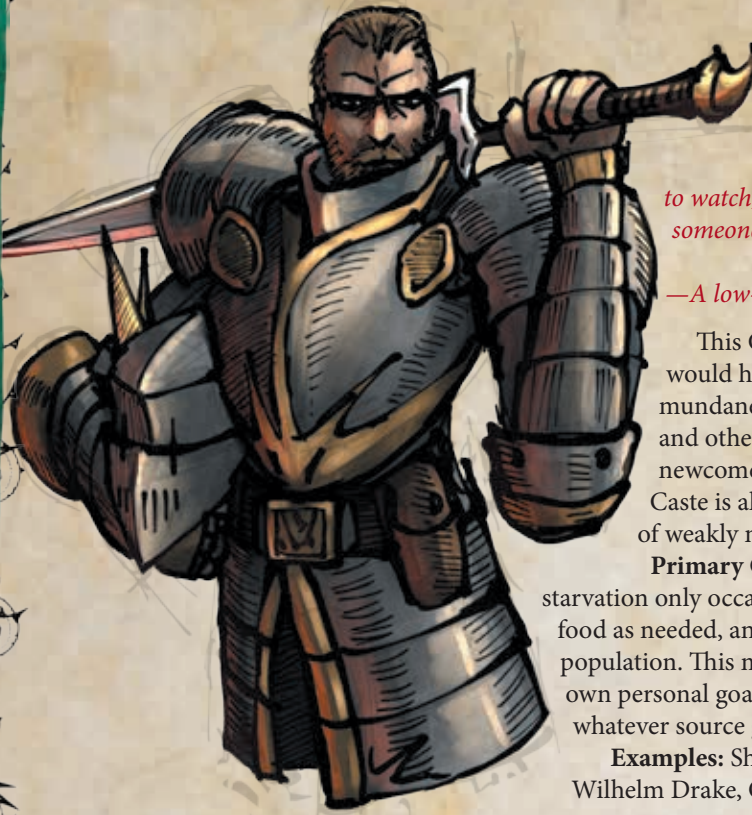
He strolled past the center of town, every inch of him shining. The sun caught his armor and it hurt our eyes to watch, but watch we did. It was not every day we got to meet someone who had sworn to kill a dragon.

—A low-blood in Grandhall

This Caste is made up of the most potent people that mortals would have been familiar with. It forms an upper limit of what mundane humans would have considered possible. Knights and other veteran soldiers often arrive in this Caste. For most newcomers, the fact that there could be creatures beyond this Caste is almost unimaginable. In this Caste are also a fair number of weakly magical beings.

Primary Concerns: Lost Caste humanoids need to worry about starvation only occasionally. They are strong enough to take or make food as needed, and they can enforce their will on a large portion of the population. This means that they can start focusing their efforts on their own personal goals. Non-humanoid lost often continue to eat, or seek out whatever source gives them their power.

Examples: Shadetail^{p340}, Plumepreen^{p323}, Junk Monger^{p292}, Sir Wilhelm Drake, Order of the Wyrms^{p341}



§3.2.5

Fallen

Rank 4, Mythological

She leaves footprints that burn. You can see her sometimes from this ridge, down where the slope meets the Murder Heat. Best not to approach, however. She's perfumed in sulfur and her kiss can melt steel.

—Lod, a goblin scout and hopeless romantic

Many creatures that are considered supernatural end up in this Caste. Old world monsters, such as ogres and trolls often end up here, at least until they've spent a few thousand years in Oubliette. The fallen are the lowest of the middle rank and can often pose a powerful threat to even experienced mortal heroes.

Primary Concerns: Supernatural powers often have costs or requirements, and these are integral to the lives of many of the fallen. Other creatures are relatively stable in terms of needs and instead pursue their own wild passions.

Examples: Essence of Fire^{p271}, Leprivore^{p299}, Stone Monger^{p345}





§3.2.6

Forsaken

Rank 5, Mythological

I've been bringing him drinks when I can. A sip of water carried five miles from the well. A waterskin left on a rock. Except when I interrupt him, he just keeps digging. The quarry is a fathom deep and his hands are broad, distended paddles, but this is what he has to do, he tells me. Tunnel until he hits bottom.

These beings do not simply exist, they act. To attain this level of power, a creature must actively seek power. Sitting idle for too long brings even gods down to this Caste. Truly legendary creatures exist in this Caste. The forsaken are generally the most powerful creatures the lower Castes have a chance at actually interacting with.

Primary Concerns: The forsaken are often driven by a desire for more power. They seek to enhance their abilities or equipment, or to perfect their arts. Others become powerful as a side-effect of pursuing some challenging goal, such as uniting a region, the performing of some miracle, or perfection of some art.

Examples: Essence of Plague^{p272}, Tainted Giant^{p349}, Might-God^{p312}, Roosting Drake^{p335}

§3.2.7

Eminent

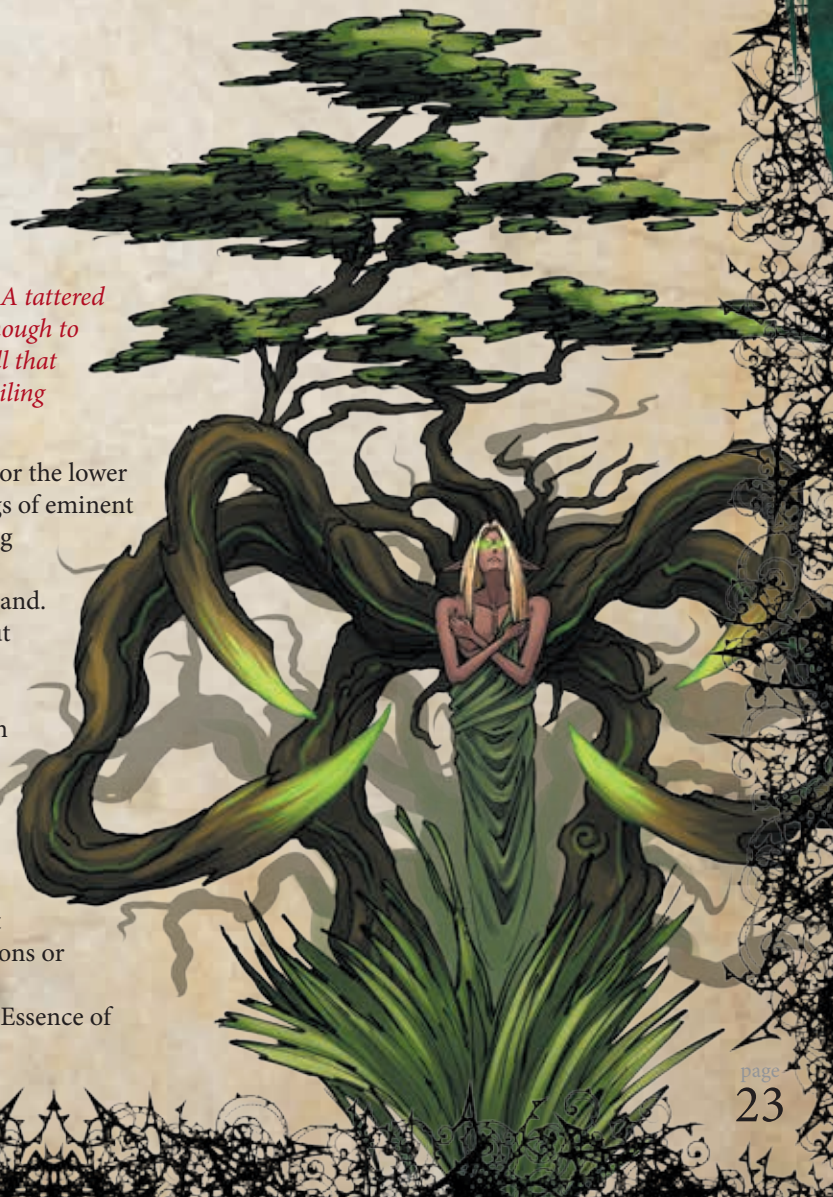
Rank 6, Mythological

Staggering under its burden, the bird-lizard trudges. It has been piled high with heaps of plate mail and kevlar, chain-links and silk and what looks to be bottled mercury. A tattered sign on its side proclaims deals for any merchant daring enough to approach. Its talons are red, however, and I wonder who all that armor used to belong to. When it swings its blood-shot, smiling eyes at me, I no longer want to know.

We now enter the territory of truly powerful beings. For the lower Castes, the majority of the population of Oubliette, beings of eminent Caste and higher are too far removed from understanding for proper comprehension. They form a hazy, indistinct "high Caste" category that few, if any, can hope to understand. In this particular Caste, beings are masters of not one, but several arts, and can easily take on challenges that would have seemed godly to a mortal. Many of these beings either lead organizations or serve even greater masters on missions of world-spanning importance.

Primary Concerns: Eminent Caste beings are usually too powerful for much to stand in their way, except for other similarly-powerful beings. Some simply keep moving forward, doing as they have always done, while others seek out new and complex tasks to set themselves at. Others still are driven by powerful obsessions or curses.

Examples: Relic Monger^{p333}, Draculean Peerage^{p264}, Essence of Fear^{p270}, Aege^{p240}



§3.2.8

Eldritch

Rank 7, Godlike

The harbinger of doom came to our court. Ours. Of all the councils in Spearfield, Vlad visits ours the most. Terror gripped us, as you can surely imagine, and while the most brave of us spoke to this holy abomination, the strongest of our knights crept around to bracket her from all sides.

I'm sure that Yviene meant no harm, but it was her words that set the thing off. In an instant it had torn through the court, through the lords, through the knights, and through the walls.

We were forced to abandon Toullers after of that. I'm sure they won't forget. But I myself took away something different. Ambition.

—Marie Gyul, supplicating to Linthara.

Eldritch is the true start of the highest Castes. These beings command powers so great that they can easily wipe aside armies of lesser opponents. They are hideously strong and most of them are highly intelligent and capable of extremely large-scale planning. Each has its own legend and history, and most have more than a few powerful enemies. For most denizens of the Interior, the eldritch Caste appears to be the end of the line.

Primary Concerns: The eldritch often rule the lower Castes, and thus have a number of responsibilities to attend to. Some lead organizations, while others make their way through the complex pantheon of Celeste politics unencumbered. Whereas many people of lower Caste ponder questions about what Castle Oubliette actually is, and how the cosmos is structured, the eldritch are the least powerful to begin to understand the answers to these questions.

Examples: Armageddon^{p245}, Primorph Nerva^{p324}, Absolution^{p239}, Terje^{p351}

§3.2.9

Ancient

Rank 8, Godlike

It's not like it happens every Tuesday or anything, but you see her up there from time to time. She's called Nine Sky, or at least that's what I've heard. Yep, right up there, between the towers of Celeste. It's a crazy light show. Depending on who's throwing down, you can see her summon swarms of swords, or just gigantic blades the size of skyscrapers.

Sometimes there's earthquakes, sure. Occasionally the Wall collapses and takes a few wards with it. Whatever. Best seats in the house, if you ask me.

—Averow Stradlett, a Marauder from South Spearfield

Capable of fighting gods to a stand-still, members of the ancient Caste may be small in number, but their company is rarefied indeed. Individuals are essentially patrons of one or more arts, in which almost nothing can exceed them. Even those that are not in charge of their own faction are immensely powerful. Most of Oubliette scarcely recognizes the actions of the ancient Caste, instead perceiving their deeds merely as the normal functioning of the city and its many groups, events, and disasters.

Primary Concerns: Ancient Caste beings generally have their own cosmic goals and problems to deal with. Many of these challenges are deeply personal in nature and relate to other high-Caste beings or their actions.

Examples: Nine Sky^{p318}, Yul Dhar^{p367}, Slag^{p342}, Dross^{p265}

§3.2.10

Divine

Rank 9, Godlike

The King? Got bigger concerns than the Castle, I daresay. There's a world beyond this, I've been told, although maybe that's all a pretext. If it's true, I shudder to imagine what kind of creatures could survive in the wilds beyond purgatory.

Powerful beyond comprehension, when they move, the very Castle shakes. When they fight, the sky knows their wrath. When they politic, the factions are but pawns. The Divine Caste is home to only a handful of beings, but each one controls so much power personally and organizationally that, between the lot of them, there is nothing outside their grasp. Many of this Caste are ghost-like, rarely seen in public, making no appearances and taking no guests. They take counsel only from the eldritch and the ancient. They are the invisible leaders of the world, and they are often at each other's throats.

Primary Concerns: Like the ancient Caste below them, the Divine have individual goals and problems. The difference is a matter of scale. Most Divine Caste beings are intertwined with the inner workings of Oubliette one way or another. Many have connections to the Army Hunters of the Plain of Clouds, or even to the Far Castles beyond.

Examples: Androgeria^{p241}, Linthara^{p303}, Skyspider^{p342}





§3.3

Races

Many of the racial groups of Oubliette are familiar to those who have studied the occult and the mysteries of the old world. In these cases, the species was too widespread to be annexed wholesale into Oubliette, leaving legends and stories behind in the World of Life.

Many of the races of Oubliette, on the other hand, are not familiar to the World of Life, having been forgotten entirely. Newcomers are confronted with a vast, chaotic, seemingly endless panoply of unusual creatures.

While there are many identifiable racial groups and sub-groups in Oubliette (once one knows what to look for), it should also be noted that unique beings also make up a significant portion of the population. Some are the result of crossbreeding in the World of Life (or elsewhere), while others have been twisted beyond recognition by their time in Oubliette. Others still have forcibly changed themselves, either through magic or through more unsavory means. Yet others never came from the World of Life in the first place, and hail from stranger, more distant worlds. And even within the main races listed here there is tremendous variety, with many sub-species, types, and cultures complicating the matter. All told, even if you were to cherry-pick attributes from several races, the resulting specimen would *still* be a viable inhabitant of Oubliette.

Note: This list is by no means exhaustive. It merely presents the most populous racial groups, and a few of the larger minorities. There are yet other beings in Oubliette (and referenced in the Bestiary^{p239}) who do not fit so easily into these categories. Some are members of minority races so small they might as well be unique, while others *are* actually physically unique, unlike anything else encountered.

§3.3.1

Beasts

When we are all mad, then only the bladebirds and edipedes will rule the Castle.

—Overheard on a caravan across Mubigild.

Beasts and animals are, of course, not a single species, but they effectively make up a group of interest. Very few animals come to Oubliette, when compared with people, for reasons known only to the Cryptarchs. When found, they are invariably **HIGHLY PRIZED**. Those that produce useful food without slaughter, such as chickens, cows, and goats, are valued higher than gold in the lower Castes, where control of a single such creature can bring **COMFORT TO MANY PEOPLE**. In more selfish and short-sighted communities, animals are slaughtered as soon as they are captured. It is believed that animals are immortal in Oubliette as well, though evidence is anecdotal.

Appearance: Most animals in Oubliette survive only a

short time before mutating due to the arcane forces of the place. Many such creatures grow large and fierce, even after many apparent reincarnations, not unlike sentient beings. Some have even agglomerated into strains, such as the dread vultures of Deathborne, or the untold numbers of werething bugs that sift through the detritus of the city.

There are also animals and plants apparently native to Oubliette. They bear little resemblance to existent species in the World of Life. These species seem remarkably well-adapted to life here, leading some scholars to believe contrived theories about watchful gods, careful design, and assistance from the great beyond.

Personality: Animals usually learn to fear denizens of Oubliette quickly, as the lessons are pounded into them with desperate ferocity. Only the higher Castes keep pets that do not hate the sight of people, though some well-treated farm animals that are kept in Grandhall are comparatively well-behaved.

Professions: Animals do not have professions, of course. Even those that might otherwise be domesticated for work are usually kept for other reasons instead. Human labor is far more available and inexpensive than animal labor in Oubliette.

Arts & Skills: Most animals are skilled Scavengers. Many are skilled in Stealth, Notice, and Athletics. Their natural weapons are covered by Savage.

Relations: Animals are prized by sentient beings for the opportunities they provide. Though they cannot breed here (as with other once-mortals) some can still produce infertile eggs, and the meat of reincarnated animals is popular indeed. The animals rarely appreciate this.

History: Though animals have lived in Oubliette as long as anyone can remember, it seems that the native creatures have been here even longer. Their perfect adaptations seem as though they were created at once with the city itself, though this cannot be verified.

Variations: mammals, arthropods, reptiles, avians

Examples: Furzypig^{p279}, Quintilipede^{p329}, Stormrat^{p345}, Werething Bug^{p364}, Eyeweeder^{p275}, Spongemeat^{p344}





§3.3.1.1

Stunts

Caught the Scent. You get +1 when using Notice, Investigate, or Scavenging as part of an Overcome roll to track down a person, creature, or object.

Hounding Their Heels. Twice per session, without spending a Fate Point, you may show up in a scene that your character is not present for. As you arrive, you may then spend a Fate Point to give yourself the situational Aspect **Surprise!** with two free Invokes. If you use this ability to appear in a combat, you do not act until your turn in the Initiative order.

§3.3.2

Dragons

Never argue with a dragon.

—Advice from a Draculean Sergeant on the border of the Roost

Dragons have had a long and violent past with humanity. In the deep ages, it is said they roamed the World of Life in great numbers. It seems that a portion of them have made their way to Oubliette. Tellingly, none of the dragons, even among the Conclave of the Wing, are known from the legends of the World of Life, though many have created their own stories here. Like everyone else, the dragons of Oubliette have been forgotten.

Appearance: Classical dragons have six limbs: two arms, two legs, and two wings, as well as a thickly-muscled tail. They have a sinuous bodyplan, with an **ARMOR OF SCALES AND SCUTES** covering them, as well as hardened horns on their heads. Many **BREATHE FIRE** or have **INNATE**

MAGICAL POWERS.

Oubliette dragons can vary from this classical conception quite widely. Some are morbidly portly from eating everything that comes within reach. Others have no legs at all, or are shaped more akin to the dragons of the east. Some do not even appear to be flesh-and-blood at all, and are **ARCANE BEINGS** composed of elemental material and energetic forces. Further complicating matters are half-breeds, dragon-kin, and those that can transform.

Personality: Dragons are generally **CONFRONTATIONAL, ALOOF, AND AGGRESSIVE.** They are also **HIGHLY TERRITORIAL** and do not take kindly to others invading their perceived territory, whether they were there first or not. On the other hand, dragons are also often **HIGHLY INTELLIGENT AND CUNNING** and capable of **CRAFTY PLANS AND STRATEGIES.** While they are spiteful, they dislike lies, and thus are often **CRUEL BUT HONEST.** However, individual dragons vary quite widely in personality, so caution is advised when meeting one for the first time.

Professions: Dragons **DISDAIN WHAT MEN CALL WORK.** They revel in their own power and ability, usually choosing to live solitary lives if they can help it, where they rely on no one but themselves.

The majority of dragons in Oubliette live in a ward of Spearfield called Dragon's Roost^{p163}, where the Draculeans routinely attempt to make deals with them, trading food (often in the form of Broken souls) in exchange for services as **WINGED SPIES AND RECONNAISSANCE** or even **DRACONIC MOUNTS**, but these deals are not often successful.

Arts & Skills: Dragons are masters of Savage and typically have high Physique to go along with their size. They have excellent Notice due to their senses, and often are sources of ancient Lore. They enjoy intimidating others

with Provoke, though some of the Roost are skilled in Business. Their magical powers usually fall under Elemental, though sometimes Arcane.

Relations: Dragons are almost universally feared in Oubliette. They disdain the foolish, over-complicated lives of humanoids, though those that live in the Roost have a healthy respect for the denizens of Celeste. Few indeed are wholly good and compassionate, but the same can be said of all the denizens of Oubliette.

Many wonder why they do not simply fly away from the city, but the question is usually met with rage or utter disdain. Coaxing stories of the Plain of Clouds out of those who have actually tried and succeeded in crossing the Outer Walls is like, well, pulling teeth from a dragon.

History: It is said that the original inhabitant of Oubliette was an Unimaginably Old Dragon Buried Under the City. Modern delvers reach ever-deeper in search of this ancient one, but none have evidence that it existed. Nevertheless, many dragons take this as a sign that they are the rightful rulers of the city.

More historically-verifiable is an ancient war with the Shell Kings, which led to the Coquille Roi's complete fracturing as a viable organization.

The last Great Dragon Flight was comparatively recent, only 2434 years ago. Many saw this epic event, when nearly all the dragons of Oubliette rose to the skies and wheeled so thick in places that the light of day was blotted out. They left the city for a time, but returned some years later much fewer in number. No one has successfully learned what happened, or where the missing dragons went; the returnees attack anyone who so much as asks.

Variations: drakes, lindworms, half-breeds, dragon-kin, transformants

Examples: Firebreather^{p277}, Slag^{p342}, Dross^{p265}

§3.3.2.1 Stunts

Appease Me. You get +1 when using Business, Contacts, or Rapport to Create an Advantage relating to the fact that it is generally unwise to anger a dragon.

Genteel Carnivore. You get +2 on Overcome and Create Advantage actions using Rapport, provided you are unfailingly polite about it.

§3.3.3 Essences

Oubliette can burn away the impurities in a person, leaving nothing but the core of their identity. Sometimes that core is living ice, lethally cold. Sometimes that core is lightning, arcing and raw. Sometimes that core is mouths. Mouths with mouths, all built of mouths. Purity is not an absence of strangeness.

Essences are a class of non-corporeal entities that includes ghosts, spirits, elementals, and some kinds of physical manifestations of energy. Though many of them are Unbroken, they are usually treated with the same fear and hatred that spirits experienced in the World of Life.

Appearance: Essences tend to be of etheric, insubstantial form. Some can **PASS THROUGH MATTER**, while others cannot. Their forms are usually made up of spiritual energy, cold flame, or some other mystical force. Some are even **MADE OF SPELLS AND MAGICS**, while others are **CURSED WITH THE INABILITY TO TOUCH**. The corporeal are often composed of a single, nearly uniform substance, animated purely through their will.

Other Essences, those with a capital "E", are **CONCEPT GIVEN FORM**. These types are more prevalent in the higher-Caste regions of Oubliette, where strange, cosmic forces are at play.

Personality: Usually, to say that essences are uncomfortable with their physical forms is an understatement. Many of them are **TWISTED BY THE AGONY** of their existence, or worse yet, **SUBSIST ON THE**

LIVES OF OTHERS. Some of them can be reasoned with, but they are a rare group indeed.

Professions: Essences usually do not take professions, even when they are sane and Unbroken. Even these essences are usually too distant or aloof to bother continuing a profession for long, especially when the world around them is so insubstantial to them.

Those that do take on useful roles usually make direct use of their powers, often as spies and assassins, or servants of powerful, high-Caste leaders.

Arts & Skills: Incorporeal essences are highly skilled at Stealth, Ghost, and Arcane, and many make capable users of Investigate and Explore. Elementals, of course, make great use of Elemental. Most have ability in Provoke, particularly the conceptual variety, whose skills are dictated by their core concept.

Relations: The strange forms of essences are terrifying to



§3 Denizens of Oubliette

lower-Caste denizens of Oubliette, particularly newcomers who may not have believed in such things. The more powerful essences (conceptuals in particular) are fearsome to behold for even those of moderate Caste.

History: Essences are not a new phenomena to Oubliette, and in fact, some of the most ancient beings have slowly lost unnecessary detail over the eons, shifting slowly into essences. It is rumored that pursuing a goal with too much mindless ferocity can lead one to becoming a capital “E” Essence after a long enough time. Aside from this, essences have rarely interfered with the history of Oubliette, except on an individual basis.

Variations: conceptuals, ghosts, elementals, possessions, golems

Examples: Azarul^{p247}, Cryocognate^{p259}, Essence of Maw^{p271}

§3.3.3.1

Stunts

Too Hot to Handle. When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

Burning Synchronicity. You get +2 on Attack actions with the Arts Elemental, provided the Attack uses an element from the environment around you.

§3.3.4

Fae

I know a fae who raps on tables three times before she will sit down to eat. I know a fae who will not speak unless spoken to, and even then only with the exact number of words the speaker used. I know a fae who apologizes every time he does not give offense, and I know a fae who claims to have freed himself from the codes of behavior that cripple his people. Him I give a wide berth to. Fae minds are as sharp as a blade from Cutting and, without those little distractions and courteous games to keep them blunted, they are creatures of horrifying, unblinking efficiency.

Notorious for their dissonant, alien value systems, the fae are present in Oubliette in more numbers than would be expected. By and large, the fae of Oubliette were cast out of Otherworld to wander the World of Life before they were forgotten and absorbed into the World of the Forgotten. Bereft of leadership, they broke into tiny factions hidden all over the city, where they hold domain over all who enter.

Appearance: There are a tremendous variety of fae in

Oubliette. Some are **PURE NATURE SPIRITS** who bring vitality and life wherever they go. Others are **HATEFUL AND WATERY**, drawing any who venture too near into their drowning clutches. Others still are **TINY FAERIES** with **BEAUTIFUL BUT FRAGILE WINGS**.

Personality: Fae minds do not work the same way that once-mortal minds do. They operate on different rules which **VALUE MANNERS, HONOR, AND GRATIFICATION** over other, less important things such as death, pain, sickness, and seriousness. Many **HAVE TROUBLE COMPREHENDING MUNDANE CONCERNS**, preferring instead to live carefree lives of **INDULGENCE, TRICKERY, AND LUST**.

The fae also have a habit of forming **INSULAR CULTS OF PERSONALITY** around leadership figures, sometimes even inventing whole new value systems around their idol. The object of their affection need not always be another fae. They may eventually lose interest, disappearing completely. A popular (and false) belief is that “fae” is a cognate term with “fickle.”

Professions: Each fae colony is a whole civilization unto itself. There are leaders, priests, soldiers, and workers, and one’s profession is seen as an **INDELIBLE MARK** determining one’s fate and place in the colony. A fae who disrespects his superiors invites his own destruction. At the same time, fae are expected to deceive and trick each other, making their games a tangled web of rules **OPAQUE TO OUTSIDERS**.

Fae sometimes venture out of their communities for the purpose of **ACQUIRING TOOLS OR MATERIALS** needed by the group. Others leave on adventures, intending to make **AS MUCH MISCHIEF AS POSSIBLE** among those they consider to be rude or hateful.

Arts & Skills: The fae are masters of Stealth, and in fact there are few more naturally stealthy than they. They favor Ghost, Precision, and Arcane in martial situations, and almost all are skilled in some specific profession. Though leaders are skilled in the Arts Social, they rarely apply their Empathy to outsiders.

Relations: Modern-era newcomers often hold the misapprehension that the fae are bright, cheerful, and kindly folk. This is not always the case. In fact, many fae of Oubliette are decidedly not friendly, deeply frustrated



with their separation from the Fairy Courts. **FEW PLAY FAIR** with those they consider outsiders, which is generally everyone.

History: The vast majority of the fae came to Oubliette in one single massive migration, many thousands of years ago. At first, they were whimsical and unconcerned with their new plight, but as the eons wore on, they came to realize that their stay was not temporary. New figures rose to leadership, groups split and joined and split again, and the fae dispersed throughout all parts of the city. Some went so far as to pledge their allegiance to other leaders, with a significant portion joining the Goblin King in the Labyrinth approximately six millenia ago.

Variations: pixies, sprites, elves, fairies, fair folk, nymphs, dryads, sylphs, changelings, maeb-folk, fauns, Sidhe, will-o-wisps, nixies, selkies, spriggans, seillie wights, tuatha, gnomes

Examples: Aluadh^{p241}, Criik^{p258}

§3.3.4.1
Stunts

Idiosyncrasies. Choose a code of behavior when you select this Stunt. It should revolve around something trivial: always use a person's full name when you are speaking about them, for example. At any time, you may spend a Fate Point to activate Idiosyncrasies for the duration of your current scene. While Idiosyncrasies is active, whenever someone violates the code of behavior, you gain a **You Churl!** Boost against them. At the same time, while Idiosyncrasies is active, if you violate your own code of behavior you immediately suffer a point of mental damage, unmodified by Armor.

Know the Code. You are used to adapting to other people's social mores. Often, your life has depended on it. You get +1 on Overcome actions using Notice, Empathy, and Religion.

Tiny Magics. Your glamour is a little more like a "glimmer," but it's *yours*. You get +1 to rolls for pranks and games.

§3.3.5
Goblins

Behold the the beauty of it all! There is no treasure we cannot take, no waif we cannot seduce, no man above our clever

fingers. All of Oubliette is laid bare before my army, my beloved horde. Now if only they would just LISTEN TO ME!

—The Goblin King

It is often said that other races are widely diverse, but none hold a candle to the sheer pandemonium that is goblinkind.

Appearance: Goblins come in innumerable shapes and sizes. Their unusually pliable forms allow them to **CHANGE SHAPE OVER TIME** in response to their environment and habits, at a rate even faster



than other races. A goblin who lives in a storm drain may rapidly become flat, wide, and **SCUTTLE**

QUICKLY THROUGH TIGHT SPACES. A goblin who preys upon spelunkers might develop **STONY CAMOUFLAGE SKIN** and **BOULDER-LIFTING STRENGTH.** Some climbing goblins become **RIDICULOUSLY SKINNY AND SPIDER-LIKE.** It's not unknown for them to even grow new appendages.

In general terms, most goblins have skin ranging between gray-green and brown, noses and ears that are long and pointed, and a **VICIOUS GRIN FULL OF TEETH** of some kind. Many enjoy decorating themselves (and occasionally others) with **BITS OF JUNK AND JEWELRY**, which is usually more important to them than clothing.

Personality: Possessed of a powerful **MEAN STREAK** and a **CRUEL SENSE OF HUMOR**, these vile creatures fill the undercity the same way the fae skulk around hidden corners in the city above. Much like their fae cousins, they enjoy pranks and jokes, but they **CARE LITTLE FOR AESTHETICS, RULES, OR MANNERS.**

Professions: Goblins fill every niche imaginable in Oubliette. Though many prefer the secrecy and stealth of the underground, others are skilled merchants, tinkers, thieves, and assassins in the world above. Those who live underground often form hives or nests around places where they can relieve others of their valuables.

Arts & Skills: Goblins are highly capable in Stealth, Deceive, Provoke, and Athletics. They prefer Ranged, and occasionally Precision over more "honorable" Arts Martial, though a fair few enjoy shamanistic pursuits leading them to Arcane, Blood, or Elemental.

Relations: Goblins are endemic to Oubliette. Not many people like them, but there are few who can go a day without seeing one or two or a few hundred. Some areas see

them as a necessary evil. Others see them as nothing but a nuisance. Other still have incorporated them into normal, usual daily life, where they operate businesses and do work just like anyone else. Regardless, a **GOBLIN SENSE OF HUMOR** always refers to mean pranks and schadenfreude.

History: Some believe that Oubliette is itself a goblin construction dating back to the earliest times when the creatures whisked away women and children from their homes. Though they are just as trapped here as the rest of us, there is some evidence that goblins have brought a number of people to Oubliette intentionally. No one is quite sure how this happens, or what implications it has for the possibility of escape, but numerous examples can be found in the histories.

Variations: gnomes, brownies, imps, kobolds, dwarves, grumbles, redcaps, gremlins, trow, boggles, roariefolk, tommynockers, peskin, greenteeth, draads, torwalkers, scatterbricks, hobs, bugbears, scampers, kegbottoms

Examples: The Goblin King^{p353}, Kobold^{p295}, Werething Goblin^{p365}, Clawblin^{p257}



§3.3.5.1 Stunts

Clamberling. You excel at getting into the hard-to-reach places of the Castle. Your explorations can take you anywhere—particularly where you're not wanted. You get +2 on Athletics Overcome actions.

Scramblelord. When you succeed at all on an Athletics Overcome action and there are onlookers around to witness you, you may choose to immediately take a **Lookit Me!** Boost in addition to the other benefits of your success. You may only have one **Lookit Me!** Boost at a time. Posing is usually involved.

§3.3.6 Hulks

“Careful! Might not look it, but there are trolls and giants hiding everywhere here, like pixies in the woods.”

“I don’t believe you!”

—First last words of a newcomer to Stonewald

Giants, trolls, ogres, and titans have appeared in European mythology for thousands of years. Their legend remains in the World of Life, but most of them have apparently been brought here, to Oubliette, where they tend to take up residence in the Bounding, far from the din of city life.

Appearance: Hulks are classified by a humanoid shape and larger than normal human size. Few of them are attractive, though ancient Greek titans and other heroic-age beings subvert this rule. Most have **POWERFUL, MUSCLED BODIES**, though some are **GAUNT AND WIRY** in shape. They have abundant body hair and decorate themselves with the bodies of their enemies.

Personality: Hulks often have little need for intellect, being **POWERFUL NATURAL PREDATORS**. In the old world, there was little need for them to outsmart others. In Oubliette, many hulks have become clever enough to deter unwanted harassment, while others continue to plod through the afterlife with the same dull gaze as before.

Professions: Most hulks stay out of city life, preferring the relative solitude of Stonewald, The Henge, and the Bounding. They rarely live in close enough bands to develop specializations, but a few living close to the inner districts pull loads in exchange for valuable food and tools. Others, particularly titans and clever jotunns, move into the city, where they can **ASSERT THEIR POWER** on lesser beings.

Arts & Skills: Hulks are, of course, exemplars of Physique. They usually avoid the Arts Social and Arts Subtle in favor of Onslaught. Some groups are highly skilled in Smithing, Necessities, or Architecture.

Relations: Hulks are often seen by other folk as dim-witted bullies who can barely hold up a conversation.

They avoid others when they can and are often aggressively territorial, particularly towards the smaller wallmen who share the Bounding with them. Those that are intelligent are liable to become important, famous, or powerful people in their own right, however.

History: It is said that most of the larger structures of Oubliette, including the cosmic edifices of the towers of Celeste were constructed by ancient hulk masons. Likewise, The Henge is full of constructions that could only have been set in place by the hands of giants.

Variations: trolls, giants, ogres, titans, children of Gaia, goliaths, nephilim

Examples: Tainted Giant^{p349}, Waste Troll^{p364}, Grul Rockeater^{p283}

§3.3.6.1 Stunts

Above the Rest. When you are taller than your target, you gain +1 on Savage, Onslaught, Brawl, and Melee Attack actions against them.

Literal Overseer. You get +1 on Business, Contacts, and Rapport Overcome actions in which you can direct other people to help with your work.

§3.3.7 Humans

It can be tough for the other inhabitants to imagine, much less understand, an animal that is at once bullheaded and mercurial, ruthless and compassionate, calculating and whimsical. Going just by the way the Elves describe us, I'd have a hard time believing we exist too.

The statement that Oubliette wouldn't exist without humans is true, but not for the most obvious reason. There are a shocking amount of non-humans in Oubliette, so many in fact that humans don't even make up a majority of the inhabitants. But it is definitely clear that the World of Life is slowly pushing the supernatural out as humanity takes over the globe. The humans in Oubliette are the collateral damage of the march of progress.

Appearance: Many humans in Oubliette look substantially different from the ones remaining in the World of Life. Some have strangely colored skin or eyes, while others have features that would have seemed monstrous to mortals. Most, however, follow the usual

bodyplan. Some can become **DEATHLY SKINNY** because of the scarcity of food in the castle. Others display **MUTATIONS FROM STRANGE MAGICS** found in Oubliette. Unlike many of their non-humanoid neighbors, humans and their ilk generally prefer to wear clothes, though in Oubliette rags and sacks often have to make do.

Personality: Humans vary as widely in personality as goblins do in shape. Some are **FULL OF ANGER AND RAGE**, others are **BETRAYED AND ABANDONED**, and a few **HATE THE SUPERNATURAL**. Many, on the other hand are **JUST TRYING TO GET BY**.

In Oubliette, **LOVE IS A PRECIOUS THING** and it is rare indeed, if only because of how beaten-down many folks are. Unlike some other races, humans don't fare very well without some form of it. Some grow **JEALOUS OF THE CONTENT**, while others **DESPERATELY SEEK A CONNECTION**. The unfortunate souls who experience love in Oubliette are likely to be **TORTURED BY THEIR ROMANTIC CIRCUMSTANCES**.

Professions: Humans fill every profession imaginable. Because of their natural physical inadequacy compared to other creatures, they develop arts, sciences, techniques, and machines to make up for their disadvantage, and they do more than succeed at this. Many human inventions have spread into other races and are taken as universals.

Humans are also **HIGHLY ADAPTABLE**, and despite evidence to the contrary, they are **STUBBORN AND DETERMINED**.

Arts & Skills: Humans lean towards the Arts Professional and Social, but only slightly.

Though at lower Castes they are often outclassed in combat abilities by larger and stronger creatures, they also have the determination to hone their skills until they are the equal or better of their enemies. The only Skills that are mostly the province of humans are Religion, Investigation, and the science-end of Lore.

Relations: Other races do not have specific relations with humans. Some might consider humanoids to be food, but that conception encompasses all bipedal humanoids as well, including but not limited to goblins, fae, vampires, and koom.



§3 Denizens of Oubliette

Instead, most relations with humans are on the scale of local areas, factions, and groups. While one cannot say that “dragons hate all humans,” one can definitely say that the dragons of the Murder Heat despise the miners and smiths that raid their hordes.

History: Most of Oubliette’s history is inextricable from the tale of humans who live there. Some say that humans built the castle, while others claim it was banished by the progress of mankind. Many believe that the Shell Kings were of human stock, and that they ruled Oubliette before the time of dragons. Many of the leaders of modern factions are (or were once) human.

Variations: “modern men,” earth-folk, early humans, starfarers, Gauls, Britons, Romans, Slavs, Balts, Ilarneks, Finns, Rus, Spaniards, Vaje, Egyptians, Celephoids, Scots, Irish, Enteuil, Krothians, Ottomans, Italians, French, Poles, Persians, Hungarians, Tunisians, Arabs, Swedes, Norse, Teutons, Fatmids, Terrans, Franks, Angles, Yadhithians, Danes, Khazars, Byzantines, Leonids, Enoolians, Burgundians, Carthaginians, Almagra, Goths, Lengs, Vandals, Mnar, Saxons, Ulthars, Basques, Lunars, Cyocs, and a thousand others.

Examples: Terje^{p351}, Knight^{p295}, Unclean^{p358}, Sir Wilhelm Drake, Order of the Wyrms^{p341}

§3.3.7.1

Stunts

Ubiquity. You get +2 when Creating an Advantage with Deceive to disguise yourself among other Humans.

The Only Normal People Here. You get +2 when using Rapport to Overcome the distrust or reservations of other Humans.

§3.3.8

Therianthropes

The assumption is that they’re all human until they’re not—until they’re bristling with fur and have ivory knives for teeth, with a generous side of muzzle. The assumption is flawed. More than a few weres are trapped halfway between shapes. Others were never human to being with. I know an Ogre in Stonewald that’s part squid, and I know goblins that can turn into aurochs, eagles, and vipers.

The quickest way to find out if someone is secretly a Therianthrope, of course, is to pick a fight with them. The answer you get can often be quite useful in your next life.

Therianthropes come in two types: those who transform between one or more shapes, and those who are stuck halfway between. While lycanthropy is the most well-known, it only one of many subtypes as there have been human-animal hybrids for longer than humans can remember.

Appearance: Werebeasts sometimes **HIDE IN PLAIN SIGHT** in Oubliette, disguising themselves as human the same way they might have in the World of Life. Most don’t bother; there are a lot of other intimidating creatures roaming around, and it’s nice to be left alone.

Depending on the variety, werebeasts may display **CLAWED HANDS**, **SUDDEN MUSCULARITY**, and a **THICK FUR COAT**. They may **CHANGE SIZE WHEN SHIFTING** as well, particularly if their animal form is smaller or larger than their humanoid one.

Personality: Therianthropes tend to be **PASSIONATE**, **EMOTIONAL CREATURES**, and are **PRONE TO FITS OF RAGE** when frustrated or insulted. Others, such as **SWAN MAIDENS** and **GRIMALKINS**, experience other emotions instead. Some use their powers to make mischief, while others see them as **A CURSE OR DISEASE** that they wish to be cured of.



Professions: Therianthropes who embrace their powers sometimes take on the role of assassin or spy. Others prefer to be left alone and focus on Arts Professional.

Arts & Skills: Therianthropes generally have good Physique and Athletics, and are typically very skilled in Savage. Many use Blood as well. Because many of them are somewhat antisocial, they often lack skill in the Arts Social.

Relations: Newcomer therianthropes are usually hostile towards mundane human folk, which they usually see as their inherent enemy. Over time, they learn that there are other things to worry about.

History: Therianthropes are some of the most ancient mystical beings in Oubliette. There are a number of these creatures haunting the streets that are in fact tens of thousands of years old, and remember the days before man built villages. Despite this, few wade very deep into the politics of the castle.

Variations: werebeasts, shifters, beast-folk, shift-stuck, afflicted, skin-walkers, changelings, mimics, were-humans, rakshasas

Examples: Orwan Liarch^{p321}, Lesser Werething^{p300}, Aege^{p240}

§3.3.8.1
Stunts

A Nose for New Faces. You automatically get an opportunity to roll Notice to discover Advantages on beings you meet for the first time. You get +1 on this initial roll.

Howling Forever. (2r)
Pick an uncommon material (crystal, silver, faerie bones, etc.) when you select this Stunt. You cannot be Taken Out of a Conflict with physical damage unless the damage is done using that material. You can still suffer Extreme Consequences and you must take at least one Stress or Consequence each time you are dealt physical damage, so it may be better to Concede the Conflict. Opponents can still Take you Out with other forms of damage.

§3.3.9
Marionettes

Allegedly, no one made them. They made themselves.

Sometimes you'll hear rumors about a factory. A tinker or a toymaker. I don't pay those much mind. The dolls are nice enough overall, but they can be simultaneously cold and clingy when the wrong mood takes them.

They can also be eerily intense if you get them talking about their history. I suggest you avoid the subject.

Marionettes are strange creatures that are now unique to Oubliette. They are puppet-like constructs of wood and porcelain and cloth, given life and mind, but without any apparent living, organic component. When they awaken, they are all identical, which leads them to change and rebuild themselves to assert individuality.

Appearance: Marionettes come in five basic shapes and sizes, which they often refer to as "models." **SLENDER GRACE MODEL** is the most rare and exquisitely manufactured. The form is highly feminine and extremely articulate. **UNBREAKABLE COMPOSITE MODEL** is a gender-neutral form that is very durable. **JOVIAL BRAWN MODEL** is masculine and heroic in shape. The **DELIGHTFUL YOUTH MODEL** is numerous, but has a tendency to be perceived as the most unnerving of the bunch. **RAG DOLL MODEL** is the most populous model, with a completely cloth body.

Marionettes generally keep their original model body intact for a short time. Because they do not grow or change, creating their own self-identity is their only form of self-expression and individuality. Many seek out specialist doll-makers for unique commissions to alter their forms. Custom masks are very popular.

Personality: At the heart of a marionette's mental life is the **NEED FOR APPRECIATION AND AFFECTION**. From their desire to be wanted it seems that they were designed as products, though none of them know who made them or why. Regardless, most of them go out into Oubliette **SEEKING APPROVAL** from those they meet, especially those who impress them. Many find subcultures and groups to attach themselves to and rapidly develop complex emotional lives which are surprisingly resilient to the harsh world of Oubliette.

There is a rumor in the marionette community that all models are actually being manipulated by a single, godlike puppeteer, who imbues them with just enough life to put on a good show. This idea deeply unsettles many humanoids who hear it, to say nothing of the effects on the marionettes themselves.

Professions: Marionettes make surprisingly good diplomats and courtiers. They are also more durable than flesh and blood, and need no food or water, making them hardy fighters when they are so inclined. Many find the



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life of the professional too uninteresting unless there is substantial interaction with others. Many marionettes would rather spend time with someone they don't know than no one at all.

Arts & Skills: Most models tend to favor agility-based skills such as Athletics and Precision over strength-based ones. Their unique joints make them **SHOCKINGLY FLEXIBLE**. They are skilled in the Arts Social.

Relations: Marionettes are of course not the only doll-like folk in the Castle, but their numbers cause other folk to consider non-standard doll people to be sub-races of marionette. For their part, marionettes envy the more unique artificial people in a way that organics cannot understand.

Marionettes are also notable because they select their own gender. While many settle with the one suggested by their base model, others delve **DEEPLY INTO SELF-MODIFICATION**, seeking to perfect the outward reflection their own internalized sense of identity.

History: Marionettes are the youngest race to come to Oubliette. Though they have been around for a thousand years, many remember a time before them. In the short period they've been here, they've adapted extraordinarily well, fitting themselves into gaps in society few had even noticed before.

Variations: standard models, automatons, small dolls, mannequins, puppets, bunraku, cantastoria

Examples: Beryse Ebrellieres^{p249}, Knifedoll^{p295}, Cassandra^{p294}

§3.3.9.1

Stunts

Uncanny Valley. You look almost like you could be a member of another race. When you select this Stunt, decide which race. You gain +1 on Overcome actions with Provoke, Rapport, and Empathy when dealing with that race.

No Strings To Hold Me Down. You get +2 to Defend actions with Athletics as you move in unnatural ways or collapse bonelessly out of the paths of Attacks.

§3.3.10

Mongers

Any object, any concept you can imagine, there's one of these trundling theropods that collects it. After talking for a few minutes with one, you might think there's nothing more to

their kind than avarice, but you'd be wrong. A monger's identity orbits around its collection, but there is cunning glinting in the raven pools of its eyes and those still waters run perilously deep.

Mongers are a group of leathery-skinned, vaguely-reptilian creatures with a potent compulsion for collecting things. Though their bodies are around the same size as a human's, the massive piles of junk they carry around make them appear to be huge, grotesque mockeries of the Shell Kings. Many, in fact, wonder if the two are not the same.

Appearance: Mongers are easily recognizable by their junk piles, which they carry on their backs. Most mongers have a particular interest, making them easy to identify based on what they are carrying. While rag-pickers are usually dressed in whatever scraps they like best, more powerful individuals often wear **ONLY THE BEST ITEMS** from their collection.

Under all their debris, mongers have scaly, wrinkled skin, hunched backs, and short, dragging tails. Their stumpy legs enable them to **LIFT ENORMOUS WEIGHTS WITH EASE**, but give them a **LUMBERING, UNSTABLE GAIT**.

Personality: Mongers are **COMPULSIVE HOARDERS**. A monger **KEEPS ANYTHING AND EVERYTHING** they think might be of value, and it is only through their own specific interests that they avoid overloading themselves to the point of immobility. Some are **INSATIABLY GREEDY**, while others are at least **SUSPICIOUS MISERS** who are unwilling to part with a single bauble unless the deal is too good to pass up.

Professions: Mongers are **IMPORTANT MERCHANTS** in Oubliette because they are almost **ALWAYS ON THE MOVE** and have **GOODS FROM THE FURTHEST REACHES** of

Oubliette. Though they hate to part with their wares, doing so allows them to trade for even greater treasures. Mongers also do well in roles where their hoarding can be useful, such as in scholarship and herbalism.

Arts & Skills: Mongers often employ Business to make deals with others for new acquisitions. They are also known to be skilled in the other Arts Social, preferring them to the Arts Martial. Mongers often have high Physique due to their composite bodies and the armor of their back-humps.



When roused to combat, many prefer the Arcane, or Onslaught if physical contests are the only option.

Relations: Mongers are treated with a mix of chagrin and respect wherever they go in Oubliette. They are notoriously stubborn dealers, but their wares are often far too important for potential buyers to harass them about their poor attitudes. Most know that it is better to weather their ire than to tell them off completely. Mongers are also known to be **USEFUL SOURCES OF INFORMATION**, carrying news along with their goods wherever they go.

History: It is said that the original mongers were human once. Many mongers have been around for a very, very long time indeed. Few confirm or deny that they were once the Shell Kings, and even those rare answers are tainted by deceit and maneuvering.

Variations: conversionists, baggers, crustacean, corvids, mastodonts

Examples: Armor Monger^{p245}, Junk Monger^{p292}, Stone Monger^{p345}

§3.3.10.1
Stunts

Just What You're Looking For. You get +2 to create Advantages with Business as you produce the perfect wares from your pack to interest the other party. Sometimes the items that traveling mongers produce seem to have had no business being in their packs in the first place—such as a Needlemonger producing a perfect balloon animal from a knapsack full of rusting sharps. There is a heated ongoing debate between groups of Seers over whether the mongers draw their items from *elsewhere* or if this is Simply How Mongers Work.

Teetering Stack of Goods. You've got a lopsided tower of worldly wealth strapped to your back. You gain 1 mild resource Consequence.

§3.3.11
Preens

When the Prens talk about understanding a person's emotions, they call it "reading his feathers". Small wonder given how hard it can be to have a conversation with one of the peacocks without at least one feather-flaring, comb-raising territorial display. Sometimes this is artifice, but I've never been able to tell. I'm not very good at reading the feathers.

Prens are tall, crane-like creatures now unique to Oubliette. Unlike most other races, no trace of their culture or works remains in the World of Life, where their presence

was expunged by early Christianity from the northern shores of the Mediterranean Sea.

Appearance: Prens are generally seven to eight feet tall and carry themselves with **VANITY AND HAUTEUR**. They have slender necks and elongated heads with beaks of varying shape. Though they take excellent care of their multicolored feathers, they prefer fine clothes of fashion and style. Preen arms and wings are one in the same, with claw-like fingers at the hand-joint. Their puffed-out chests enhance their regal bearing.

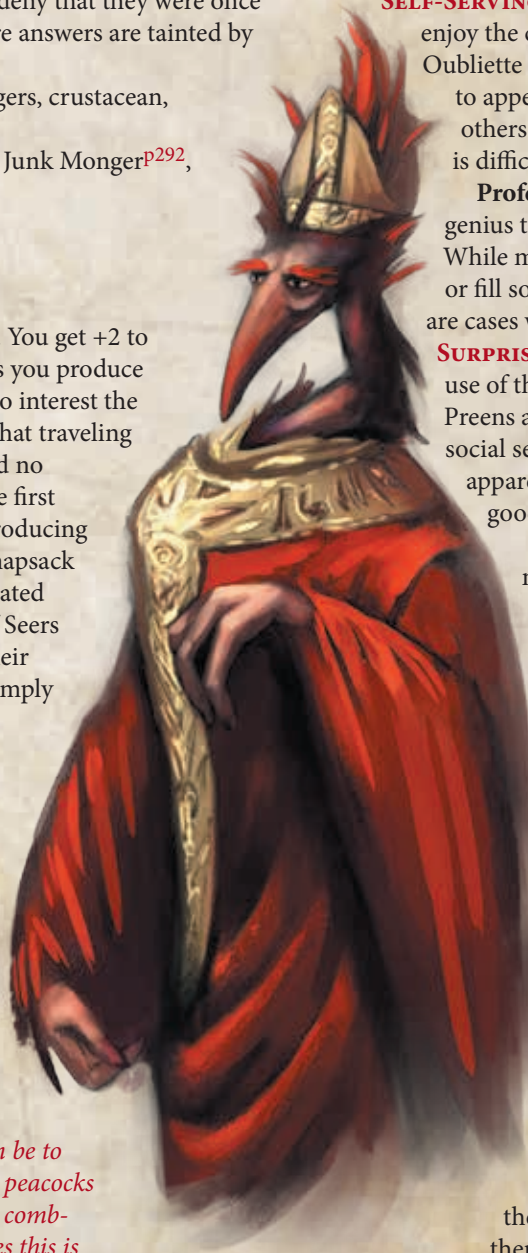
Personality: While many are famous for their **FLAMBOYANCE AND OSTENTATION**, prens are **NOT AS SELF-SERVING AS THEY APPEAR**. Many actually enjoy the challenge and process of making Oubliette a more interesting place. They tend to appear **ARDENT AND ENTHUSIASTIC** to others, though how much of this is artificial is difficult to tell.

Professions: Prens are known for being genius tailors, weavers, and fashionistas. While most prens become skilled clothiers or fill some other professional role, there are cases where prens become **SKILLED AND SURPRISINGLY FAST** warriors. Others make use of their agility for more illicit lines of work. Prens also find themselves in courts and social settings fairly often as well, where their apparently obvious moods can be used to good effect.

Arts & Skills: Prens are known to be masters of Tailoring. They are skilled in the Arts Social. Many find themselves talented in Deceive, Scavenging, Notice, and Contacts as well and have a fancy for Lore and Alchemy. Preen warriors tend towards Precision and Ranged.

Relations: Prens are generally held in good standing by most sub-cultures of Oubliette. Preen tailors are employed in great numbers by the Draculeans, and their wares are highly sought in Grandhall, Cutting, and Mubigild. Highly-skilled prens are brought to Celeste quite often, though many are returned after their services have been used.

History: Prens have been completely and utterly ejected from the World of Life. Though not all of them have fallen into Oubliette yet, it is assumed that their race will never again produce issue, as beings in Oubliette cannot reproduce. This weighs heavily on them, making preen scholars some of the most invested in discovering the secrets of the castle. However, they do have a long and interesting oral history that they are willing to elaborate on to anyone who will listen.



Notably, they say that for centuries the pope's ceremonial robes were traditionally tailored by Catholic preens.

Variations: divers, songbirds, cormorants, storks, falcons, cranes, rails, owls, swifts, kingfishers, woodpeckers

Examples: Plumepreen^{p323}, DreeI^{p265}, Dumplepreen^{p266}, Ivesimo the Doctor^{p292}

§3.3.11.1

Stunts

Gaudy Display. You may use Provoke, your bright feathers, and considerable disdain to Defend against Attacks that cause mental damage. If you succeed with style on one of these defenses, you also gain a **That's Fetch** Boost.

Avant Guardian. When one of your allies in the same Zone is Attacked, you may spend a Fate Point to be the subject of that Attack instead.

Oil Slicks and Can Rings. There's very little that's more pathetic than a bird brought low by pollution. You've spent years perfecting the look. You get +2 to Rapport rolls when you present yourself as pathetic or desperate.

§3.3.12

Vampires

Civilization's monster. Their kind loves cities, with all that free and abundant blood just walking in the streets, and vampires are largely responsible for the way Spearfield looks now. Not all vampires are Draculeans, but those that throw in with Vlad are hardly the minority. Perhaps I am being too harsh here, but this is my journal and I never promised to be an impartial observer. I have too many bad memories of the bloodsuckers not to be wary of every pair of fangs I meet.

One of the most powerful and influential races in Oubliette, vampires have enjoyed great status since a historical takeover more than twenty millennia ago. At the same time, non-members of the Draculean Party live in the same squalor as the rest of us. This differentiation is the source of much conflict within the race, which is divided into the "high blood" and the "low blood".

Appearance: Vampire bodies range from **TWISTED, HIDEOUS VISAGES** to **POWERFUL, SEDUCTIVE FEATURES**, usually related to their power over the Blood Arts. Vampires are unusually pale creatures, with skin that is **VULNERABLE TO BRIGHT LIGHT**. Oubliette's sun does not hold the same power as the sun of the World of Life, and so vampires are relatively free to stalk the daytime hours, so long as they stay shaded.

High-blood vampires enjoy the fruits of many labors and wear spectacular costumes that shame the shiftless masses. Draculeans wear sharp uniforms and hard armor. Lords display silks and brocades in flamboyant colors. Low-blood vampires wear whatever they can find or afford to scrape together.

Personality: Draculean vampires form the largest ruling party in Oubliette, and they know it. Many Draculeans treat citizens with **DERISION AND DISDAIN**, as though they weren't in the same metaphysical plight as everyone else. Their anger is harsh and they aren't afraid to employ sadistic techniques to enforce cooperation on those who believe that they cannot be harmed simply because they are deathless. Those of low blood are not generally this cruel, though many may be spiteful of their situation.

Professions: Vampires are generally strong, and their natural resilience makes them fearsome warriors. Those that pledge themselves to Vlad or one of his many retainers can join the Draculeans in one of many capacities; the faction has need of soldiers, guards, clerks, strategists, specialists, and ambitious leaders. Outside of the Party, vampires often find themselves performing jobs where their natural talents come into play. Some are mercenaries, while others haunt particular cells as they would have in life.

Arts & Skills: They are masters of Blood and have high Physique and Athletics. Many of them are skilled in Melee or Precision. Vampires are also known for their skill in Stealth and the Arts Social.

Relations: Most people in Oubliette hold the misapprehension that all vampires are Draculeans and all Draculeans are vampires. There are many low-bloods who choose not to follow Vlad, for one reason or another, and there are many Draculeans who are humans, preens, goblins, marionettes, or part dragon. Nevertheless, the stigma is strong; speaking ill of vampires is treated as taboo, lest one wants to earn the ire of the strongest force in the Castle.

History: Vampires have long come to Oubliette, owing to their frequent isolation and cryptic lifestyles. The rule of the Draculeans seems to date back twelve to twenty thousand years, to when Vlad Țepeș overthrew the Thousand Kings and took over rulership of the city. Ever since, his faction of Draculeans has been growing steadily, and now occupies the entirety of Spearfield. However, rumors tell of a series of coups thousands of years ago in which Vlad was replaced with an impostor, perhaps even several.



Variations: high-blood, low-blood, infected, accursed, necromanced, ghoul

Examples: Linthara^{p303}, Tusker^{p356}, Draculean Footman^{p263}, Draculean Peerage^{p264}

§3.3.12.1

Stunts

Sipping Strike. When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

Reckless Thirst. (2r) Once per scene, when a combatant in a scene you are participating in is Taken Out with a physical Attack, you may immediately heal your entire physical Stress track. You then gain a **Distracted Sanguivore** Situational Aspect. Your enemies receive a number of free Invokes on it equal to the number of Stress boxes you healed.

§3.3.13

Other Races

Some races are not as common as the others, and are seen as somewhat unusual. Many are either xenophobic, newcomers to Oubliette, or simply not very populous. Keep in mind, however, that the people of Oubliette are used to seeing the unusual. While the presence of an individual from one of these races might be notable, few would really be surprised to see such a creature.

§3.3.14

Hornfolk

Like an old, gnarled tree they cling to this place. They tell the oldest stories, sing the oldest songs, and sometimes they claim to recall what this place was like before the Castle came. Scholars dismiss that as nonsense, but it is hard to argue once you've looked a Hornfolk in the eyes and seen the countless aeons staring back at you.

Few realize that there is a farway castle where most demons and angels reside. Most believe that the “demons” they see around Oubliette represent the total population, but this is not the case. In fact, most of these purported “demons” are not the same thing at all. They prefer the term “hornfolk” as an expedient descriptor of their physical features. The common belief is that they are simply low-Caste demons and imps that are not as powerful as chierbiols or night dusts. For the most part, the hornfolk don't really care what others think about them as a race,

moving along with their lives like anyone else would.

Appearance: Hornfolk are a **HARDY AND STRONG** breed, but they aren't terribly far away from the baseline of human. They vary widely in size, some are **TINY AND IMP-LIKE** beings while others are **TALL AND BROADLY MUSCULAR BEHEMOTHS**. Many are roughly the size and shape of modern humans. Hornfolk tend towards richly colored skin tones, generally some shade of blue, purple, or red, though some are green or yellow. The single most identifiable trait amongst them is that of their horns. All hornfolk grow horns, though some trim or cut them to blend in. Others let them grow out into forkings, twists, spikes, or spirals. Females tend towards having more slender, elegant horns, but this is not universally the case.

Personality: It's often said that even the Unbroken are worn down by eons of life in Oubliette. The hornfolk often appear this way; rarely does one encounter one that is naive, foolish, restless, or violent. Most are possessed of **THE STATELY KIND OF WISDOM** that usually comes with old age. They are slow to anger but slow to trust, and they are often harsh judges of character. Many are called “severe” by those they meet.

This is not to say that they don't have rich, interesting lives. Many have eons of tales to tell, and there are topics that are capable of drawing anger and even rage from them: speaking of other, “actual” demons or early humans, is a recipe for a furious tirade of long-held frustration.

Professions: Many hornfolk are farmers and craftsmen. Rarely do they take on careers where their duties involve destruction rather than creation, and even there they prefer concrete outcomes, such as buildings, tools, and food, over abstract ideas like trade deals, mercantile routes, or faction alliances. It is said that many of the greatest structures in Oubliette are the work of hornfolk. The exception to this is their enormous discourse on culture, law, and philosophy.

Arts & Skills: Being individually ancient, most hornfolk are well past the point of finding conflict useful. They tend towards the Arts Professional, intending to slowly transform Oubliette into a place of vibrant utility and rich comforts. Some pursue similar goals using the Arts Social, maneuvering larger pieces across a more expansive board, but they tend to be younger than their kin. Younger still are



§3 Denizens of Oubliette

those who still pursue the Arts Martial and the Arts Subtle, who are characterized as foolhardy, brash adolescents, who have not learned sense, regardless of the fact that they may be thousands of years old.

Relations: Hornfolk get along surprisingly well with giants, titans, and other ancient hulks, sharing a love for things that last long into legend. They do not appreciate the rapacious nature of most vampires, or the violent, unnecessary ways of many factions. The fervor of the Thorns, the righteousness of the Ordo Sancti, and the totalitarianism of the Draculeans are anathema to them. They are more than happy to assist the constructive efforts of the Feeders, the New World, the Purehearts, and they appreciate the philosophy promoted by the House of Revision, even though they themselves rarely seek change.

On a personal level, hornfolk have a sore spot with racism, and do not take kindly to discrimination. They are often regretful of the necessity of soldiers, warriors, and the like, and have no respect at all for the lawless and selfish. They value reason and social progress in their allies, and are loath to fight against enemies of that same type. Hornfolk find it nearly impossible to get along with “true” demons, with which they will argue incessantly. They also find the presence of ancient humans to be equally distasteful.

History: Hundreds of thousands, perhaps even millions of years before the modern era, there were many competing races of humanoids. The hornfolk were among the most stable and confident. Their early hunter-gatherer civilizations revolved around oral law and the philosophy of society. Unfortunately, their physical appearance set them apart from other species, and they were quickly exterminated from the lands of early homonins. They fled into the harder parts of the world, up into mountains and deep into caves, all across Europe and Asia, where they kept quiet and lived lives away from the prying, hateful eyes of early mankind. These early hornfolk were the source of tales of demons, devils, mogwai, yaoguai, oni, as well as a host of other early and forgotten fables. Quickly, fiction subsumed reality and the original hornfolk were slowly replaced with religious and mystical imitations.

Upon arriving in the World of the Forgotten, the earliest hornfolk settled the Plain of Clouds. Many say that this was before even Castle Oubliette itself had arrived. Similar tales tell of ancient hornfolk assisting giants with the construction of the very first streets and walls of the Castle.

Variations: impsize, brutebuilt, monoceros, scalebreed, behemoth, smallhorn, cloven-hoof

Examples: Vulfstan^{p363}, Lergath of Hast^{p299}

§3.3-14.1

Stunts

Protective Scales and Fluting. (2r) Your body has significant portions that are covered in scales, and your horns are stout and strong. You gain 1 physical Armor.

Experienced in Eternity. (2r) While many Unbroken consider themselves to be the pinnacle of mental toughness, few have been around as long, or as seen as much as you have. You gain 1 mental Armor.

§3.3-15

Grist

Out of many, one. If you are tempted to call us parasitic, it is only because you've never laid down to dream in our fungal beds.

There is a peace in the quiet of decomposition. In the surrender of thought. There is a beauty in merging with something greater than yourself. We are a walking symbiosis, and your skepticism will be like a weight you never knew you were carrying when you finally ask to join us.

—Grist Street Preacher



The Grist are a recent arrival in Oubliette, climbing out of the dripping dark of Slair to introduce themselves pleasantly to the rest of the Castle. They are widely disliked and mistrusted due to the fact that they are all technically infectious, but their spores can only take root in the willing and the Broken. Furthermore, unless a person has been infected for so long that the colony of grist within him considers him “home,” his death cures the infection. He reincarnates grist-free and the spores return to whichever fungal bed they originated from.

Appearance: The general look of a member of The Grist varies wildly from species to species. The Grist colonizes humans, giants, vampires and other organic creatures with ease; however it is also capable of mingling with the bodies of marionettes, ghosts, and elementals. On average, two physical traits tend to prevail among members of The Grist: there are mushroom caps, and there are white mycelial fibers. A giant host might have a few puffballs growing from his shoulders, or a goblin might be wearing a thick coat of fine white. Some hosts trim these fibers so as to appear less alarming. Others incorporate their mushroom growths into bizarre fashion statements.

Personality: The Grist is a gestalt, made up of the

thoughts and feelings of the fungal colony and the host within which it resides. Often, members of The Grist are **DEEPLY COOPERATIVE, KIND, AND CHARITABLE**. They believe that **THE GRIST AS A GIFT** to be given to those they believe are worthy and they see helping others as helping themselves. Some grist hosts are more militant and believe that they have a responsibility to convert all the inhabitants of the Castle to fungal symbiosis, but their beliefs are disavowed by the wider grist community. Most grist hosts have a particular fungal bed that they consider to be their second mother and will undertake pilgrimages to it occasionally to mingle with its spores. A handful, however, see the colony of grist within them as the only true grist and wage war upon the other hosts and their fungal beds.

Rarely, grist hosts will find that their gestalt consciousness has fractured. This happens only when the fungal and mortal elements in their personality find themselves so at odds over a particular issue that one side attempts to destroy the other. These hosts are terrifying and unpredictable, snapping from a deep, abiding calm to absolute fury whenever something triggers a new dispute between the two tangled halves of their self. Other grist hosts call those ones the Wayward and see it as the noblest of tasks to bring them back to harmony with themselves.

Professions: Many grist have formed small, self-sufficient communities on the border of Slair, fortifying and protecting the caverns where their fungal beds are found. Amid one of the most hostile environments in the Castle, they have managed to carve out a life through behaving like a swarm of bees. Passing predators looking for an easy meal are mobbed by the entire (largely inedible) village until they withdraw into the darkness, leaving behind dozens of grist corpses to be reclaimed by the community as fertilizer.

Grist hosts have ventured out into the wider world to spread the mushroom gospel to anyone who will listen. Some grist hosts work for the Guild, generally at a lower rate than other species, and sometimes volunteer as test subjects for magicians or Seers in the hopes that the more the Oubliette community understands them, the less they will fear The Grist.

Art & Skills: Grist hosts naturally tend to develop some familiarity with Necessities, due to their reverence for the fungal beds they come from. Apart from that, they often specialize into a wide variety of niche skills, depending on what their community requires. Their fusion of fungal and mortal minds tends to give them better than average Will.

Relations: The Grist are largely distrusted, especially by the Magi and the Draculeans—who see them as a potential threat to the status quo. Strangely, this has brought them into the good graces of the Ordo Sancti and many fungus knights can be found among the Crusaders' new recruits.

History: The disappearance of Castle Oubliette from the World of Life sent shockwaves across history. These were strongest in places that were temporally or spatially close to the Castle, but their effects have, had, and will have stretched into the distant past and the far future—as well as to places beyond Earth's meager gravity well.

The Grist infection in Oubliette began from a single

drifting spore, Forgotten from an abandoned mining colony thousands of years After Diaspora. The spore landed in Slair, where it mingled with the local mycoculture, eventually colonizing the wall of a chamber where Leprivores sometimes slept.

Over the course of weeks, the Grist took hold in the Leprivores. It gave them feelings of respect and protectiveness for one another, encouraging them to bring kills back to their den to be shared with the weaker members of their pack. The Grist grew on that carrion. Soon its fungal beds were massive, pallid stretches of whitecaps and it had thoroughly invaded the creatures that were nurturing it. As its mycelial strands grew alongside their nerves, sensation flashed through the fungus and it became aware of itself.

Variations: omega-stage, carrier, rogue hive, discorporate

Examples: Grist Wellwisher^{p282}, Proselytizing Spore-Fletch^{p326}

§3.3-15.1

Stunts

Walking Pharmacy. The mycoculture that covers you is a symbiotic sprawl of grist fungus and local mushrooms. When you take an Overcome action to start a physical or mental Consequence on the road to healing, you may fill in one or more of your own physical Stress boxes. For each box you fill, add +2 to the Overcome roll.

Mycelial Nervous System. Whenever you take physical or mental damage, you may choose to take one Shift less of that damage. In return, you gain the **Delayed Pain** Situational Aspect with one free Invoke that your opponents can use against you. If you already have **Delayed Pain**, it gains another free Invoke that your opponents can use against you.

§3.3-16

Koom

Our world was Darkness, and our sun was Chaos. We loved our twin gods, Erebus and Nyx, as any faithful worships their own. We toiled under the busy sky of eternal night, waging wars, building nations, and discovering truths for thousands of years. Our history was long and distinguished. And now there is nothing.

—A Koom Nomad

Koom are former inhabitants of a distant world that is now long gone. They are notably different from stock hailing from the World of Life in many ways, and have been deeply affected by the destruction of their homeland, which was a catastrophe unlike any the Earth had ever seen. Some refugees survived, somehow escaping to the World of the Forgotten and taking solace in the darker parts of Oubliette. Among them, however, the culprits of the cataclysm still hide, waiting to destroy even these last vestiges of koom culture.

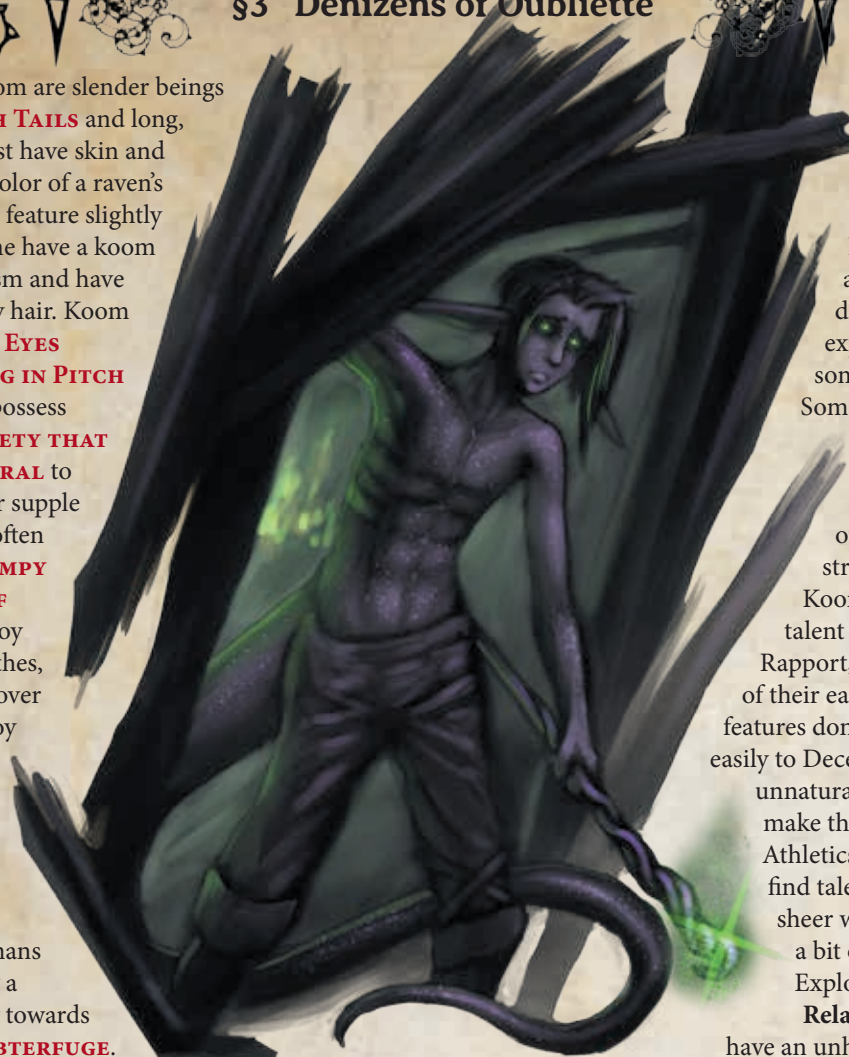
§3 Denizens of Oubliette

Appearance: Koom are slender beings with **BODY-LENGTH TAILS** and long, backswept ears. Most have skin and hair the luster and color of a raven's wings, though some feature slightly brighter colors. Some have a koom equivalent to albinism and have pale skin and silvery hair. Koom have **LARGE, DARK EYES CAPABLE OF SEEING IN PITCH BLACKNESS**. They possess **GRACE AND SUBTLETY THAT SEEMS SUPERNATURAL** to non-koom, but their supple and nimble bodies often make them seem **JUMPY AND SUSPICIOUS OF OTHERS**. Koom enjoy jewelry and fine clothes, but prefer elegance over ostentation and enjoy fluttery, loose fashions, when they are available.

Personality: Koom are roughly as varied in their personalities as humans are, but they display a noticeable tendency towards **SUBTLETY AND SUBTERFUGE**. They are often seen as "shy" by humans and other descendants of the World of Life, while they attribute the opposite traits to the rest of us. Many **PREFER TO HIDE AND OBSERVE** rather than interact, feeling safe only with other koom (though there is always the suspicion that one might be a **SUNLESS AGENT-ASSASSIN**) or their closest non-koom associates.

The koom most easily found in Oubliette often have a love-hate relationship with the idea of religion. They remember what their own religion led to, but like humans, they are also drawn to it. Some have tried to fill this gap in the spirit with more secular activities, participating (quietly, subtly) in groups and factions with moral aspects. Others have sought refuge in fae enclaves, where their spiritualism can be directed at something more confined and less malignant. A number have even revived clan groups that reach back towards their own ancient ways, while staying as far away as possible from parallels with the Sunless.

Professions: Koom don't enjoy occupations that put them in direct paths towards conflict. There is a more circumspect race, and they prefer careers that allow them to stay out of the limelight. They make efficient craftsmen, intelligent archivists, excellent couriers, and unmatched spies. Many also enjoy having a "den" or "nest" for a workspace, a library, shop, or series of tunnels and halls where they can hide from intruders. Some, of course, are not as shy as others, and pursue more lives of a more



outgoing nature, becoming powerful mages or important social leaders.

Arts & Skills: The Koom have a natural affinity for the magic of darkness, being natural experts at Ghost and some forms of Arcane. Some specialist koom mages can also control Elemental darkness, while others are experts in a strange form of Alchemy. Koom have a natural talent for Religion and Rapport, but the expressiveness of their ears, tails, and facial features don't lend themselves easily to Deception. Their supple, unnaturally nimble bodies make them extremely good at Athletics and Stealth and some find talent in Precision. Their sheer wriggleness gives them a bit of advantage when Exploring tight spaces.

Relations: The Koom have an unhealthy hatred of the Thorns (who are a frightful reminder of the Highstar lords of the Sunless), and they fear that many of the religious groups in Oubliette are on the same path to destruction they themselves were once on. Koom sometimes find friends among vampires, though such friendships often have a bit of a predator-prey dynamic, as do any relationships with pnai. There are a few that pretend to be dragon-kin with some success. Generally, however, they have trouble finding a comfortable home in this strange place so far from the World of Gloom.

Despite the fact that they've been around for thousands of years, the Koom are considered by many a "new" race, not because of how long they've been here, but simply because nobody knows very many of them. They are easily identifiable and quite unusual compared with most descendants from the World of Life, and meeting one is often a bit of a surprise. They are often mistaken for monsters by the more "civilized" races of the Interior.

History: The World of Gloom was discovered by the Seers more than 18,000 years ago, in the timeline of Oubliette, and it took nearly 25 centuries before diplomacy could be established between the ruling classes. Shortly afterward trade began between the then-inhospitable lands of Mubog and the Sunless omnibishops of the World of Gloom. This trade led to the well-remembered but poorly-understood time of plenty that characterized Mubog as a district of riches and wealth. Many historians observe that

the destruction of Mubog may well have been a precursor to the War of the Sunless, the effects of which were observed six millennia later, when the Koom began fleeing to Oubliette.

Variations: Sunless adherent, pre-modern koom pygmy, silverbreed, pnaikoom crossbreed, fifth-age mud-blood, primus family, anti-Sunless rebel, Cryth-clan, Hyu-clan, Aar-clan

Examples: Shadetail^{p340}, Syth the Xelar^{p349}, Glorna Voggodyrys^{p280}

§3.3.16.1 Stunts

Nightsight. Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.

Sunless Chosen One. (2r) Ten thousand years of power flows in your veins. You get +4 to Religion when creating Advantages on yourself for magical power.

Just Like Home. You get +2 when using Stealth to Overcome or create an Advantage in near total darkness.

§3.3.17 Pnai

Tzarina's, a leisure house in Grandhall, is run entirely by Pnai. It does not offer the services you would expect. There are beaded curtains and couches, to be sure, and the patrons and patronesses leave mellow and relaxed. The clients of Tzarina's choose the emotions they would like to feel from a menu and the Pnai feed on the excess.

The koom were not the only beings to escape the destruction of the World of Gloom. Their only natural predators, the Pnai, eventually found their way here as well. These strange and small floral creatures



prey upon the emotions of other humanoids. They emit hypnotic, enticing aromas to lure in their prey and induce appropriate moods, then devour the emotions produced by their prey. Since their arrival they've found a far more diverse menu than they were offered in the World of Gloom.

Appearance: Pnai look like a cross between a petite fae and a torn-up tulip. Their short bodies range from two to four feet in height and feature **SLENDER, BIOLUMINESCENT PETALS** that grow from the shoulders, hips, and arms. Their hands and feet are comparatively long, with sharp little claws for holding on to branches and stones. They have slender tails as well, but these are not as long or impressive as koom tails, though many have a corolla of petals there too. Pnai have large, mischievous eyes that are decorated by luminescent flecks that give them **EXCELLENT DARK VISION**. Their round faces appear cute until one notices the **SHARK-LIKE FANGS** or the overlong tongues they bear. If one were to hold still and play up the fae aspects of their appearance, they could almost pass as a strange sort of forest sprite, but they move like predators, **SKULKING, DARTING, AND SCRAMBLING** from place to place with **PREHENSILE FEET**, rather than hovering or floating the way most fae tend to.

Personality: Pnai are not mindless beasts. They are **HIGHLY INTELLIGENT AND EXCESSIVELY ADAPTABLE**, as evidenced by the fact that they were able to prey upon five epochs of koom under Sunless rule over the World of Gloom without being eradicated. Though they suffer from powerful cravings when strong emotions are in the air, most demonstrate a tremendous amount of willpower with which to fight the urge to feed. Their time evading capture and extermination has taught them the value of control. In the wake of the cataclysm, they have begun to take steps towards feeding in less dangerous and gluttonous ways, sometimes entering into a **CONTRACTUAL FEEDING AGREEMENT**. Others have completely lost concern for their safety, knowing that they need not fear death.

Professions: Pnai that actually choose to work for a living usually find their calling in politics, personal entertainment, or certain Arts Professional. Some are even employed at brothels and in red-light districts to employ their talents, both to assist other workers, or for their own clients.

The ones that choose to live as they always have find little trouble with it, except that there are far more dangerous threats to their daily lives than there were in the World of Gloom. Most of these pnai have learned to stay away from the higher-Caste districts, such as Celeste, Slair, and the Henge.

Arts & Skills: Pnai are masters of Empathy. They are highly skilled in most of the Arts Social as well, making frequent use of Deceive, Rapport, and Entertain. When threatened, they often utilize Provoke to escape direct conflict. Pnai are also experts in Stealth, Notice, Athletics, Alchemy, Medicine, Exploration, and have a talent for gardening with Necessities. As few of them take the time to learn more organized Arts Martial,

most of them defend themselves with Savage.

Relations: Pnai relations are dominated by their predatory nature. Relations with emotive races such as humans, vampires, and koom are usually tense at best. Many of their opponents declare that the Pnai are the most evil beings in Oubliette because no other species is as fundamentally corrosive to the spirit. Pnai who care to rebut this claim usually try to phrase their natures in a more symbiotic way; without others to absorb emotion from, the Pnai become Broken as well.

Many pnai are troubled by relationships with emotive species. It can be very stressful to them to spend time with emotional vampires, preens, or koom, constantly fighting off their cravings and worrying over the subject of feeding, no matter how careful they intend to be. Friendships come more naturally among those who display less potent moods. Hornfolk, hulks, and mongers are easier to get along with, but also somewhat less interesting company.

Some pnai choose **THE DREAM PATH**, using their pheromones to induce dreams or nightmares to feed on, with or without the knowledge of the victim.

History: The pnai are natives to the destroyed World of Gloom, where they were able to survive millennia of hunting and persecution on the part of the Koom. They adapted and learned to avoid feeding in situations that would draw undue attention, hiding underground, inside buildings, and just about everywhere else they could manage. Despite their treatment, few hold a grudge for how the Koom reacted to their depredations. This period is long past, and what is done is done. The present reality of Oubliette has proved to be a more important thing to worry about than wars of ancient days.

During their stay in Oubliette, the Pnai have been the subject of numerous philosophical disputes. Some believe that they are a tool intended to slowly destroy the fragile ecosystem of sanity in the Castle. Others admire their adaptability and strength of will. Their ability to create their own food by inducing emotions in the Unbroken is the envy of many scholars.

Variations: psychic hunters, flared petal, rooted, siphon-tribe, bather-in-mind-blood

Examples: Qor'th^{p328}, Imuelia^{p290}

§3.3.17.1

Stunts

Overpowering Pheromones. (2r) Not only is your aroma enticing, you are capable of tuning it to the exact scent favored by your target. You get +2 to Rapport rolls with those who are in your Zone, as long as they can smell you. In addition, you can roll Rapport to oppose the movement of creatures attempting to move out of your Zone. This does not take up your action.

Empathic Nose. (2r) You are a sommelier of emotions, a connoisseur of feelings. of You get +4 to Empathy with those who are in your Zone.

Addictive Flavor. Once someone gets a taste of your aroma, it's very hard to stop. You get +2 on Rapport rolls

with those who you've already succeeded at Rapport on.

Mood Eater. You can attempt to devour the emotions of someone quite rapidly. In a Conflict, you can attempt to Overcome another person's emotions with Empathy. If you succeed and your target has any mental or emotional Situation Aspects, you can select one to devour. If they have none, they receive a **Depressed** Situation Aspect that you cannot eat. Either way, on a success, you gain a **Well Fed** Situation Aspect in exchange, with 1 free Invoke. You cannot feed on other mood eaters or beings that have no emotions.

§3.3.18

Undead

When people say the Undead have no business being here, they speak softly, behind locked doors, and around people they trust. No one likes the idea of a soul dying for good, and the Undead are a constant reminder of the Void.

There is a blurred line between the fleshy, bleeding bodies of the old horrors of Deathborne and these new things of tied magics and abstruse necromancy. True Undead have come to Oubliette, causing confusion and philosophical debate. While there have always been "undead" in the Castle, the ones of the past have always been governed by the same rules as other inhabitants of Oubliette. These newcomers, however, are something other, something different. They are not immortal in the same way that other denizens are: their fetid skeletons and decayed bodies are held together with powerful necromantic magics, rather than the stuff of life. While it is very difficult to actually succeed at destroying one, they do not seem to return from the Void. Once scattered, the magics do not reform. Many make up for this comparative vulnerability with phylacteries and amulets to trap and retain the essence of their beings upon defeat.

Appearance: True Undead are often easy to distinguish from the false up close. They are usually decayed, decomposing, or made up of nothing but rags and bones. Their bodies are held together with wisps of necromancy and gritty clouds of sorcery. On the other hand, many True Undead prefer to enrobe themselves in shrouds, veils, and other disguises, so that their true nature isn't apparent to onlookers. In this way, many of them pass for relatively normal inhabitants of Oubliette, mostly unnoticed.

Personality: One doesn't simply become undead. Complex alchemies are required, as are powerful necromantic rites. Because there is no base stock for creating the undead, they do not share many traits, but it can be said that most of the ones found in Oubliette are either mindless automatons or the wizened, cunning masters of said automatons. These masters are known for their complex plans and masterful manipulation.

Professions: Because of the type of skills required to become and remain undead, most undead become superb magicians out of necessity, though most do not lend their abilities to others easily. Most are content to pursue studies

and projects out of the prying eyes of the “living.” Some can be reasoned with to exchange their services for useful goods such as alchemical supplies, arcane texts, and infusions of unusual energies. Only a rare few choose to live lives similar to other denizens, trading, working, and fighting with their neighbors.

Arts & Skills: Undead tend to be very skilled with magic and are often masters of Arcane, Ghost, and occasionally Elemental or Blood. They are often quite capable in Alchemy, Tinkering, and Lore, and many use Deceive, Provoke, or even Religion to induce the cooperation of the living. The unnamed minions manufactured by the undead masters are often only capable of low ratings of Brawl or Savage.

Relations: True Undead find Deathborne more comfortable than other districts, but often find that even there the attention of the locals can be distracting. Unfortunately, they rarely get along well with any particular group; those that do not dismiss them out of hand as mindless terrifying monstrosities are likely to be mages themselves, who in turn are interested in dissecting and studying the magics that make them up. Only the House of Revision has a positive relationship with any significant number of True Undead. For most of the other factions, the presence of these newcomers is too recent for them to have developed a proper response.

Individually, undead are likely to find the company of non-humans more comfortable. Most do not care for the constant fear and disgust displayed by most humans and rabble, so they attempt to avoid it. Demons, hornfolk, and marionettes make useful companions, though many feel that only the most intellectual hornfolk can match their prodigious intellectual capacities.

History: True Undead are a recent phenomenon, having begun to appear only in the last few decades, despite the fact that many of them claim to be centuries old. Most of the uneducated masses mistakenly assumed that such beings already existed in Deathborne and Slair and do not understand the significance of these newcomers. True Undead represent an utterly invaluable piece of the cosmological puzzle that is the metaphysics of the soul in the World of the Forgotten. From the instant they were identified, they’ve been coerced and even hunted by the Magi and the Seers in order to establish the deeper laws of existence.

For their part, the undead come from many different

backgrounds and are often from drastically different times and places. While some are ancient god-kings from lost civilizations on Earth, others trace their lineage back to arcane academies of other worlds. Some even hail from the World of Gloom, having somehow skipped a vast stretch of the timeline of Oubliette since the destruction of that portion of the cosmos.

Variations: fensed-live, mage-knit, phylactery-bound, wandering soul, revenant, barrow-bound

Examples: Perna^{p323}, Yath Canath^{p366}, Yul Dhar^{p367}



§3.3.18.1 Stunts

Spare Parts. You gain an additional mild physical Consequence. When this slot is filled, you lose a limb, or a chunk of ectoplasm, or some other nagging but non-critical part of your deathless body.

Undying Persistence. When you take four or more damage at once, you may collapse into a pile of bones,

dissolve into mist, or generally play possum in some eerie post-mortal way. When this happens, you gain the **Did We Get Him?** Boost. As long as you have this Boost, enemies may not target you until one of them succeeds on an Overcome action with Notice equal to your Deceive rating. If an enemy does this and calls out your position, you immediately lose the Boost. If you make an Attack or otherwise reveal your position, you lose the Boost.

§3.3.19

Changes Over Time

Race is not the sole purveyor of physical forms in Oubliette. Given enough time, even unaging bodies can morph and change into an astounding variety of shapes. Many beings in the castle modify themselves this way, intentionally or otherwise, taking on new traits their race wouldn't normally be known for. An ogre that plays chess with dragons in the Bounding for a thousand years may become a **SURPRISINGLY CEREBRAL STRATEGIST**, while a human who spends their afterlife scrambling over the rooftops may develop a **LIGHT, SPIDERY BODY** or **STONE-CLINGING CLAWS**. Life is strange in Oubliette.

§3.3.20

Mixed Breeds

While no *actual* breeding is known to have happened in Oubliette, there are vast numbers of creatures that seem to straddle the line between one race and another. In these cases, creatures display traits of two (or even more) races. Aspects can be mixed and combined to form new ones, Skills can be selected which reflect the middle ground as well, and Stunts from several races become available to the creature.

§3.3.21

Others Still

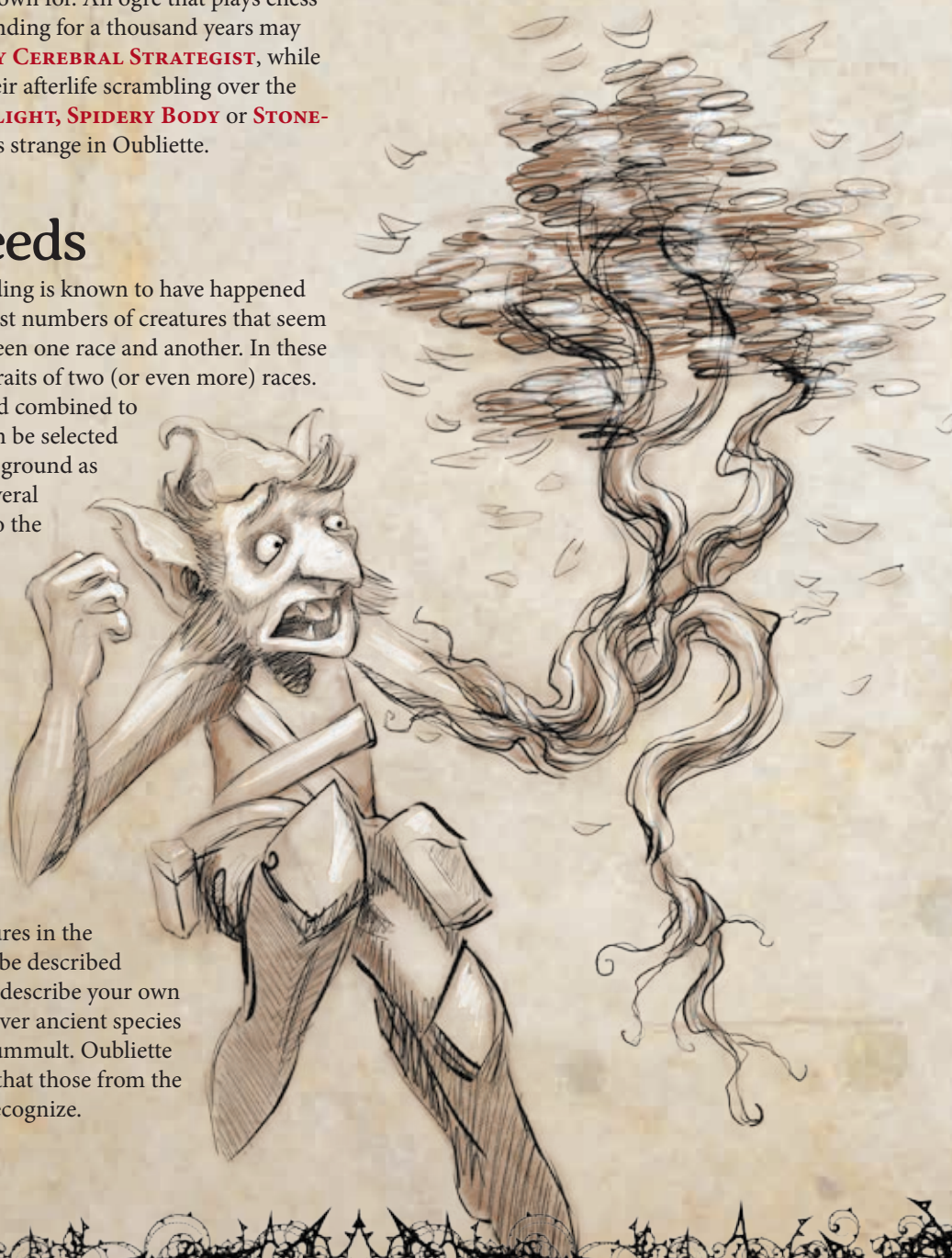
It is clear that Oubliette is a chaotic melting pot, an insane bazaar of racial groups, physical traits, and emotional outlooks. There are far more creatures in the Castle than can possibly be described in this book. Feel free to describe your own newcomer races or discover ancient species long hidden under the tumult. Oubliette is home to many beings that those from the World of Life wouldn't recognize.

§3.4

Factions

Factions, organizations and groups form an important aspect of life in Oubliette. Specifically, without them there would be no structure to adhere to at all, and anarchy would reign. In exchange for doing the bidding of others, faction members gain guidance, goals, and the a chance at positive relationships. While it is possible to avoid ever joining a faction,¹ chances are that everyone ends up in one, if only temporarily, at one point in their afterlives.

¹ See The Uninitiated & Unaligned^{p57} for more info.



§3.4.1

Coquille Roi

More properly, it would be “Roi Coquille”, but their backwards name has stuck in common use and people just blink at me when I try to correct them.

Also known as the Shell Kings, the Coquille Roi are a small but ancient group of former rulers of the castle. They do not accept new members into their ranks, but will gladly re-introduce beings whom they recognize from the days of their reign.

The Coquille Roi were supplanted as the ruling body of Castle Oubliette in the War of the Dragons more than 21,000 years ago. They enjoyed a reign of reasonable prosperity and civility but grew away from their subjects toward the latter quarter of their reign.

The Shell Kings are famous for their massive and elaborate armors that protected them from the dangers of the World of Life and early Oubliette. These shells were often made up of dozens

of layers of thick, laminated steel and have runes and glyphs covering their surfaces.

Goals: It has been a long time since the Coquille Roi had any overarching kind of organization. They no longer operate together, instead living their own separate lives doing whatever strange things they wish to. The only thing that still connects them is their **BOND OF PAST SOLIDARITY**, which is strong indeed. They suffer no one to join their ranks and deal harshly with those who claim falsely to be one of them, but on occasion they have inducted “new” members that they recognize from the World of Life.

Methods: The Coquille Roi are generally a passive lot. They do not attack others without provocation, and even then they are slow to anger. They make use of their powerful defenses to wear down opponents who contest them, but generally prefer to pursue the Arts Professional. While they are all skilled in arms and magic, each of them has a specialized portfolio of powers.

Relations: The Draculeans have been wearing down the minds of the Coquille Roi for ages, ever since they were overthrown. They do this to make sure that the Shell

Kings never again rise to interfere with Vlad’s plans for Oubliette. Other than the Draculeans, only the Cryptarchy has frequent enough dealings with them to even have an opinion.

Approximate Caste: Most of the Coquille Roi are around the Eldritch Caste.

Active Areas: Shell Kings are found in the higher-Caste parts of the Castle. Most are found in Celeste, Slair and Stonewald, though there are a few that walk the streets of Grandhall, reminiscing about days long past.

Known Members: Aluadh^{p241}, Eunan^{p274}, Terje^{p351}

§3.4.1.1

Stunts

Shell Games. If you have any points of Armor, you may at any time spend a Fate Point to change one so that it protects against a different type of damage until the end of the scene. For example, if you have three mental Armor, you could instead have two mental and one physical.

Unreachable Facade. As long as you do not have any Consequence slots filled, you have an additional point of mental and physical Armor.

§3.4.2

Draculeans

The cowards and victims that allow Vlad to rule. Some laud them for “civilizing the Castle”. If that creature is the price of civilization, I would rather not have it at all.²

The Draculeans are a professional military apparatus that serves Lord Vlad, a vampire of immense power and prestige who holds court in Spearfield. His influence, and the dominance of his Draculean troops, has changed the very face of Oubliette, and has been doing so for tens of thousands of years. The Draculeans are the closest thing Oubliette knows to a central government. Their reach is expansive, their laws strict, and their social customs influential.

Vlad controls his territory with a very tight grasp. Spearfield is at best militaristic and at worst dictatorial. The Draculeans attempt to enforce stringent laws and rigorous structure wherever they go. Despite the general dislike of them in the castle, it is difficult to ignore the utility of the policies, structures, and laws they’ve enforced.

Goals: The Draculeans have long lost any specific philosophical creed. Their current incarnation is institutional: it exists to keep existing. Without them, districts would fall to chaos, greater violence would prevail, and even more terrible leaders would come to power.

The darker side of Draculean supremacy is tyranny, racism, slaughter, and institutionalized sadism. Draculeans are notoriously callous when it comes to using other immortals, Broken or Unbroken, to serve their own gruesome purposes. They serve captured beggars to the dragons of the Roost to pacify them. They feed with impunity on unwilling civilians. They crush resistance and scatter settlements of people that do not look or think like them.

Methods: Draculeans are known for having a particular style, in politics, combat, and strategy. Lords tend to be languid, hedonistic, and harsh. They assert supreme confidence in dealing with others, and are often served by hosts of soldiers and sycophants. Their military is strictly regimented, with most of the ranks outfitted with identical black iron armor, decorated with red capes and veils. When they take territory or are confronted with issues within their own lands, their first response is overwhelming superiority of equipment and numbers.

Relations: Being on top of the pile means that there are many groups eager to take the Draculeans down a notch or two. They have spectacularly bad relations with the Ordo Sancti, who despise both their evil techniques and vile magics, and the Coquille Roi, from whom they originally wrested power, thousands and thousands of years ago.

Among their ranks, vampires rise the fastest and attain the most noble positions. Therianthropes, humans, and dragons all make up significant minorities, but rarely, if ever, are honored with special positions or titles. Draculeans generally despise goblinkind and fae, though often make use of captured specialists from these races. Hulks they deploy only for construction, demolition, and siege operations.

Approximate Caste: The Draculeans span the entire Caste spectrum. There are low-Caste Draculean “citizen militia” who fill Spearfield, potent knights serving fearsome lords, and leaders of legendary power above them all.

Active Areas: Draculeans are most populous in their own district of Spearfield, where nearly everything is controlled by Vlad’s wishes. They are populous in Grandhall and Cutting, where significant garrisons are kept. They send patrols to many other districts as well, in the hopes of enforcing their will on the rest of the Castle.

Known Members: Vlad^{p362}, Draculean Knight^{p264}, Linthara^{b303}, Absolution^{p239}



² This was perhaps not my best day.

§3.4.2.1

Stunts

VIP. At the start of the second round of combat in any cell with a Draculean presence, soldiers from the local garrison rush to your aid. Gain the **Reinforcements** Situational Aspect with one free Invoke.

Plate and Veil. You get +2 to Defend with Will, so long as you are wearing either the black plate mail and thick veils that characterize Draculean military dress or a fabulously expensive courtly costume.

§3.4.3

Feeders

The only difference between Heaven and Hell is comfort. We believe that Oubliette can be either, and it's up to us to make the choice. We believe that we can choose to make this Heaven, if only we can bring ourselves to help each other just a little bit. Consider this: you've got all the time in the world. What could it hurt to help your fellow man for a—

**FREEESH SPIIIIIKE
FISSSSSHHHH!!!**

—Feeder Pamphleteer and his Crier compatriot.

The Feeders take their name from the fact that most basic source of power, the most fundamental requirement, is food. Food keeps the masses content, staves off ennui, and keeps people from slipping into insanity. Food is the easiest way to resuscitate the Broken. Food is what the great monsters flying the sky concern themselves with. Without food, c immortals fall.

The problem that they are routinely confronted with is how to distribute food in such a way that it gets to those who need it. While there are many logistical issues to deal with, the biggest part of this issue lies in opponent organizations, and because of that, the Feeders have become something of an insurrectionist force of freedom-fighters.

Goals: A long-touted ambition of the Feeders is to bootstrap all of the Broken back into useful lives, but this goal is so lofty and unreachable that the group has refocused its efforts on winning territory and followers. In their ideal world, there would be so much less violence and tyranny that food could be openly farmed and distributed to whoever needs it, whenever desired. To make their long-term intentions a reality, they've recently become more militant, seeking to destabilize the Draculeans, the Cutting gangs, and any other group that would stop them from

farming the arable land of Oubliette.

Methods: There are three branches of the Feeders. Cooks operate soup kitchens, hidden caches, and restaurants all over Oubliette. Sometimes they sell expensive foods to high-profile clientele so that they can use the funds to give food freely to others.

Farmers grow and collect food from sources that most organizations overlook: underground mushrooms, stormdrain spongemeat, refuse pile eyeweed, that sort of thing. Some have secret farms on top of buildings or deep underground for producing larger amounts of crops, but these are harder to keep hidden.

The soldiers handle logistics and confrontations with other groups or individuals. Other times they organize “flash-feasts” where they instantly distribute a large amount of meals to a large number of people before the local authority can respond.

Relations: The Draculeans in particular have a large stake in keeping control over the distribution of food. Because of their near-ubiquity, the Feeders have learned many tricks for avoiding and dealing with Draculean patrols. So much of their effort goes into this opposition that many feel the Feeders have become little more than a kind of terrorist organization.

Nevertheless The Feeders will give food to anyone who comes to them for it, and they are experts in seeing to the needs of the unfortunate. They even have social systems in place to deal with less obvious forms of nourishment than vegetables, meat, and bread: they can provide willing volunteers for vampires and pnai in times of need.

Approximate Caste: As Feeders are not known to be high-Caste; there are only a few who are Forsaken or higher. Most are Lost or Rabble, feeding those on roughly the same social stratum as themselves.

Active Areas: The Feeders mostly operate their farms in Grandhall, Stonewald, Fellmoor, and Cutting. They are trying to expand into the surface areas of Mubigild, but progress is slow as there is much rubble to clear for farming.

Known Members: Aege^{p240}, Hodwig Wheatspoon^{p289}, Ilando Cinzia^{p290}

§3.4.3.1

Stunts

To Each According To His Need. You may use Resources instead of Rapport when you can promise the recipient food, shelter, or other necessities.



Weeds are Flowers Too. Twice per session, when you fail or tie on a Necessities roll, you may instead succeed by exactly 1 Shift.

§3.4.4

The Guild

Assist the Bonehorde, stop the Vaultbreakers from penetrating Castle Dragomar, deliver the a missive to Sebaal Cadramane, capture Beryse, and, of course, stop the Bonehorde at the same time. Then get some lunch and figure out what to do with the afternoon.

—Anselmo Milvus

“Things done, for a price” is the motto of the Guild. This multifaceted, complex mercantile organization is in the business of doing business.

Agents of the Guild can be hired to capture, steal, sell, assassinate, torture, feed, clothe, or entertain anyone or anything, for the right price. Most of the time, assignments are organized with a clerk at a Guildhall, where contracts are made and signed. There is often a reconnaissance phase that follows for difficult or complex tasks. Some missions are even assigned to several Guild members at once.

The Guild is a complex financial institution, paying agents, clerks, and masters through various fees and wages. It has no central leadership, though there are dozens of councils and ward-level heads that organize matters between each cell. Generally, if a Guild member needs assistance on an assignment, they can stop by any Guildhall anywhere in the Castle to find help. Often, their neighbors have already been alerted to the situation.

Goals: The Guild exists not to fill a *particular* need, but *any* need. There may be hundreds, if not thousands, of similar businesses, but none is as expansive, durable, and skilled as *The Guild*. Individual Guild members are often motivated by selfish reasons: the Guild presents the most efficient and rewarding way to do business, and in the Guild, you can specialize as much as you want. Others are motivated more by a strong sense of community, as the Guild is one of the only factions in Oubliette where trust and recognition follow you wherever you go.

Methods: Every mission is a contract. Every contract executed is done for payment. Some contracts are drawn up and executed by individual Guild members, but most are written in Guildhalls, where the proper person for a

given job can be found. The agent is then sent to complete the assignment, and usually returns successful, because the Guild tries to make sure that no job is given to someone who can't guarantee its completion. Fortunately, there are so many members of so many different kinds that almost any job can be fulfilled.

Relations: The Guild has good relations with other mercantile-type organizations, but agents are often handled with some suspicion: the contracts the Guild fulfills are not always good for the target, and the Guild will take any job they can fulfill. Some groups, like the Draculeans and the gangs of Cutting have standing orders for the capture of Guild agents; most of the time the Guild is hired by the disenfranchised to damage these groups. Among the lower-Caste civilian population, there is some resentment that Guild prices are so high, but such is the cost of doing business.

Approximate Caste: Like the Draculeans, there are Guild members of every Caste. Even Refuse can assist in spying missions, but sometimes a god must fall and the contract must be filled.

Active Areas: The Guild is present in every district, but its mercantile centers are mostly in Grandhall, Mubigild, and the Murder Heat.

Known Members: Coegilex Monger^{p258}, Memento^{p311}, Synese^{p348}, Magician^{p308}



§3.4.4.1

Stunts

No Job Too Small. You can always find work, even if it doesn't pay particularly well. Three times per session you can propose a Compel relating to a minor job that your character is working on. This might mean interrupting a foot-chase to rescue a Shade Kitten from a tree or sabotaging the defenses of a Draculean outpost instead of just getting out with their financial records. Either way, if you accept the Compel, not only do you get the usual Fate Point but you also gain the Situational Aspect **Steady Paycheck** with one free Invoke. If you already have **Steady Paycheck**, it gains another free Invoke.

I'm a Professional. When interacting with the Guild or with a potential employer, you may use your highest Arts Martial Skill instead of Rapport on Overcome actions to gain their trust or on Create an Advantage actions to request their help.

§3.4.5

The Magi

I thought about joining them once. For a time, all I too wanted was out. Then I realized the hollowness of that dream. People here are the same as they are in the world above. I tried explaining that to them once, to no effect. Thoughts of escape are their breath and blood. It would Break them to believe otherwise.

The Magi are a group of wizards, sorcerers, and spellstudies dedicated to a singular common purpose: escaping the World of the Forgotten. They examine the nature of Oubliette, poking and prodding at the veil, hoping to find a way back through. Surely, they reason, stories of people returning from the dead must have some basis in truth, and therefore the veil *must* have a gap somewhere. The Magi have been looking for this gap, physical, spiritual, or metaphysical, for eons.

Goals: The Magi seek the opposite of the Transcendence Club: an escape from this world, a way back to the World of Life. There is no other purpose, nothing that could be more important. Regardless of each individual's personal desire to return, they argue that there really is only one ultimate goal in Oubliette, and that is crossing the veil once more. All their efforts (indeed, they say, all the efforts of everyone else in Oubliette) can be interpreted through this lens.

Methods: The Magi are superlative scientists, constructing elaborate mathematical theories to account for observations before testing them into obsolescence. Thousands, if not millions of theories have gone this way, filling tome after tome in the towers of the Magi. These theories are so complicated and require such humongous bodies of evidence that the Magi are often seen around the Castle, casting spells, making observations, and occasionally interfering with the lives of lesser immortals. They care little for the effect these ministrations have on their test subjects, aside from evidence gathered.

Relations: The Magi are purveyors of metaphysical, arcane, and scientific knowledge, but they rarely bother trading this knowledge to any other group; better to keep testing the latest theory than waste time with the small-minded. Those rare few who have dealings with them often note an ironic sort of hellishness to the existence of the Magi: forever looking for the door, trapped not only in the perpetual existence of immortality, but cornered by their own cyclical struggle to learn the unknowable. What could be worse, say others, for a scientific mind?

Approximate Caste: Individual Magi are powerful, but reclusive. They spend precious little energy dealing with others. Most are middle-Castes, tending towards Forsaken.

Active Areas: The Magi have towers and libraries in Fellmoor, Grandhall, Stonewald, and Deathborne.

Known Members: Magus^{p310}, Priest Hunter^{p324}



§3.4.5.1

Stunts

The Long Road. You get +2 when creating Advantages with Lore that pertain to reincarnation, the World of Life, the World of the Forgotten, or how we got here.

Proper Protective Equipment. You get +2 when using Arcane to Defend against magical, infectious, or venomous Attacks.

§3.4.6

New World

They may collaborate with tyrants and warlords, but they also bring us roads and aqueducts. The low folk love them as, I suppose, do I. I only wish they had more fire in their hearts.

The New World approaches life in Oubliette pragmatically: what must we do to simply get on with our lives? The answer to this question has almost always been “make things better.” Despite this clear answer to such a basic question, few in Oubliette have ever truly attempted to do so. The New World was founded to remedy this, to make life livable again.

Goals: The New World seeks to bring the luxuries of medieval life back to the populace of Oubliette. They work towards stable government, rights for citizens, and the protection of the masses from the powerful and dangerous. They set themselves to ending the basic suffering of others, and provide basic services like water, food, clothes, and work to the lower Castes, not unlike the Feeders.

Methods: The New World is a relatively new faction, being only about thirteen-hundred years old. They are still forging alliances and building power, but their first projects have already come to fruition, bringing a small measure of peace to Grandhall and sections of Cutting.

Relations: Members of the New World get along well with Feeders and Purehearts, and they have some respect for the social benefits brought by Ordo Sancti churches. The New World has a number of unstable agreements with the Guild, but is always attempting to bargain down the price of such contracts so that they can provide for as many people as possible. New World members have formed a number of local defense militias to stand against the new threats posed by the Marauders and the Bonehorde, but these forces are small and easily overrun. Notably, the New World is working towards strengthening diplomatic relations with the House of Revision, which applies a similar philosophy to the body.

There have been suggestions to merge the New World with the Feeders, but the New World seeks more than just feeding people, they want to remake Oubliette, to rebuild it in the image of London or Paris or Rome.

Approximate Caste: New World members tend toward Lost or Rabble Castes.

Active Areas: The New World shares space with the Feeders in Grandhall, but also has projects in Fellmoor and Stonewald. A non-trivial portion of architects and engineers in Spearfield have secret New World inclinations.

Known Members: Farnele^{p276}, Ivesimo the Doctor^{p292}

§3.4.6.1

Stunts

Grudgingly Tolerated. No faction hates you. Your work benefits all of them. You get +1 on Overcome rolls



with Rapport, Empathy, and Contacts when working with members of a different faction.

Engineering Corps. You get +2 when Creating an Advantage with Design or Architecture that results in infrastructure that can benefit the public.

§3.4.7

Ordo Sancti

Give a man privilege and armor and the absolute conviction that he is doing God's work and, more often than not, you have created a monster. It is a miracle that they do not always turn out that way. Perhaps God does intervene in their Order after all.

Comprised almost entirely of once-Christian knights and clergy, the Order is a group of people who continue to believe in God in spite of Oubliette's crushing disappointment. They wage war using beliefs that cannot be disproven by a lack of evidence. They build churches and monasteries to shelter the faithful. And they fight the forces

of darkness, wherever they appear.

Goals: The Order pursues much the same goals as they did in life: they prepare the soul for God, they vanquish evil, and they bring the glory of God to others. But without the direct presence of God, they are forced to take matters into their own hands, creating miracles themselves. The job of converting others is substantially more difficult in Oubliette than it was in the World of Life.

Within the Ordo is a splinter sect that seeks to mitigate and moderate their overzealous brethren, so that they do not become like the Thorns. These Conservatives are looked down on as weak by their counterparts, despite their more far-seeing plans.

Methods: At one point, it made sense for the Order to separate the duties of the clergy from the duties of the crusaders, but that time is long past. Devoted priests have long learned the arts of war, and even the most reticent smiters have found time to learn a sermon or two. In the modern era, all members of the Order effectively have the same duties, though the responsibilities of their positions vary widely up and down the ranks.

Relations: Ordo Sancti is in the unenviable position of being theologically bound to despise, hate, and murder the vast majority of Oubliette's inhabitants. This does little to endear them to their fellow factions. In particular, Ordo Sancti takes issue with the Draculeans, the House of Revision, and the Bonehorde, but they are also fervently against the use of evil magics, such as Blood, Arcane, and Elemental.

Despite the parallels with their cousins the Thorns, Ordo Sancti does not call these people allies. While they will pass

judgment on the sins of the evil, they do not believe in the more universal policy of violence advocated by the Thorns.

Approximate Caste: Many of Ordo Sancti are Lost, but there are leaders with abilities that reach far into the upper Castes.

Active Areas: Ordo Sancti churches are found in Grandhall, Cutting, Fellmoor, and the Murder Heat. There are bastions against evil on the borders of Spearfield, Deathborne, and Slair.

Known Members: Solar Love^{p343}, Mage Hunter^{p308}

§3.4.7.1

Stunts

Purity of Purpose. You get +1 on all Attacks as long as you've established your moral authority beforehand.

Bastion of Faith. You may use Religion to Defend against physical Attacks, as long as you've established your moral authority beforehand. The Magi insist that this is strictly magical in nature and not proper divine intervention.

§3.4.8

Purehearts

Troublemakers, maybe, but they tilt at windmills until the windmills break. I have sworn to only ever admire that kind of determination.

Seen by most established factions as a foolish waste of time at best, and a total joke at worst, Purehearts are a group of people who have taken up the cause of good and justice. They fight to protect those who need it, never taking so much as a piece of tin from anyone for their service. But Oubliette is a complicated place, where good and evil are not simply black and white, where righteousness is obscured, and where the sides may be far from what they seem at first glance. Nevertheless, the Purehearts struggle on, trying to make Oubliette a better, safer, happier place.

Goals: The Purehearts despise injustice, cruelty, and the soulless utilitarianism that seems to dominate many of the most powerful groups in Oubliette. They take up arms to protect the weak from the depredations of the strong, protest the mistreatment of people and creatures who are less fortunate than others, and condemn the actions of tyrants.³ Often they attempt to engage the support of these people, with the intent to help them free themselves, but this usually proves ineffective against the tenacious and brutal masters who hold claim over the lands of Oubliette.

Methods: Purehearts tend to handle situations alone, or in small groups. They prefer deploying the Arts Social to build a base of support, then follow up with the Arts Martial to lead the revolution. When not dealing with

³ I have seen Purehearts stand against the Ordo Sancti to save innocent pnai, and I have seen them protect newcomer catholics from vampires.



§3 Denizens of Oubliette

one crisis or another, most of them are content to travel Oubliette preaching the word of justice as an alternative to the monotony and tyranny of high-Caste leaders.

Relations: The Purehearts branched off from the New World and Feeders, forming their own independent group



of idealists. They still maintain ties with these groups, but are looked down upon by most of them simply because of their outlook, which many feel is too naive to encompass the truth of Oubliette. To these people, the Purehearts often say, “Oubliette could *use* some more idealism!”

The Draculeans permit the Purehearts to exist, supposedly, because Vlad finds their antics amusing. The Purehearts have also found enemies among Ordo Sancti, who are far less liberal in who they will protect. Their only true allies lie in the House of Revision, who still do not assist them with militant functions out of self-preservation.

Approximate Caste: Purehearts, while foolish and idealistic, are not weak. There are few of them, but their members are usually at least Lost Caste or better. “But each of us is a hero,” is a frequent response to their lack of numbers.

Active Areas: Purehearts crusade for good and justice, but they rarely leave Fellmoor, Cutting, and Grandhall to find it.

Known Members: Arcane Fireheart^{p244}, Gawain^{p279}

§3.4.8.1

Stunts

White Knight. Righteousness fills you with hope. Whenever you are thanked for a deed you’ve done, you gain an **Appreciated Boost**.

Slayer of Evils. You stand against all that would do ill. You get +2 to Attacks against adversaries that are clearly tormenting the populace.

§3.4.9

Seers

The Seers believe that if you could build a gigantic orrery the exact size and scale of the Castle, populate it with moving magiophysical replicas of every living thing in Oubliette, and study it for an infinite length of time, then you would understand the afterlife completely. That they have actually attempted to do this twice tells you everything you need to know about the Seers.

Ultimately, how to return home is not the most important question. The questions that truly matter are far deeper, far more complicated, and have answers far more useful than simply “how to escape.”

By observing all the phenomena of Oubliette, in as much detail as possible, through as much of history as they can, the Seers hope to one day build a complete and accurate mathematical model of the metaphysical world. This model, if properly conceived, tested, and verified, could lead to solving even bigger questions: what is the World of the Forgotten anyway? What is beyond it? Why is it here? What is the structure of the cosmos?

Goals: The Seers seek to solve all philosophical, physical, and metaphysical questions. Their aim is a hypothesized Grand Cosmological Theory, which would be able to explain all physical and metaphysical interactions observed, from the existence of different worlds with different



natural laws, to the nature and interaction of the soul. The Grand Cosmological Theory, however, must be constructed of many smaller subsections, each self-consistent, and each fitting perfectly into place with the others.

Methods: While the Magi spend most of their time traveling the Castle for observations and performing experiments, the Seers are less physically active but nonetheless better prepared to tackle these existential questions. Their tools are fabulously complex machines that they use for testing not simply the phenomenon of Oubliette, but the finest layers of reality, down to the structure of space and time itself. Sometimes these experiments take so many eons that the Seer in charge of it simply melds into the structure. Other times, the experimental machinery is so large that it takes up an entire building or underground cell. It seems that many of the large structures in Celeste are not buildings, but Seer experimental instruments.

Relations: The Seers reply to calls approximately once or twice every century, making “relations” with them rather difficult. They simply refuse to see most visitors, in order to maintain their concentration and focus on the studies at hand. Breaking into the chambers of a Seer is ill-advised at best, and a remarkable number of such people have gone missing.

That said, the Seers do send emissaries and servants to do their will occasionally. They have agreements with the Cryptarchy, recruit from the Magi, and have some interest in the works of the Trancendence Club, but rarely interact with even these groups.

Approximate Caste: It’s thought that no true individual Seer is lower than Eminent Caste. It is believed that some Seers are godlike in power.

Active Areas: The Seers are almost exclusively limited to Celeste, though there are some night-dark laboratories deep within Slair.

Known Members: Astromancer^{p246}, Lazool^{p298}

§3.4.9.1 Stunts

Scrymaster. When using Notice as an Overcome action to remotely view locations or people, you receive more than the usual vague barrage of tactile impressions and half-obsured visuals. You receive +2 on these rolls, and you can always spend a Fate Point to know exactly where something or someone is—though not necessarily how to get there.

Chains of Ennui. You may take a +1 on Attack actions that deal mental damage. If you use this bonus on two

consecutive rounds, you immediately suffer a point of mental damage unmodified by Armor. This poorly understood technique is widely feared outside of the ranks of the Seers.

§3.4.10

Sodalitas Clostrum

When people claim that the Castle is itself alive, this is the proof they point to. Having seen the living statues of the Clostrum, I do not know if I would argue against them.

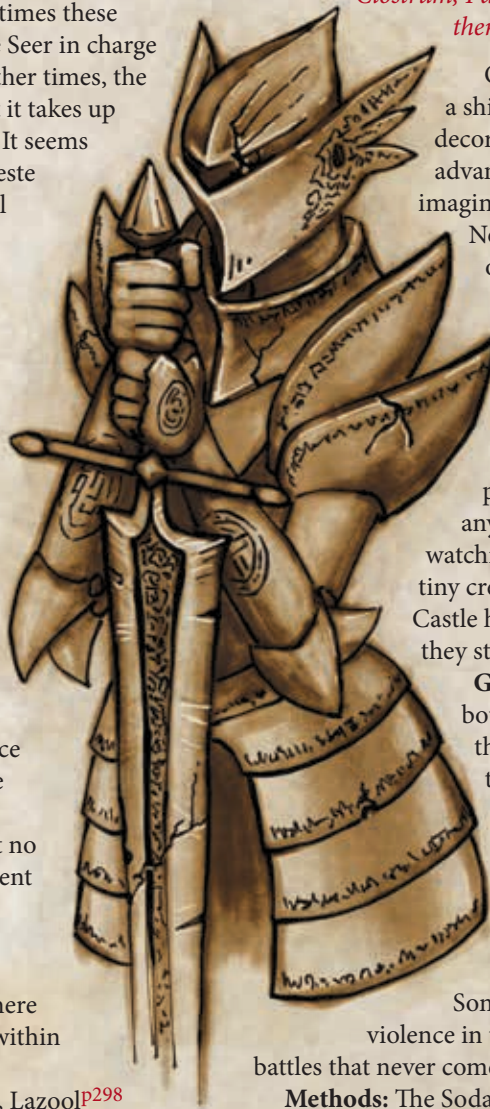
Once upon a time, Oubliette was a shining beacon, a regal place of fine decoration, immaculate white stonework, advanced comforts, and riches beyond imagination.⁴ That time is long, long past.

Now, in this tumbled, ruined wreck of bygone greatness, few reminders are left of those ancient days. But one thing does indeed persist. Never changing, ever vigilant, the Sodalitas Clostrum are sculptural guardians and custodians bound to serve and protect treasures and people of which there is no trace anymore. They stand, statue-like, watching and guarding open courtyards, tiny crevices, hallways, and open sky. The Castle has changed around them, but still they stand their eternal vigil.

Goals: The Sodalitas are trapped, bound by spell and bond to protect things that no longer exist. Sometimes the magical words decay from their chests and foreheads, leaving these calcified sentinels to their own devices, but still they tend to stay in one place, watching for signs of *something*. What it is they are waiting for is subject to speculation.

Some are known to end any physical violence in their proximity, while others wait for battles that never come, ignoring all before them.

Methods: The Sodalitas are powerfully built, usually adorned with unremovable armor and equipped with large, heavy swords which cannot be pried from their stony grasp. When they are seen to move, they usually demonstrate great skill with Melee, Physique, and Brawl, and are known to have captured troublemakers in their vice-like grips only to return to the immobility of their “station,” keeping the violator trapped for decades. Even when they do move, however, they do not stray from their own particular



⁴ Ref. *An Anthropological Study of Chateau d'Anaceron*, Schuyler-Lovecraft, San Nicolas & Chambers, 1937, pg153

territories as long as the magical seals on their bodies are intact.

Relations: The Sodalitas Clostrum have no relations to speak of. Perhaps, in an abstract way, they still serve the original ruler of the castle, following their orders until they are no longer capable.

Approximate Caste: Most members of the Sodalitas Clostrum are around Forsaken in Caste.

Active Areas: Sodalitas Clostrum can be found everywhere in Oubliette, but most of them remain unnoticed, buried in eons of detritus and rubble, uncaring. Sometimes they are quarried and transported great distances to be used as decorative sculptures elsewhere.

Known Members: Castellan^{p253}, Keeper^{p295}

§3.4.10.1

Stunts

Ageless Stoicism. You may use Will to Overcome physical Aspects that have been placed on you or to begin the recovery process for physical Consequences.

Slow-Motion Chameleon. Twice per session, when your Stealth roll is opposed, you may force your opponent to re-roll their dice.

§3.4.11

Thorns

I was burned at the stake once. It's not the kind of experience that you tend to forget. In those fire-twisted faces that gathered around me, I saw the same expressions as the ones I see on Thorns going about their holy calling: rapture, agony, cruelty, and regret.

The Thorns believe that Oubliette is Purgatory. Their view is evidenced by the immortality of the inhabitants, the lack of connection to God, and the prevalence of the “meek,” or people who chose neither Heaven nor Hell. They believe that the only way to escape from this endless cesspool is total supplication to God and the complete rejection of physical pleasure. They travel Oubliette flagellating themselves and others, crying their beliefs to the heathen masses in hopes of showing them the truth.

Goals: The Thorns wish for escape from this endless cycle of death and evil. They intend to go to Heaven, believing that through purification of the spirit, they will be accepted by God. They claim that this method actually does work, citing the disappearance of many of their members, but those disappearances might be something more sinister in nature.

In addition to their intent to escape Oubliette, and as an intermediate goal, the Thorns seek to increase their ranks through conversion of heretics and unbelievers to the true faith. They claim that doing so will allow them to stand against the insidious evil

that lurks within the hearts of non-humans, all of whom they consider beyond saving.

Methods: Thorns tend to use social pressure, hate, guilt, shame, and fear to coerce folk into membership. While it seems that their use of whips, flails, and scourges would be intended to harm the body, the damage to the flesh is usually superficial, at least when compared with true martial weapons.

Instead, the Thorns use these tools to break down the minds of those they target, until indoctrination takes hold.

Relations: The Thorns are not well liked in Oubliette. They have made enemies out of every other major faction, and their violence and aggressiveness have not endeared them to many of the tiny chapels that exist throughout Oubliette. Not even Ordo Sancti are fond of their methods.

They are feared throughout the middle regions of Oubliette, where

merely the sounds of their flagellations are enough to spread panic.

Approximate Caste: Thorns are mostly Dregs and Rabble, though some leaders are surprisingly powerful, reaching up into the Forsaken.

Active Areas: The Thorns build uncomfortable-looking churches in Grandhall and Cutting, where the demons are the fewest in number. They make occasional forays into Spearfield and Mubigild, but these are usually met with military resistance or goblinoid mischief.

Known Members: Thorn Acolyte^{p354}, Thorn Godspeaker^{p354}

§3.4.11.1

Stunts

Purified by Pain. (2r) Whenever you absorb a physical hit worth 4 or more Shifts, you may pay a Fate Point to clear one of your mental Consequences. You may not remove Extreme Consequences this way.

Indoctrination. (2r) Once per scene, when you would take mental damage, you can gain the **Painwall** Boost. When you next take mental damage while you have **Painwall**, you lose **Painwall** and instead take no mental damage.



§3.4.12

The Uninitiated & Unaligned

For the moment, that's you.



The uninitiated are not a proper faction themselves, but rather a distinct lack of faction allegiance. While many factions (and indeed, most uninitiated) consider the term “uninitiated” to be a synonym for “unimportant”, there are a number of valuable, powerful people in Oubliette who owe loyalty to no one but themselves. That takes us to their close cousins...

The unaligned are those who remain uninitiated long after they've been given ample opportunity to join one faction or another. Some of us simply prefer to wash our hands of the political turmoil brought about by the factions, or simply do not like any of the options. The difference between the uninitiated and the unaligned is a conscious choice in the negative. The uninitiated aren't aware there are options, while the unaligned are aware but don't like any of them enough to join up.

Goals: The uninitiated do not share a goal or scheme or creed, they are by nature disparate. The unaligned, at least, try to stay out from under the foot of the major factions. Others play factions against each other while watching quietly from the sidelines. Most simply go about their own business.

Methods: The uninitiated come from all walks of life; there is no prototypical example, except perhaps that the uninitiated are often either too scared of the major factions, or not scared enough. On the other hand, many of the unaligned routinely interact with several factions all at once, sometimes acting as go-betweens, sometimes acting as mercenaries.

Relations: Many factions collect members from newcomers to Oubliette. Newcomers are often stripped of their resources before they even realize the value of the things they happen to be carrying with them, but

factions are usually more concerned with the number of moving bodies they have at their disposal. Most factions work with unaligned agents with regularity, even if it rubs them the wrong way. Only the most proselytizing push for membership after the initial refusal.

Approximate Caste: There are more uninitiated at lower Castes, simply because there are more people in the lower Castes in general. There are a fair number of powerful unaligned, often because they need none of the support offered by large, lower-Caste factions.

Active Areas: Uninitiated can be found anywhere, from the wide open markets of Grandhall to the deepest pits of Deathborne. It seems there is always a niche to fill, no matter how large the factions grow are or overwhelming their control over an area becomes.

Known Members: Lucette de Ardes^{p305}, Grul Rockeater^{p283}

§3.4.12.1

Stunts

Not Here For Your Games. You get +4 on Attacks with Provoke against targets that are a higher Caste than you. You rarely understand how bad of an idea this is.

No One's Agent. You get +2 on Overcome actions with Rapport to seek peace with factions you have angered.

§3.4.13

Wallmen

Alouette doesn't talk much about her time in the Bounding. Words are insufficient to describe all that rippling sand and crushing weight of sun. Like a kiln, you place souls in it and they come out cured.

Or else ashes.

Complex social structures full of contracts, rights, rules, and political infighting are not needed out in the Bounding. Beyond the main districts, there are so few people that the



tribes that live there can go for years without seeing one another. These Wallmen live simpler lives, where the only rules are strength and need. They war for dominance over the less barren patches of the Bounding, assaulting anyone foolish enough to leave the safety of the more populated districts.

Goals: Wallmen do not envy the incessant chatter and mindless tumult of the Castle's center. They would rather scratch a living out of rocks and dust than bend to someone else's rules. They form tribes only when bonds of fellowship are stronger than the desire for solitude, and such tribes are often fleeting. Most Wallmen take to the Bounding out of a desire for liberty. Many no longer remember even that reason, and simply live where they can, taking what they can because they can.

Methods: Wallmen value strength above all things: **MIGHT MAKES RIGHT.** If no one can stop you from taking something, it becomes yours. If they can take it back, it becomes theirs. Such is the way of life in the Bounding. You must be strong and tough to make your way out there, otherwise you end up buried in dust, starving forever.

Relations: Wallmen hardly get along with themselves, let alone other factions. Fortunately for them, most factions never bother with the desolation of the Bounding, except for the occasional pushing out of district borders into areas the Wallmen rarely enter anyway. On the other hand, Wallmen give no thought to race or creed of other Wallmen; what you look like means nothing compared to whether or not you can defend yourself and find food. Entry into a tribe is equally difficult for members of any race.

There are also tribes that have long-standing traditions, wide territories, and many strong members. These are usually called "clans" and they are more stable than the usual tribes. Bonds forged through loyalty and strength can sometimes hold for eons. Even among these, strength is the main concern: the powerful lead and the weak assist or are driven off.

Approximate Caste: Wallmen range from Lost to Forsaken, with some clan-leaders being Eminent.

Active Areas: Wallmen enter the districts only when absolutely necessary. Usually, Wallmen avoid the nearest few miles to the districts. Raids are made on the borders of the districts only when the winds are harsh and no food can be found. Because the Outer Wall is so tall that it captures moisture from the sky, the wall-side portions of the Bounding are particularly valuable territories and are usually controlled by the strongest of the clans.

Known Members: Chief Headstone^{p255}, Borderfolk^{p251}

§3.4.13.1 Stunts

Corpse Engineering. You can build most things out of bodies, given enough raw material. You get +1 to create an Advantage with Architecture, Tinker, and Design so long as it incorporates the dead... Reduce, re-use, recycle.

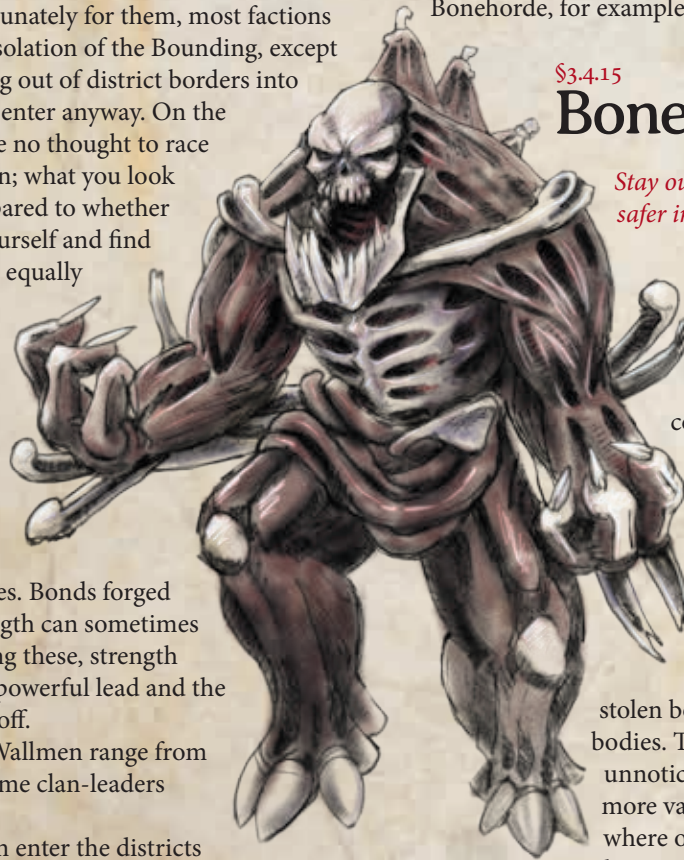
Live Off The Dust. You get +2 on Overcome actions with Scavenging to find water, edible material, or usable supplies when it is extremely unlikely that there should be any around you. Furthermore, the GM should treat the difficulty of your Scavenging Actions as if you were in a lush, bountiful wilderness instead of, say, a fog-desert without vegetation or any animals bigger than a sand-flea.

§3.4.14 Other Factions

The following factions are smaller, harder to get into, or dangerous enough that you should consult your GM before joining one. No one's ever heard of a Rabble Caste Cryptarch, or a pleasantly entertaining member of the Bonehorde, for example.

§3.4.15 Bonehorde

Stay out of their territory, newcomer. It's safer in the Gouge.



Described as more of a plague than a faction, the Bonehorde is a fiendish collection of flayed, bleeding bodies that somehow has the power to convert innocent denizens into more of the same. Emanating from the northern parts of Deathborne, this infection causes savage violence and hideous changes in the bodies of its victims, who gladly tear off their own flesh for food and modify themselves with stolen body parts, or sometimes whole bodies. Though their spread has been unnoticed until now, their horde is far more vast underground than it is above, where other factions can see. Its tendrils have reached as far as the Roost, and are beginning to climb Moon Tower.

Goals: The Bonehorde seems to exist for the sole purpose of infecting as many people and spreading to as many lands as possible. It subsumes whatever it comes across, and kills what it cannot convert. Unusual creatures are prioritized over others, the horde keeps coming, no matter what stands in its way.

Methods: Not all members of the Bonehorde appear

capable of spreading the plague, but is impossible to know which can until they've infected someone. The process seems to be brief, requiring only moments. The weaker the Bonehorde member, the less likely the conversion is to succeed. The strong-willed appear harder to convert, though survivors can never remember what exactly happened during the attempted conversion. Usually, those who can't be converted are eaten.

Most members of the Bonehorde typically fight with Savage, Onslaught, Blood, and Brawl, having apparently forgotten how to use their more magical abilities. They are not known to speak and the closest they come to the Arts Professional is the grafting of flesh and the spreading of the muscular, bleeding mass that forms their territory.

Relations: The

Bonehorde is currently fighting a war to invade the Roost, where it is opposed by Draculeans and the draconic inhabitants that live above. There seems to be little interest in moving further into Deathborne, and the walls of Celeste are as difficult to scale for the horde as they are for anyone else. There aren't enough bodies to bother with in the Bounding.

Currently, however, the true gravity of this disaster has not yet been considered. The Draculeans are treating the matter as a minor incursion, without considering the implications of psychological warfare or total mental conversion. As it stands, the Bonehorde is the only thing⁵ that can effectively "kill" an Oubliette immortal. The converted appear to lose all sense and recollection, effectively destroying the personality of victims.

Approximate Caste: The Bonehorde spans from Refuse to Fallen, though only the Veiled King knows what sort of horrors lurk in the underground hives below.

Active Areas: Bonehorde is currently limited to the Skull Keep and Roost wards of Spearfield and Deathborne. Members do not seem intelligent enough to understand

the strategic advantage of sending out scouts to infect other districts. Yet.

Known Members: Bonehorde Ghoul^{p251}, Bonehorde Fiend^{p250}, Valnex the Clean^{p359}

§3.4.15.1

Stunts

Threat of Conversion. You get +2 when using Provoke to Create an Advantage based on the fear that you can spread the Bonehorde curse.

Skinwalker. When you deal physical damage to a target, you may reduce that damage by as many Shifts as you wish.

Gain a situational Aspect **Curious Imitation** that lasts until the end of the next scene. For every two Shifts you reduced your damage by, gain a free invoke on **Curious Imitation**. Until the end of the next scene, you look just like the target you had damaged.



§3.4.16

Cryptarchy

A paranoid fantasy, more likely than not. I would not give the stories you hear any credence.⁶

A shadowy and misunderstood organization, the Cryptarchy might be a political force in Oubliette that asserts control over diverse interests through extremely subtle and often incomprehensible ways.

The Cryptarchy rumored to be a dangerous group comprised of extremely high Caste individuals, all of whom are adept at stealth and political maneuvering. The result is an organization that is rarely heard about but has a massive

⁵ of any statistical significance

⁶ Not unless you want them to come and find you, that is.

§3 Denizens of Oubliette

influence over the entire Castle. When rumors do take root, they are often of demonstrably false or drastically misinterpreted.

Goals: The goals of the Cryptarchy are inscrutable. Some believe that they seek to steer Oubliette towards some specific goal in the grand scheme of eternity, while others believe that they exist only to play an infinite game of chess, with factions as pawns and a board as expansive as history itself.

Methods: Cryptarchs generally move through political means. Rarely do they tip their own cards, and they are essentially never seen by the middle or lower Castes. Mostly, it seems that they deal in favors and resources that cannot be gotten any other way.

Relations: As the current ruling party, the Draculeans would prefer it if no one spoke of the Cryptarchy at all. In fact, doing so in Spearfield is a punishable offense.⁷ Elsewhere, the Cryptarchy is still spoken of only in hushed tones, lest one draw the ire of Oubliette's "true gods."

Approximate Caste: Thought to be Ancient.

Active Areas: Almost anyone could be a Cryptarchy agent, and such agents are spread wide across every part of Oubliette. There are more of them in Celeste, Slair, and the Henge.

Known Members: Batileth Glaarn^{p248}, Lynath^{p307}

§3.4.16.1 Stunts

The King's Eyes. (2r) You get +4 to Investigate when attempting to identify spies, conspiracies, or to find parties in hiding.

The King's Ears. (2r) You get +4 to rolls with Contacts so long as you can find a dark and secluded place to do so.

§3.4.17 Marauders

No'n can die here, see? Doncha see? It don't matter if ya spill their guts. Don't really matter. Not to them, and f'r certain not to me.

—The Charming Gentleman, shortly before attacking me

Mercenaries. Assassins. Thugs. The Marauders are an anarchistic horde of nihilistic killers and thieves who've given up completely on the concept of morality. Independently, members have reached the conclusion that nothing matters but what a body wants. They see immortality as a lifting of the chains of law, a freedom so

perfect that it would be madness not to take advantage of it.

Goals: There's no manifesto, no dogma of the Marauders. Calling them a "faction" is being generous. They are more like a conglomeration of like-minded sociopaths who assist each other only so long as it's beneficial to themselves. Individually, they pursue only personal gain, pleasures of the flesh, and the accumulation of advantage. Even when their actions appear to benefit another, the effect is incidental to their desires.

Methods: Marauders come in many stripes, but often pursue the activities of murder and larceny for their own sake. They frequently make use of Melee, Onslaught, Brawl, and Ranged, as well as Stealth, Investigate, Provoke, and Deceive. The few spell-slinging Marauders prefer the violent, explosive nature of the Arts Elemental.

Relations: No self-respecting faction associates with the Marauders, and in fact the very concept of *having* factions is antithetical to them. That said, they're more than willing to take advantage of whatever services are provided, eating Feeder food and sleeping in New World inns without batting an eye. Many lead double lives, acting the part of normal, downtrodden Oubliette citizens until they spot an opportunity to make profit at someone else's expense. Neither the Draculeans nor the Ordo Sancti have yet begun to mobilize against them in any organized way, leaving potential victims to defend themselves.

Approximate Caste: Marauders are more or less defined as humanoid people acting as violent as monsters. Most of them are somewhere in the Rabble to Lost Castes.

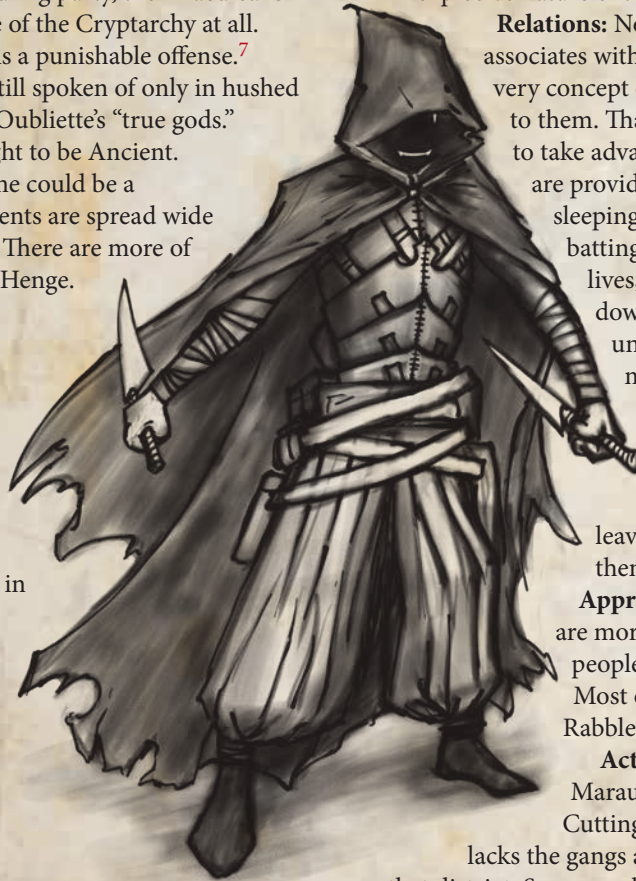
Active Areas: The presence of Marauders isn't noticed as much in Cutting as it is in Grandhall, which lacks the gangs and violence typically seen in that district. Some can be found in Spearfield as well, but they're more careful to avoid the watchful eye of the Draculeans there.

Known Members: Rat Fink^{p331}, The Charming Gentleman^{p352}

§3.4.17.1 Stunts

Armor of Contempt. Pick a faction. +1 point of mental Armor against attacks from that faction.

Salt the Earth. When a target absorbs damage you inflict as a resource Consequence, you gain an extra free Invoke on that Consequence.



⁷ 5 years in prison, solitary confinement.

§3.4.18

The Sunless Church

Th-they are their own god now. Only in the deepest rooms did the Clans ever discuss where they came from, or the time before the Sunless rose to power. Once they worshiped the gods of the Koom Clans, but now all they worship is themselves. The destruction of our homeland only served to illustrate their power. Now—please go, before they hear us!

—Anonymous Koom Refugee and Recent Newcomer

The Fifth Age was a time of great power. Their enemies scattered before them, the clergy of the Sunless Church ruled the World of Gloom with a completeness that few other worlds have ever experienced. Council members administrated entire continents. Extermination programs spread like wildfire, ushering an age of unparalleled racial uniformity. Despite thousands of years of defiance, even the Pnai were nearing extinction.

But as with every age of the Sunless, there were unbelievers. They learned from the Pnai, hiding deep within underground grottoes and contacting each other through magic channels encrypted with one-time pads. Rising from the crypts of the Great Clans, these last guerrillas, calling themselves “Anti-Sunless,” became experts in subverting the technologies and powers of the Church. They mounted a reform campaign called the War of Love, which failed utterly to stabilize the relentless crush of the Sunless, instead prompting a new round of cleansings that targeted even the lower levels of the Church itself. This in turn sparked the Sunless War which destroyed the World of Gloom, planet and all.

Goals: Not all Sunless that have escaped to Oubliette have the same goals. Creeds have changed, and the end of the world changed many. The Sunless of Oubliette can be divided into three groups, based on their intent and inclinations.

Apologists intend to atone for the sins of the Church. They wish to denounce and forsake the bureaucratic Fifth-Age Sunless ways, perhaps even to the point of putting all remaining Sunless (including themselves) on trial before the Veiled King.

Moderates acknowledge that the Fifth Age Church was corrupt and dictatorial in the worst ways, but do not forsake their faith. They wish to be left alone, and gather only in small number to perform their rituals of communion. Some

moderates are from the last days of the Great Clans, when the Church still worshiped Nyx and Erebus.

Extremists believe in their hearts that the work of uniting the koom in the ultimate purity and sublime unity of Sunless glory is not yet complete. As long as there are low-born koom, heretics, apologists, moderates, catechists, Great Clansfolk, south-orthodoxists, Anti-Sunless, half-breeds, tainted, pnai-touched, short-tails, or unfaithful, Sunless Extremists will continue to hunt these enemies.

Methods: Sunless ritual and scripture has changed vastly over the five ages. The First Age was characterized by belief in a dualistic pair of gods translated as Erebus and Nyx. Early Sunless worshiped their gods by weaving starlight, studying the sky, and showing love and compassion for each other. Over time the rituals became more important than the meaning behind them. Ever-growing scriptures led to the Second Age, and in the Third, the twin gods were declared heresy. In the Fourth, the Sunless Council of Apostles oversaw the creation of tens of thousands of paid rituals that separated the “worthy” from the “unworthy.” Battles over the succession of the Apostles led to a reformation and the Fifth Age, in which only the most scant vestiges of faith remained embedded in the relentless bureaucracy.

Sunless extremists in Oubliette utilize modified versions of elder-age rituals to perform great works of magic.

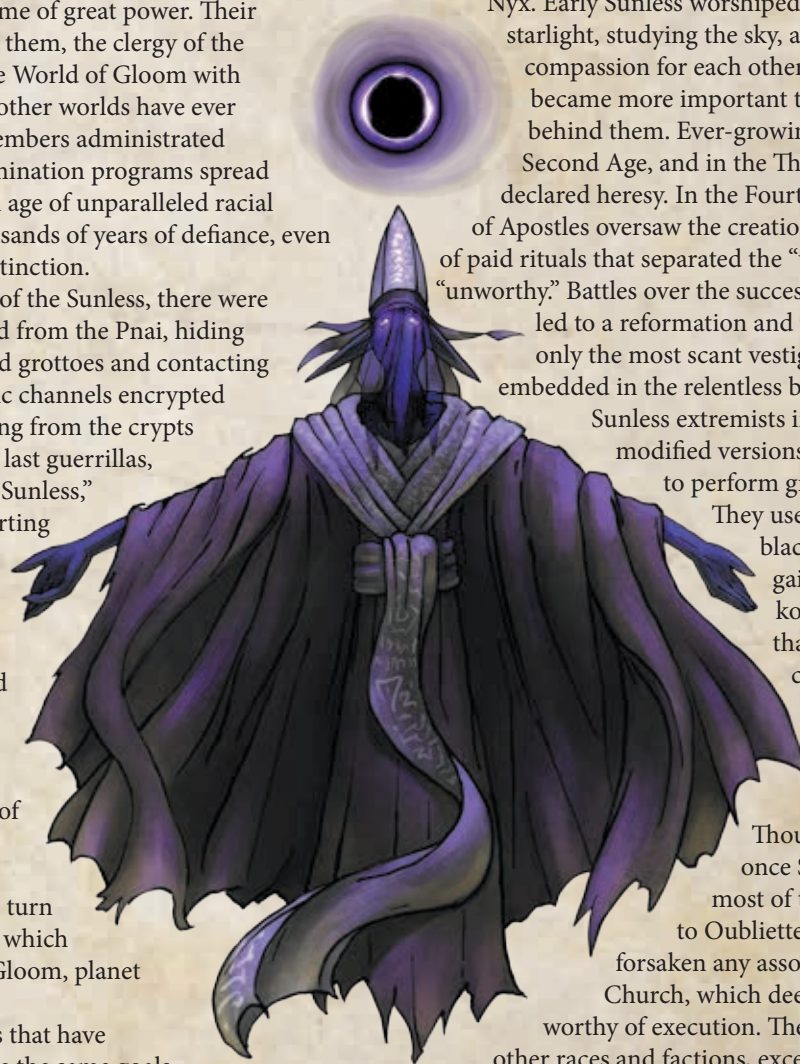
They use sociology, deception, blackmail, and extortion to gain the support of useful koom. It is whispered that their sights are set on conquering Oubliette the same way they controlled the World of Gloom.

Relations:

Though many koom were once Sunless adherents, most of the ones who escaped to Oubliette have long-since forsaken any association with the Church, which deems this behavior worthy of execution. The Sunless care little for other races and factions, except insofar as they can be used as tools to further their ambitions. Though they are quietly earning the ire of established powers, actions against them have so far proved fruitless.

The Sunless Church is also renowned for having some of the worst relations with the Thorns in all of Oubliette, rivaling that of the Draculeans. Unfortunately for the Thorns, the Sunless are far more irregular and insurgent than their normal foes, and so far no Thorn actions have amounted to significant damage to the Sunless Church, who have had eons more experience in theosophistry and subterfuge.

Approximate Caste: Most agents are Forsaken, but



because so many of the Sunless remainder once occupied high station, they actually tend towards Eminent on average.

Active Areas: There are few Sunless extremists in Oubliette. Most choose to use Deathborne and Fellmoor as bases of operation, but even these temporary churches are rapidly dissolved and surreptitiously moved. There are rumors that upper-Caste Highstars and even Apostles are in the process of establishing a presence in Celeste.

Known Members: Sunless Agent-Assassin^{p346}, Sunless Omnibishop^{p347}

§3.4.18.1

Stunts

Stars Sway the Mind. (3r) The Sunless have a spectacular talent for inducing shame in others. You get +1 on all Attack actions in social Conflicts.

Eclipse Magic. (2r) Your power, by its very nature, consumes the power of others. You gain +2 on Overcome rolls with Arcane, Ghost, and Elemental.

Nebula of Superintelligence. (3r) You get +4 to Create Advantages with Contacts and Religion.

§3.4.19

The Transcendence Club

The Magi are still making their minds up on whether they hate or adore these cosmic voyagers. Truth be told, so am I.

In the late eighteenth century, evidence of the existence of a philosophical *gap* began to appear. Detailed surveys of the French countryside were compared with the travelogues, indicating some sort of geographical anomaly. Census data from the region were analyzed and suggested poor understanding of where populations were moving to and from. Fifty years of study at the world's best colleges led to the founding of a small but elite cabal of polymaths with the express purpose of exploring the hypothetical result: they wanted to discover this missing land and explore the strange philosophical possibilities that seemed to lie therein.

They studied the peripheral phenomena, constructed models, and performed complicated tests. They theorized for decades before coming up with a suitable model that fit all the details. Then the experimentation began in earnest; they probed the veil of mystery and strangeness that cloaked the world beyond their own. After these preparations came the brave explorers, struggling to find

away across the boundary.

They succeeded.

Goals: By definition, members of the Transcendence Club found in Oubliette have already achieved their goal. They find themselves confronted with a vastly more bizarre world than they had even imagined, and one that nothing in their experience could have prepared them for. Now, these intrepid explorers continue forward, looking for new data and surveying the edges of this world as well. They grapple with the hard questions, why Oubliette exists, where it is, what it is, and what else is out there. They sometimes probe the other side of the veil, but their models showed that their explorations would inherently be a one-way trip.

Methods: The Transcendence Club is a cerebral group of men. They are suspicious of the native folk and prefer to keep their own company, though they've spread out to tackle the many metaphysical challenges presented by the World of the Forgotten. They study and explore, recording, observing, and investigating every mystery that presents itself to them. They have yearly meetings to discuss findings, share assets, and argue about the truth behind it all.

Club members are typically masters of Lore, Arcane, and Alchemy, and highly proficient at Investigation and Exploration.

Relations: The Transcendence Club and the Seers have a cautiously optimistic relationship. They study each other almost as much as they study the world, curious to learn each others' secrets. The only other useful relations maintained are with the Guild, who provides them with supplies and laborers, and the Vaultbreakers, with which the Club sometimes explores the deeper and more cryptic parts of the Castle. Many denizens of the Castle call them "The Oubliette Invasion Club."

Approximate Caste: Most members of the Transcendence Club are firmly baseline humans (and mostly men, at that) but they are surprisingly skillful old wizards. Their powers with Arcane, Lore, and Alchemy, place many of them firmly in among the Eminent.

Active Areas: The Club is rarely seen in the Castle. There are few of them, and they spend years at a time digging, exploring, writing, and investigating in some of the strangest terrain of Oubliette. While they do not limit their activities to any particular district, there's rarely more than one in a particular district at a time.

Known Members: Quin Schuyler-Lovecraft^{p329}, Roberto Cullen San Nicolas^{p334}, Harland Elliot Chambers^{p284}



§3.4.19.1
Stunts

Practical Metaphysics Doctorate. (4r) Your mastery of the esoteric is complete. You get +4 to Arcane and Lore Overcome and Create Advantage rolls.

From Whence It Came. Though you aren't familiar with everything that has happened in Oubliette, you are nearly omniscient when it comes to things from the World of Life. You get +2 to rolls when trying to understand the details of something that came from Earth.

§3.4.20

The House of Revision

We used to believe that all things would come to an end. Now all we can rely on is change. Change is the constant. Without change, there is only stagnation, the cessation of use, and the decay of purpose.

—Revisionist Researcher

The House of Revision believes in one ultimate truth: change. They see mutation, evolution, and adaptation as the ultimate laws in Oubliette, and by extension, the ultimate law of the cosmos. Without change, they argue, there could be no culture, no life, no mind. Change is required for states to become action, and this law of action and change precedes even the law of cause and effect. Revisionists take this as a sign that they are closer to truth here in Oubliette—where bodies are as fluid as water and minds are broken and reforged—than they were in the World of Life. The House of Revision functions as a kind of church for the worship of change. They assist those who want to modify their bodies, counsel those who have trouble with their mutations, and promote understanding between humans and the stranger creatures that dwell here in the Castle.

Goals: Revisionists see themselves as the true religion of Oubliette. Other, older, more removed religions, they feel, are false idols aimed at avoiding the truth of things: that all must change. They seek to promote the idea that physical and mental changes are not something to fear, that this process of personal evolution is natural. Some sects believe the intent should be to convert all of Oubliette to revisionism, others are more pluralist, believing that most will come around eventually.

Methods: Revisionists use many of the tactics of classical Christian homiletics, as well as some concepts imported from more distant religions. Some take on the role of preacher, traveling the Castle to speak the word of change and promote tolerance. Others operate chapels where people can come to receive services, often for free, but never at a higher cost than assistance to others. Revisionist chapels are the major component of the religion, and some of them are quite large, offering surgery wards, medication, alchemical potions, and other tools to induce or shape physical changes. These larger churches often have walled-off private gardens where the devotees and asylum-seekers can pray or meditate.

Revisionists often employ Contacts, Lore, Medicine, and Tinkering in the course of their duties, but because each is unique, their skills cover a wide range of capabilities.

Relations: The House of Revision is not hostile towards any group, but there are some factions that are philosophically opposed to them. The Draculeans consider

their works a perversion of the perfection of vampire bodies. The Thorns believe Revisionists to be the worst kind of devils, tempting the pure into evil disfigurement. The Ordo Sancti are highly suspicious of their activities and interactions with demons and demon-like beings. But not all factions are their enemies. The House of Revision maintains excellent relations with the Feeders, the Guild, and New World.

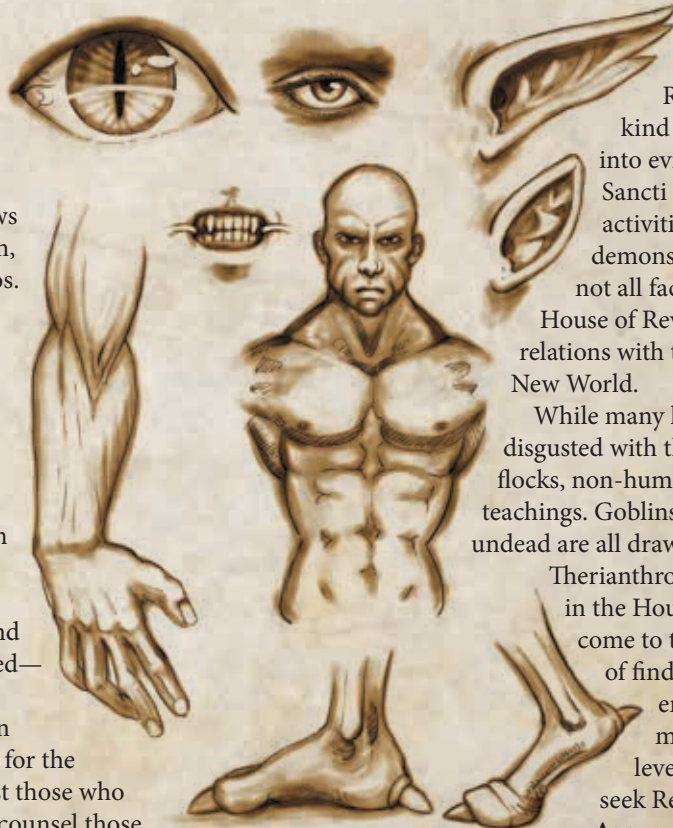
While many humans are fearful or disgusted with the Revisionists and their flocks, non-humans are far more open to their teachings. Goblins, mongers, fae, hornfolk, and undead are all drawn to their tolerance policies.

Therianthropes often find mental refuge in the House of Revision, and some pnaï come to the House of Revision in hopes of finding new ways to feed without endangering others. Koom and marionettes, who share similar levels of racial uniformity, both seek Revision with some regularity.

Approximate Caste: The House of Revision spans a breadth of professions and levels of ability. Missionaries and preachers are often around Lost Caste, while the church Primorphs rank closer to the Eminent Caste.

Active Areas: Though it has only been around for a few hundred years, the House of Revision has chapels in every district of Oubliette. They have a strong presence in Fellmoor and Deathborne, but are weakest in the Draculean territories of Spearfield and Grandhall.

Known Members: Primorph Nerva^{p324}, Revisionist Preacher^{p333}



§3.4.20.1

Stunts

Constant Variation. When you reach a Minor Milestone, you may choose to “Swap any Stunt for another Stunt” or “Purchase a new Stunt, provided you have the Refresh to do so” and choose another item from the list as well. You can also choose to swap a Stunt *and* purchase a new Stunt, but this consumes all your options for the Milestone.

Adaptive Reasoning. Twice per session, when you fail a roll with one of the Arts Social, Will, Notice, or Lore, you can take a **Corrective Learning** Boost.

§3.4.21

The Royal We

Grandhall dregs are milling around, staring up in wonder. The gold-masked We is halfway through a speech on the benefits of running water, and this time it's actually pretty convincing, good delivery and intonation. Last week it was collecting garbage to make dirt. Not even the We sounded convinced of that one.

Often confused with the Veiled King, the Royal We is an anonymous group of people who collectively pose as a single royal of indeterminate gender who goes about Grandhall, Cutting, Fellmoor, and Spearfield making proclamations. These decrees range in purpose from commands to build public works-type engineering projects to cleaning up a cell for a royal visit (that subsequently never happens) to declaring a week-long feast for the poor. While the decrees are usually positive in nature, sometimes they involve a large amount of labor for a benefit that no one can clearly see. While making these proclamations, the Royal We always appears in a costume composed of a thick purple cloak, a mantle of clearly fake gold, a cowl and an iconic but minimalist mask. Reports vary wildly about the rest of the details, even amongst people who witnessed the same proclamation.

Goals: The Royal We seems to be interested in cleaning up the Castle and providing services to the less-than-fortunate. Or perhaps these are merely the side-effects of a true intention to get the indolent back up and working. It has been noted that the Royal We sometimes bootstraps the Broken back into sanity with their various projects.

Methods: Like any good politician, the Royal We never does any *actual work*,⁸ but typically oversees most, if not all, of the project in question, giving orders and directing the process. On rare occasions the Royal We has proved itself more

than capable of defending itself, even against powerful Draculean soldiers and dangerous monsters. Sometimes, in moments of intense exertion, the Royal We is seen to behave almost like a very complex and powerful puppet.

The Royal We usually displays strong Rapport, Strategy, and Contacts. It usually relies on Melee or Precision in combat. It is unclear whether the Royal We is skilled in Stealth or simply sheds the disguise when it is no longer needed.

Relations: Despite the declarations and proclamations made, the Royal We is an interloper in all the areas it appears in. It holds no actual lands (that anyone can ascertain), has no loyal servants or vassals, and never appears to have anything actually valuable on its person, aside perhaps from the sword it carries as a badge of “office.” The Draculeans consider the Royal We a pest, as do the gangs of Cutting. No one is sure if the Royal We is some tool of the Cryptarchy or not, but this seems unlikely.



⁸ Royal Decree #46814681: “Toil is a gift to idle hands.”

Approximate Caste: Analyses on the Royal We's network of contacts and combat abilities seem to indicate that the average Caste of the individual anonymous members is around Lost.

Active Areas: The Royal We has been spotted in a tremendous swath of Oubliette, including Grandhall, Cutting, Fellmoor, and Spearfield. Importantly, the Royal We never appears in more than one place at a time, making it plausible that there is in fact only one person portraying the Royal We.

Known Members: Royal We #34586^{p336}, Royal We #45^{p336}, Royal We #789^{p337}

§3.4.21.1
Stunts

Many As One. When acting under your orders, Mobs^{p144} of NPCs are counted as one size category larger. See Working Together^{p144} for rules on Mobs.

Monarch's Command. When you use Strategy, Contacts, or Rapport to issue a command, you get +1 to the roll.

§3.4.22
Vaultbreakers

Members of the Guild tell jokes about the Vaultbreakers. Want to know the best way to catch one? Build a big brick box with no openings, cast it in steel, surround it with a moat of magma, give it a sprinkling of asbestos crocodiles, and put it on the moon. Two weeks later, open up the box and there's a Vaultbreaker inside.

Lately those jokes have been taking on a sour note, as Vaultbreakers have begun plundering the bankvaults and storehouses of the Guild.

The major factions are the closest anything comes to a central government. They administer much of Oubliette's land and control the flow of resources to and from entire districts. The Guild knows that these are not powers to be meddled with, especially since they themselves are one of said powers. The Vaultbreakers are a splinter sect of the Guild that simply doesn't care. They are expert infiltrators, spies, and thieves, and they do not give one iota about who owns the things they take, or the places they go. To the Vaultbreakers, the score is everything, the *only* thing that matters. They do what they can, because they can, and because doing so is the greatest thrill attainable.

Goals: Vaultbreakers desire the greatest challenges. They are constantly on the look

out for the biggest scores, the greatest heists, the most impenetrable walls, and the deepest caverns. Most of them don't even really care about keeping or selling the valuables inside, they're far less important than the process of liberating them. They'll steal something just because someone's gone to a lot of trouble to make it inaccessible.

THE HIGHER THE WALL, THE STRONGER THE URGE.

Methods: Vaultbreakers rely on the Arts Subtle and the Arts Social, but there are times when other skills are needed. While some are experts in planning long jobs with dozens of participants and hundreds of steps, others prefer a more instantaneous, exploratory method, clambering around and taking a shot at whatever strikes their fancy.

Relations: The Vaultbreakers mostly come from the Guild. Some even play for both teams, working above-board contracts during the day and moonlighting as professional thieves at night. The Guild severs Vaultbreakers from employment whenever it suspects them, to protect its interests from the retribution of offended parties. Otherwise, Vaultbreakers have few positive associations.

They are sometimes employed by domineering members of the Transcendence Club, and occasionally they brag to each other about contracts with the Cryptarchy, but few are able to retain the respect of many established factions for long; the temptation is just too great.

Approximate Caste: Most candidates lower than Lost simply fail to even catch up with a real Vaultbreaker to talk.

Active Areas: Vaultbreakers, by definition, are found in the hardest places. They love the challenge of the towers of Celeste, the creeping darkness of Slair, and the untold riches of the Henge. They scour the Nether Mines of Mubigild and probe the sticky darkness below Deathborne. For Vaultbreakers, Grandhall is only good for drinks.

Known Members: Nechnagan the Fleet^{p317}, Vaultbreaker Stalker^{p360}

§3.4.22.1
Stunts

Can't Keep Me Out. Twice per session you may return to a place you have visited during that session. No roll or Fate Point spend is required.

An Eye For Opportunity. You get +2 on



Create Advantage and Overcome rolls with Contacts when gathering information about a place you intend to break into or about which places you might want to break into.

§3.4.23

Wielders of the Sword

Don't walk with a drawn sword in Celeste. I don't care what Caste you are or how powerful Oubliette allows you to be. Most Wielders wouldn't hesitate about throwing down with a Divine if they thought there was some deep inner truth of the blade that they could learn from the battle. Worse than savage, they're smart, and they crave conflict to hone their edges on.

Thousands of years ago, a scavenging dreg found a bronze sword ancient beyond reckoning. He gathered it into cloth and used it to threaten others into giving him food. But the very moment he first touched the handle, the power of this unassuming blade destroyed him.

It was more than simply a weapon. The artifact whispered tales of glory and power to those that would listen, recalling a thousand past battles and a million dead warriors. Upon realizing the blade's true power and history, listeners built a shrine for the blade. A cult grew around these first listeners. They learned to harness this power, calling upon it to summon clouds of blades, swarms of whirling death, and swords the size of walls. They became the Wielders of the Sword.

Goals: The Wielders of the Sword focus less on the external world, and more on the internal. The sword, for them, is not a tool, but a path. It is a focus for their energies, way to hone the mind and develop the soul. Through mastery of the magics used to harness it, they learn to harness themselves. Perfection, the believe, is a worthy goal for an immortal.

Methods: The unnamed sword⁹ itself is far too powerful

to be used directly. Instead, the Wielders have developed prayer-magics that tap into the weapon's apparently infinite power. Well-known prayers are taught to inductees, but to advance, each acolyte must find their own path and write their own prayer-spells. This is how they acquire their powers, and it is this process that they seek, individually, to attain perfection through.

Relations: The Wielders of the Sword are a very small group, and few factions even recognize them as a force. The Wielders don't particularly care either way, so long as their towers and sanctuaries are not disturbed. They accept new members, but applicants must prove themselves worthy by making a pilgrimage to the Grand Shrine and surviving the trials of the sword with their mind intact.

Approximate Caste: Wielders range from Lost to Eldritch in Caste, and are struggling ever-upwards, being some of the most quickly-growing individuals in the Castle.

Active Areas: The Grand Shrine is in Celeste, just close enough to the eastern edge of the district that skilled and intrepid explorers can reach it from Deathborne. They also maintain a number of fortified towers and hidden sanctuaries in the surrounding districts, but these are largely for study and practice, rather than direct communion with the unnamed sword.

Known Members:
Wielder Acolyte^{p365},
Wielder Wizard^{p365}

§3.4.23.1

Stunts

Perfection of the Art.

You can feel the moment a stroke turns, when your body isn't right, and when your mind is elsewhere. Whenever you roll a negative number on the dice for a Melee, Arcane, or Lore roll, you get a +1 on your next roll of that Skill.

Avatar of the Unnamed Sword. The unnamed sword has a particular fondness for you, and sends lesser avatars of itself to assist you. By spending a Fate Point, you can consume one of these floating swords for a +4 bonus to a Melee or Ranged Attack.

⁹ Some believe this weapon/entity may in fact be a kind of super-powerful "True Essence of Hate" based on glib phrases it has uttered.

§4 Forging the Unbroken

My mother was a saint, a betrayer. She fled the persecution of the Fourth Sunless Church, and made her way here from the World of Gloom. She broke the bonds of reality and fled into the mists of wonder and mystery.

But I, I was born here. Oubliette is my home, it always has been. What men must struggle for millennia to come to grips with I was born into. I cannot imagine a world filled with graves. I cannot fathom a time of splendor. I have never seen the Great Forests of Yaddorg or the Grand Canyon of the land of Arizona. My mother's stories are lost on me. Does this make me something special?

I don't think so.

—Vissa, A prisoner of the Draculeans

Before we can begin, each Player will need a character. This chapter goes over both how to create a character, and how to set up the game.

§4.1

Quick & Dirty

If you've been through character creation before, or you just want a handy list to go by while the game master narrates the process, you can use the following steps.

- ☞ **First Court**
- ☞ Set your **Caste** from the Caste Statistics Chart^{p70}
 - ☞ Note your Rank
 - ☞ Note base Refresh
 - ☞ Note Skill Cap
 - ☞ Note your base Stress Boxes
 - ☞ Note your base Consequences
- ☞ Select **Aspects**
 - ☞ Select High Concept Aspect
 - ☞ Select Trouble Aspect
 - ☞ Select Unbroken Aspect
 - ☞ Select extra Aspects
- ☞ Select **Skills**
- ☞ Buy **Stunts** with Refresh
- ☞ Determine **Stress Boxes**
- ☞ Determine **Consequences**
- ☞ Select a **Name**



§4.2

First Court

First Court is the initial phase of game set up in Oubliette. It's designed to make sure everyone's got the same expectations of what the game will be about, because let's face it, Oubliette is a complicated, chaotic place, and it's best

to make sure we're all in this together.¹

Here's how you hold First Court. All the Players and the Game Master sit down together, preferably, in whatever format the game itself will be run in. Each question is asked to the whole group to begin a discussion. Try to reach a middle ground where everyone is comfortable with the answer, then record it. Remember, the more specific and the more unified the answers, the stronger the collaboration.

§4.2.1

Focal Themes

Which themes are you most interested in? Start with the list described in Direction Themes^{p8} and work out from there. Add any new themes the group is interested in.

§4.2.2

Game vs Narrative

How important are the rules to the group? How important is the narrative? Does one drive the other? Are the rules to be strictly adhered to in all cases, or are they more flexible, so long as their use is fair? Or do the rules merely support the narrative fiction itself?

§4.2.3

Unity vs Autonomy

How durable is the group of Player Characters? Are they held together only by circumstance, or will internal conflicts between them be mostly for flavor? Are in-party betrayal and maneuvering accepted at the table?

§4.2.4

Preplanning

How much preplanning happens? Does the Game Master plan things out in advance for the Players to try to accomplish or solve, or does the game master follow the Player's goals, providing resistance along the way?

§4.2.5

Player Character Safety

How risk averse is the group? Will the Players always attempt to take the safest course of action, or are there times when Player Characters make poor choices in favor of the narrative? Is character death something that can happen

¹ This section was partly inspired by the Same Page Tool (found at <https://bankuei.wordpress.com>) and you're welcome to use that as well.

Character: The Wandering Witch

Player: Lucette de Ardes

Caste/Rank: Fallen / 4

Race: human

Faction: Unaligned

Refresh: 2

Fate Points: 2

Aspects

High Concept: The Wandering Witch

Trouble: Enemies in Every Faction

Oubliette's Font of Wisdom

Guides the Uninitiated

Absolution's Defender

Skills

Skill Cap: +6 Make a note of each skill's capabilities. A: Attack, D: Defend, I: Initiative

rating	skill	rating	skill
+6	Lore	+1	Athletics D +1
+5	Empathy D	+1	+2 Resources AD +1
+5	Arcane AD	+1	+2 Alchemy A +1
+4	Will D	+1	+2 Religion AD +1
+4	Rapport D	+1	
+4	Investigate	+1	
+3	Exploration	+1	
+3	Contacts D	+1	
+3	Scavenging	+1	
+3	Elemental AD	+1	
+2	Notice I	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	Mental Stress	Resource Stress
1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9

Consequences

Base Consequences: Mild (2), Moderate (4), Severe (6)

value	name	type
2		Mild Mental
2		Mild Resource
2		Mild
4		Moderate
6		Serious

Stunts

Occultist: +2 Lore w/ Magic

Historian: +2 Lore w/ the past

Well Read: Spend FP to use Lore in place of another skill

Warp Reality: +4 to Overcome & Create Advantage rolls w/ Arcane skill

Fury of Light: Arcane Fury Boost on hit, one per attack only

White Knight: gain Appreciated boost when thanked for service

Slayer of Evils: +2 to attacks against enemies causing trouble for others

Bolster Psyche: use Empathy to recover mental consequence, place a Bolstered Psyche Boost on them

Enemy of My Enemy: +2 Empathy when I share an enemy with someone

Me and This Army: 1/ session, gain This Army aspect w/ 2 free invokes

Banquet of Kindness: +2 Resources when purely generous

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
Value	Rating					
+8	Legendary	+3 or more Succeed with Style	Succeed and gain a boost	create situation aspect with 2 invokes	as success, or -1 and boost	as success, and gain a boost
+7	Epic	+1 - +2 Succeed	affain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic					
+5	Superb					
+4	Great					
+3	Good					
+2	Fair					
+1	Average					
0	Mediocre					
-1	Poor					
-2	Terrible					
		+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
		-1 or less Fail	fail, or succeed at major cost	fail, or succeed but opponent gains free invoke	no harm done	fail to stop harm or action

	Caste	Rank	Aspects	Base Refresh	Skill Cap	Skill Loadout	SP
Low	Refuse	0	3	2	+2	+2x1, +1x2	4
	Dreg	1	4	4	+3	+3x1, +2x2, +1x3	10
	Rabble	2	4	6	+4	+4x1, +3x2, +2x3, +1x4	20
Mid	Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
	Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
High	Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
	Eldritch	7	7	16	+9	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
	Ancient	8	7	18	+10	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
	Divine	9	8	20	+11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161

at the whim of the dice, or should it be handled more carefully?²

§4.2.6

Important Skill Groups

Select two groups from the Arts of the Unbroken^{p82} to focus on. Skills outside those groups are valid, but may not be used as much. This will help focus the game around challenges that the whole group is prepared for.

§4.2.7

Scale & Scope

How expansive is the game? Does it cover the enormous, age-spanning political groups in charge of Oubliette, or does it focus more on the personal lives of a handful of characters? Does it go from one to the other over time?

§4.2.8

Decide Starting Caste

What is the anticipated arc of character growth? Do you want the Player characters to go from quaking slaves to world powers, or do you want to focus on a specific section of the Caste structure?

§4.2.9

Game Aspects

Every setting needs to have something going on that the characters care about, often a peril they want to fight or undermine. These are the setting's Game Aspects.

Come up with at least two issues as a group and write them down. These issues are Aspects and will be available to Invoke or Compel throughout the entirety of the game. As the game progresses, it's likely that the Game Aspects will change over time.

§4.2.10

Dice, and the Ladder

Near the end of the First Court, it's a good idea to check to see if anyone has played a game using the Fate system before. If not, there are a number of basic concepts to go over that will help make sense of the rest of character creation and the game rules.

Players, some of the things you'll do in a Fate game require you to roll dice to see if your character succeeds or not. **You will always roll the dice when another character is providing meaningful opposition to your efforts, or when there's a significant obstacle in the way.** Otherwise,

² Remember that people in Oubliette are generally immortal, and even being killed in a fight doesn't mean your character's story ends.

just say what your character does and assume it happens.

Fate uses a Ladder of adjectives and numbers to rate the dice results, a character's skills and the result of a roll. Here's the Ladder:³

Rating	Rating
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

The number of steps of difference between the rating of each actor in a roll is known as **Shifts**. For example, if I, Lucette, were to roll a total of +5, and you were to roll a +7, you would beat me by 2 *Shifts*.

§4.2.11

Optional Rules

As the last phase of the First Court, you can also discuss which optional rules the group is interested in, if any. The GM may present Optional Rules^{p226} from *The Other Side of the Veil*⁴ that may be of interest to the group as a whole. This is also when the group decides on any house rules, or new rules which the group describes and agrees to that are not presented in a book. It's probably best to leave house rules out of the equation until the group has played a few games of Fate (Oubliette or other games) and has a handle on the mechanics presented in Oubliette.

§4.3

Set Your Caste

The first thing to do is to mark down your Caste as determined in the First Court. If you need to, consult Castes^{p20} in the previous chapter to see what sorts of creatures populate your Caste. This will give you an idea of about how powerful your character is to begin with.

Your starting Caste is determined during First Court.

Setting your Caste makes it easy to determine the rest of your statistics. Simply look up your Caste on the Caste

³ The Ladder doesn't nearly encompass the entire range of possible outcomes to every roll from every Caste, but it gives you an idea of what a particular outcome means *to a normal, baseline human adult*. +8 doesn't mean the same thing to a god as it does to a dreg, for example.

⁴ The Crumbling Tower^{p73} is presented as well, later in this chapter.

§4 Forging the Unbroken

Statistics Chart^{p70} to find your Rank, base Refresh, Skill Cap, and Skill loadout. Base values are modified during character creation, while other values may be increased

through character advancement. See Milestones^{p128} for more information.

§4.4

Caste Statistics Chart

Caste	Rank	Group	Aspects	Refresh	Skill Cap	Skills	Skill Points
Refuse	0	low	3	2	+2	+2x1, +1x2	4
Dreg	1	low	4	4	+3	+3x1, +2x2, +1x3	10
Rabble	2	low	4	6	+4	+4x1, +3x2, +2x3, +1x4	20
Lost	3	low	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
Fallen	4	middle	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
Forsaken	5	middle	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
Eminent	6	middle	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
Eldritch	7	high	7	16	+9	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
Ancient	8	high	7	18	+10	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
Divine	9	high	8	20	+11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161

For starting defenses, see Stress^{p74} and Consequences^{p75}, later in this chapter. GMs will also need to refer to the Focus Chart^{p218}.

§4.5

Aspects

Character Aspects are phrases that describe some significant detail about a character. They are the reasons why your character matters, why someone is interested in seeing your character in the game. Aspects can cover a wide range of elements, such as personality or descriptive traits, powers, beliefs, relationships, issues and problems, or anything else that helps us invest in the character as a person, rather than just a collection of stats.

Aspects come into play in conjunction with Fate Points. When an Aspect benefits you, you can spend Fate Points to **Invoke** that Aspect for one of several types of bonuses. When your Aspects complicate your character's life, you gain Fate Points back—this is called accepting a **Compel**.

Aspects can describe things that are beneficial or detrimental—in fact, the best Aspects are both. And Aspects don't just belong to characters; the environment around you can have Aspects attached to it as well.

Characters have a limited number of Aspects. This number is found on the Caste Statistics Chart^{p70}. The first two Aspects must be used for a High Concept and a Trouble. The third should be an Unbroken Aspect.

See Aspects of the Unbroken^{p77} for Aspect types and examples.

Note: While Aspects are *always true*, they are not necessarily *always applicable*, nor are they *always literal*.

§4.5.1

High Concept

Your High Concept is a phrase that sums up what your character is about—who they are and what they do. It's the

first and most important one for your character.

Think of this Aspect like your job, your role in life, or your calling—it's what you're good at, but it's also a duty you have to deal with, and it's constantly filled with problems of its own. That is to say, it comes with some good and some bad. There are a few different directions you can take this:

☞ You could take the idea of “like your job” literally:

PRIVATE INVESTIGATOR, CUTTING GANG THUG, or PAWN-SHOP MERCHANT.

☞ You could throw on an adjective or other descriptor to further define the idea: **WEARY DRACULEAN SPY, TORTURED KOOM DANCER, or MORALLY-FLEXIBLE THORN PREACHER.**

☞ You could elaborate on your race or physical traits: **GOOD HOUSE ELF, DIMINUTIVE DEMONLING, or FRIGHTFULLY INTELLIGENT ARTIFACT**

☞ You could mash two jobs or roles together that most people would find odd: **WETWORK MAID, STORYTELLING TROLL, or FAE BLACKSMITH.**

☞ You could play off of an important relationship to your faction or an organization you're deeply involved with (especially if the faction or organization are well-connected or well-known): **TRAITOR TO THE NEW WORLD, SEER SPECIAL AGENT, or EMBEDDED CRYPTARCHY SLEEPER OPERATIVE.**

These aren't the only ways to play with your high concept, but they'll get you started. Depending on your Caste, you may have several other Aspects to help round out your character, so don't worry too much about packing everything into one Aspect.

In the (astronomically) unlikely event that two PCs share overlapping or similar High Concept Aspects, they should diverge in other Aspects to differentiate.

Aspects

High Concept *The Wandering Witch*

Trouble *Enemies in Every Faction*

Oublette's Fort of Wisdom

Guides the Uninitiated

Absolution's Defender

§4.5.2

Trouble

In addition to a High Concept, every character has some sort of Trouble Aspect that's a part of his life and story. If your High Concept is what or who your character is, your Trouble is the answer to a simple question: what complicates your character's existence?

Trouble brings chaos into a character's life and drives him into interesting situations. Trouble Aspects are broken up into two types: personal struggles and problematic relationships.

☞ Personal struggles are about your darker side or impulses that are hard to control. If it's something that your character might be tempted to do or unconsciously do at the worst possible moment, it's this sort of Trouble. Examples:

GODS DO NOT SUFFER SLIGHTS, MY AMBITIONS ARE DANGEROUS, IMPULSIVE TO A FAULT.

☞ Problematic relationships are about people or organizations that make your life hard. It could be a group of people who hate your guts and want you to suffer, folks you work for that don't make your job easy, or even your family or friends that too often get caught in the crossfire. Examples: **THORN RAPTURE TARGET, EMOTIONAL PNAI-BAIT ARTIST, HIDING MY WITCH HUNTER PAST.**

Your Trouble shouldn't be easy to solve. If it was, your character would have done that already, and that's not interesting. But neither should it paralyze the character completely. If the Trouble is constantly interfering with the character's day-to-day life, they're going to spend all their time dealing with it rather than other matters at hand. You shouldn't have to deal with your Trouble at every turn—unless that's the core of one particular adventure in the story (and even then, that's just one adventure).

Troubles also shouldn't be directly related to your High Concept—if you have **DRACULEAN ENFORCER**, then **CITIZENS OF GRANDHALL HATE ME** is a dull trouble, because it is already assumed with your high concept. (Of course, you can turn that up a notch to make it



personal, like **EVERFAIR CRIMINALS PUT A PRICE ON MY HEAD**, to make it work.)

Before you go any further, talk with the GM about your character's Trouble. Make sure you're both on the same page in terms of what it means. Both of you may want to find one way this Aspect might be Invoked or Compelled to make sure you're both seeing the same things—or to give each other ideas. The GM should come away from this conversation knowing what you want out of your Trouble.

§4.5.2.1

The Bright Side of Troubles

Since your Trouble is an Aspect, it's something you should also be able to Invoke, right? Because you've been so focused on how this complicates your character's life, it's easy to miss how a Trouble also helps your character.

In short, your experience with your Trouble makes you a stronger person in that regard. Dealing with personal struggles leaves you vulnerable to being tempted or cajoled, but it can also give you a sense of inner strength, because you know the sort of person you want to be. Problematic relationships often cause Trouble, but people do learn hard lessons from the troubles they deal with. They especially learn how to maneuver around many of the smaller issues their troubles present.

§4.5.3

Unbroken Aspects

Depending on your Caste, you will probably have several Aspects besides your High Concept and Trouble. These Aspects are used to help define your social background, how long your character has been in Oublette and what they've done before now, their race or physical characteristics, or any other important part of your character. As with other Aspects, make sure these are well balanced, broad enough to come up, but also available for Compels.

Of your remaining Aspects, you must also have either a Goal, a Relationship, or both. These Unbroken Aspects are what keep your character from Breaking.

§4.5.3.1

Goal

A Goal Aspect is a powerful urge, deep desire, or lingering need that your character wishes to fulfill. While some are as short and simple as **AVOID DEATH AT ALL COSTS**, others might be as abstract and complex as **WHY DOES THE CASTLE KEEP US HERE?**

Your Goal is what drives you. It keeps you from slipping into insanity in the face of eternity. Taking steps towards your goal helps your mind stabilize and alleviate emotional peril. You will naturally be Invoking your goal frequently when confronted with difficult choices, mental degradation, and emotional failure. Compels may also be offered when your Goal is counter to something or someone in the scene.

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§4.5.3.2

Relationship

Your Relationship Aspect exists to tie your characters to the others in an interesting way. It's easier and more fun for everyone if the Player Characters need no introductions for each other. Having a Relationship Aspect helps keep the group together and adds interesting dynamics to the Player interaction.

If your Relationship is founded on another PC, you'll need to collaborate with the other Player to figure out what sort of relationship is appropriate. They may or may not take a Relationship with you, depending on the situation and the story between the characters.

Your Relationship helps you overcome the mental stress and emotional damage that Oubliette inflicts on its inhabitants. Relationships can be as broad as being **DEVOTED TO THE ORDO SANCTI** or they can be as personal as having **A LOVE THAT TRANSCENDS MORTAL BODIES**. Like any other Aspect, Compels can be offered when your Relationship is in danger.

§4.5.4

Other Aspects

Higher-Caste beings may have more Aspects still. You can use these to create more Goals or Relationships, but you can also use them to inject more detail into your character, by giving them titles, beliefs, professional abilities, personality traits, or physical elements. Remember, an Aspect can be anything that is true about your character and is also core to who that character is.

§4.6

Skills & Stunts

Skills are what you use during the game to do complicated or interesting actions with the dice. Each character has a number of skills that represent his or her

basic capabilities, including things like perceptiveness, physical prowess, professional training, education, and other measures of ability.

At the beginning of the game, the Player Characters have Skills rated in steps from +1 to the Skill Cap. Higher is better, meaning that the character is more capable or succeeds more often when using that Skill.

If for some reason you need to make a roll using a Skill your character doesn't have, you can always roll it at Mediocre (+0). There are a couple exceptions to this, like Skills that there's no chance your character would have.

See Arts of the Unbroken^{p82} for a complete list of Skills and Stunts.

§4.6.1

Skill Groups

There are four main groups of skills:

- ⊗ Arts Martial
- ⊗ Arts Subtle
- ⊗ Arts Social
- ⊗ Arts Professional

Each of these groups is focused around a particular theme. Selecting which two groups of Skills are most important to the game is part of the First Court^{p210} and helps focus the action. While taking skills outside of the two focal groups is allowed, be aware that opportunities to use them may come up rarely. Depending on the Skill, the group, and the events that occur in the game, making one of these "outsider Skills" one of your best Skills may put you at a disadvantage.

§4.6.2

Starting Skills

The number and power of skills a character starts with is dependent on their Caste. Caste determines one's **Skill Cap**, or the maximum rating a Skill can have at character creation.

Your character sheet has a chart with your Skills that looks something like this:

+6x1, +5x2, +4x3, +3x4, +2x5

This is a **Skill Loadout**. This particular loadout means you have one Skill with a +6 rating, two Skills with a +5 rating, and so on. Pick your character's most important Skill and assign your highest rating (in this case a +6) to it. Then go down the line and assign Skills to ratings until there are no more left.

Example: Lucette's Skills

- | | |
|----------------|---------------|
| Lore +6 | Scavenging +3 |
| Empathy +5 | Elemental +3 |
| Arcane +5 | Notice +2 |
| Will +4 | Athletics +2 |
| Rapport +4 | Resources +2 |
| Investigate +4 | Alchemy +2 |
| Exploration +3 | Religion +2 |
| Contacts +3 | |

Skills					
Skill Cap	+6	Make a note of each skill's capabilities. A: Attack, D: Defend, I: Initiative			
rating	skill	rating	skill	rating	skill
+6	Lore	+1	+2 Athletics	D	+1
+5	Empathy	D	+2 Resources	AD	+1
+5	Arcane	AD	+2 Alchemy	A	+1
+4	Will	D	+2 Religion	AD	+1
+4	Rapport	D			+1
+4	Investigate				+1
+3	Exploration				+1
+3	Contacts	D			+1
+3	Scavenging				+1
+3	Elemental	AD			+1
+2	Notice	I			+1

Note: If you are writing up a stat block without a character sheet, you may also simply list the Skills in order of power:

Lore +6, Empathy +5, Arcane +5, Will +4, Rapport +4, Investigate +4, Exploration +3, Contacts +3, Scavenging +3, Elemental +3, Notice +2, Athletics +2, Resources +2, Alchemy +2, Religion +2

Note: If the group agrees ahead of time, you could alternatively use a more complex Skill distribution, which can be found in The Crumbling Tower^{p73} section. Whether or not this option is available is up to your group and your GM.

§4.6.3

Defining Stunts

Stunts are special tricks that your character knows that allow you to get an extra benefit out of a Skill or alter some other game rule to work in your favor.⁵ Stunts are like special moves, letting you do something unique or distinctive compared to other characters. Two characters can have the same rating in a Skill, but their Stunts might give them vastly different benefits.

There is no default number of Stunts. Instead, **characters purchase Stunts using Refresh**. By default, a Stunt costs 1 point of Refresh. Some Stunts cost more, as indicated by (2r) or (4r). Refresh is important to flexibility, and Stunts are important for specificity, so it's a good idea to try to strike a balance between the two.

Note: Once you pay for a Stunt with Refresh, you don't need to pay Fate Points to use it, *unless it says so* in the Stunt description.

Stunts are often associated with a particular Skill, race, or faction. Skill-based Stunts are found under the individual Skills in Arts of the Unbroken^{p82}, Racial Stunts are listed in the Races^{p77} chapter, and Faction-based Stunts are found in the Factions^{p46} chapter. There are also General Stunts^{p123} listed at the end of Arts of the Unbroken.

You don't have to limit yourself to Stunts listed in the book, and indeed they should be considered a stepping off point. Players are encouraged to create new Stunts specifically for their characters and finalize them with the GM. When balancing new Stunts, you can use existing Stunts as examples or templates. See Creating New Stunts^{p123} for more information.

§4.6.3.1

Stunts and Balancing

In general, especially for Ranks 0 – 6, you should try to avoid duplicating any Stunt selections. Focusing your character on a particular activity is fine, but you want to make sure that your character is more than one-dimensional. To make a rounded character, be sure that you

⁵ Dungeons & Dragons™ players may find these parallel Feats.

Stunts

Occultist +2 Lore w/ Magic

Historian: +2 Lore w/ the past

Well Read: Spend FP to use Lore in place of another skill

Warp Reality: +4 to Overcome & Create Advantage rolls w/ Arcane skill

Fury of Light: Arcane Fury Boost on hit, one per attack only

White Knight: gain Appreciated boost when thanked for service

Slayer of Evils: +2 to attacks against enemies causing trouble for others

Bolster Psyche: use Empathy to recover mental consequence, place a Bolstered Psyche Boost on them

Enemy of My Enemy: +2 Empathy when I share an enemy with someone

Me and This Army: 1/ session gain This Army aspect w/ 2 free invokes

Banquet of Kindness: +2 Resources when purely generous

have spread out your abilities at least a little bit. Remember that you may spend a lot of the game doing things *besides* the one thing that you're best at.

This is slightly less important at higher Castes, when you have so much Refresh to play with that you can afford to really drill down into a given area of specialization, but you should still aim to have a character with reasonably broad capabilities. Consider what other Skills and tricks your high-Caste character would have needed to pick up along the way to their current power. In Oubliette, nothing is ever simple.

The GM may decide that it's easier and more expeditious to have a mechanical limit to the amount of Stunt-based bonuses that can be applied to a given roll. See Stunt Bonus Caps^{p229} for more information.

§4.6.4

The Crumbling Tower

The Crumbling Tower is a game-wide **optional rule** that allows Players to distribute their Skills more widely than the standard Skill loadout given at each Caste. Because this optional rule is mostly PC-centric, it is presented here instead of in the GM's list of optional rules.

When using the Crumbling Tower, Your Skills do not need to be organized into the specific loadouts described in the Starting Skills^{p72} section. You will need to pay careful attention to this original loadout, however, as it provides a sort of ceiling your starting Skills cannot breach. You will also need to pay attention to how many overall points

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worth of Skill rating you have in all Skills. These points are referred to as **Skill Points**, or SP, and each Skill Point is equivalent to a +1 in a Skill. The starting SP values for each Caste are listed in the SP column of the Caste Statistics Chart^{p70}.

The Crumbling Tower adds one simple allowance to how you organize your Skills: you may now **decompose** any single Skill into several lower-rating Skills that add up to the same number of SP.

At the moment, Lucette is Fallen Caste, with a Skill loadout that looks like +6x1, +5x2, +4x3, +3x4, +2x5. She decides she wants more options, and is willing to sacrifice some of her better abilities to get them.

Lucette decides that she doesn't need both +5s, and decomposes one of them into a +3 and a +2. Her new loadout looks like +6x1, +5x1, +4x3, +3x5, +2x6. She may have reduced the number of +5 Skills she has, but she's got more Skills in total now.

When acquiring new Skill ranks from advancement, you still can't exceed the loadout for the next Caste up from your own. If your group is calculating Advancement based on Skills, keep track of your SP and use that to track whether it's time to ascend to the next Caste or not.

§4.7

Refresh & Fate Points

Refresh is the number of **Fate Points** you get at the start of every game session to spend for your character. Your total resets to this number unless you had more Fate Points at the end of the last session.

You use tokens to represent how many Fate Points you have at any given time during play. Fate Points are one of your most important resources in Fate—they're a measure of how much influence you have to make the story go in your character's favor.

You can spend Fate Points to Invoke an Aspect^{p79}, to Declare a Story Detail^{p80}, or to activate certain powerful Stunts.⁶

There are four ways to gain Fate Points in the middle of the game.

- ☞ You earn Fate Points if you choose to Accept a Compel^{p80} on one of your Aspects.
- ☞ If someone pays a Fate Point to Invoke one of your Aspects against you, you receive the Fate Point they paid to Invoke it.
- ☞ You earn Fate Points by Conceding a Conflict.
- ☞ You gain an extra Fate Point for each Consequence you received in a Conflict you Concede.

6 Remember that you only need to pay Fate Points to use Stunts that specifically require you to do so.

§4.8

Stress

Stress is one of the two options you have to avoid losing a Conflict—it represents temporary fatigue, getting winded, superficial injuries, and so on. You have a number of stress levels you can burn off to help keep you in a fight, and they reset at the end of a conflict, once you've had a moment to rest and catch your breath.

Stress boxes are divided into Physical, Mental, and Resource tracks. A sword blow or a magical beam of lightning must be absorbed with Physical Stress Boxes or Consequences. Harassment, torture, and the like must be absorbed with Mental Stress Boxes or Consequences. Logistical issues, starvation, and lack of useful materiel are absorbed with Resource Stress Boxes.

You start with 2 Stress Boxes in each track. If you have Physique^{p84}, Will^{p86}, or Resources^{p87} as Skills, you may have more Stress Boxes at your disposal, as stated in the Skill descriptions. Each track is composed of the total number of boxes. Each box is assigned a number that is its position in the track:

Lost Caste: 2 Base Stress + 1 Physical Stress Box (Physique +1) = 3 Physical Stress

Physical Stress [1] [2] [3]

Each Stress Box has a value in Shifts. The box's value is equal to its position; box 1 is worth 1 Shift, box 2 is worth 2, and so on. This is how many Shifts that particular Stress Box can absorb.

You can only check off one Stress box per hit.

Stress Box #2 can absorb up to 2 Shifts of Stress:

Physical Stress [1] [X] [3]

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

Base Consequences: Mild (2), Moderate (4), Severe (6)

value	name	type
2		Mild Mental
2		Mild Resource
2		Mild
4		Moderate
6		Serious

Another 2 Shift hit could be absorbed by the next box, because it can hold up to 3 Shifts.

Physical Stress [1] [X] [X]

Your character sheet probably has more Stress Boxes than you have access to. Simply fill in or cross out the ones you don't have access to in order to make sure you have the right number open.

When you gain more Stress boxes, you simply extend your track 1 box.

[1] [2] + 1 Stress Box becomes [1] [2] [3]

§4.9

Consequences

Consequences are the other option you have to stay in a Conflict, but they have a more lasting impact. Every time you take a consequence, it puts a new Aspect on your sheet describing your injuries. Unlike Stress, you have to take time to recover from a Consequence, and it's stuck on your character sheet in the meantime, which leaves your character vulnerable to complications or others wishing to take advantage of your new weakness.

Consequences come in three levels based on how many Shifts they are worth.

Consequence	Shifts Value
Mild	2
Moderate	4
Severe	6

You start with 1 Consequence of each level.

Consequences absorb damage differently from Stress boxes. **When you use a Consequence slot, you reduce the Shift value of the Attack by the Shift value of the consequence.** You can use multiple Consequences to absorb a single hit.

Lucette takes a 3 Shift hit from a ball of elemental fire hurled by a Pyroclasm. Unfortunately, her Stress boxes are full. She has one Moderate consequence left. Since it can absorb up to 4 Shifts, she checks it off and writes "Painful Burns" on her sheet, in the appropriate Consequence slot.

Bonus Consequences given by Skills and Stunts often have a type of harm associated with them. Unlike Stress, you can have multiple Consequence slots of the same value and type.

§4.9.1

Extreme Consequences

In addition to the normal set of mild, moderate, and severe Consequences, every PC also gets one last-ditch option to stay in a fight—the extreme Consequence. Between major Milestones, you can only use this option once.

An extreme Consequence will absorb up to 8-Shifts of a hit, but at a very serious cost—you must replace one of your Aspects (except the High Concept, that's off limits) with the extreme Consequence. That's right, an extreme Consequence is so serious that taking it literally changes who you are.

Unlike other Consequences, you can't make a recovery action to diminish an extreme Consequence—you're stuck with it until your next major Milestone. After that, you can rename the extreme Consequence to reflect that you're no longer vulnerable to the worst of it, as long as you don't just switch it out for whatever your old Aspect was. Taking an extreme Consequence is a permanent character change; treat it as such.

§4.10

Armor and Weapon Ratings

There are two more statistics that may arise while you are crafting your character: Armor and Weapon ratings. *These are not specific objects,*⁷ but abstract ratings with mechanical effects.

Armor rating subtracts a number from incoming damage, *before you are forced to absorb it with Stress or Consequences.* Be aware that some effects bypass Armor by forcing characters to take Stress or Consequences directly, rather than dealing damage the Player then manages.

Weapon rating adds a number of Shifts to the damage of successful Attacks, *but does not apply to the initial Attack roll.*

By default, characters do not have Weapon or Armor ratings. They are normally received from Stunts, particularly those in the General Skills^{p84}.

§4.11

Select Name

Names in Oubliette are even more fluid than the people bearing them. Few people retain their original names for long in Oubliette, often adopting nicknames, monikers, or descriptions given to them by others. Some even select completely new names to represent their detachment from their original lives.

Because families are less frequent in Oubliette, family names are often replaced with professional names or ethnonyms.

Example Names:

Emmaine, Orkath, Alfin, Mason, Khlaa, Mina, Amilie,

⁷ Rather than designing specific items the way you might in another system, Fate handles equipment in a general, abstract way. See Skills and Equipment^{p84} for more information on how to model equipment, and whether you even need to.

§4 Forging the Unbroken



Thilma, Ofwald, Ilde, Gimmain, Iomain, Chriane, Caoin, Luder, Fingail, Vallesse, Armeles, Dentius, Kirema, A'gia, Lilly, Aeredius, Floozzer, Adrif, Blade, Kiaran, Azaraadi, Kelma, Kuziel, Razio, Livilian, Dargal, Thydded, Xaan, Cirtezia, Selaje, Mottie, Caria, Sirtigori, Galaduin, Yogia, Marakia Rael, Givarnos, Daniel, Woser, Celladach, Ashman, Clainteques, Amsiel, Airell, Engi, Follasse, Wertmann, Jurnis, Celanie, Ratbag, Mimos, Hjottein, Gacenet, Thuring, Feldfred, Argeron, Maur, Éorgred, Lench, Ronotha, Mercy, Lessio, Vanne, Girradan, Ilbert, Eugene, Biter, Hamand, Arusarn, Beniell, Marthe, Crosloft, Manelle, Gasette, Ulmain, Rottoria, Isru, Jurllelle, Malmsey, Fralenee, Cædda, Mumazzah, Xatan, Rar'lagg, Kailid, Giusto, Wonverford, Asriel, Huddar, Yraal Médallise, Ethrond, Garnodette, Ioth, Zur'l Denar, Iland, Edwine, Dabala, Wochs, Thilicin, Dousincoing, Leos, Alphiell, Belegorn, Roser, Juziel, Bendikt, Ghamok, Alrow, Agendic, Pylimirasi, Arien, Giareste, Inania, Aberith, Eric, Jancent, Casterre, Hifa, Gurg, Klyoth, Ligeccamy, Miles, Olippliea, Yaphos, Rorthol, Adelia, Ariel, Freca, Claude, Guinittie, Giola, Lise, Zal, Roselve, Milie, Estaires, Oomokia Colleius, Fralinis, Ignatrine, Ranteloy, Enis, Magara, Kezon, Frabraham, Andolf, Jollocks, Corges, Koffmann, Mol'gg, Ghene, Rayya, Chaulesse, Dahdbah, Murradres, Cagley, Argores, Holz, Arwing, Garugu, Fescent, Galathorn, Wanbentrove, Moniel, Mogul, Neriell, Stierie, Bellett, Gergio, Xogga Thenda, Ihliam, Cooper, Jahalik, Nemon, Hailin, Taranius, Gionano, Asto, Kathmas, Hamdi, Ghor, Kiec, Glane, Drinks, Dairida, Gratius, Gibface, Ajoorti, Wetford, Rlbethia, Éodwyn, Dramaato, Pelia, Ystien, Petelena, Jughoom, Giore, Heléod, Welestone, Urgomath, Coldrain, Roomuelia, Agnompienes, Kroth, Zarnoler, Lyring, Shrever, Bourbaire, Juleille, Benech, Tinker, Kuldanute, Qoroth, Aume, Oronarth, Chassons, Togh, Vazey, G'wok Losh, Pthoth, Helga, Roltermann, Falien, Maggaun, Men'g, Rayn, Baurge, Rahel, Rock, Idouard, Aswold, Mogal, Smellfeast, Lagratha, Yr'wol Sterilie, Agern, Gorgny, Arhtheof, Véralles, Aubesse, Immonaar, Alphragail, Stone, Ishajah, Gobooth, Hescent, Vaziel, Molarson, Feinor, Highbrome, Sonthrol, Harkam, Groser, Salma, Larvey, Ælfwine, Æthedward, Chanette, Fleures, Petrane, Bauer, Luibra, Guruho, Knife, Craston, Paulo, Maximillian, Laddadang, Banne, Gelaude, Kaiser, Jelam, Quisby, Silephan, Gabert, Salniel, Adrine, Grocha Grinock, Lommuel, Olaide, Ygg, Margren, Sogath, Uxbridge, Svad, Stanley

§5 Aspects of the Unbroken

4 Sextilis, 1468. I have finally met my first dragon, after all these years. Unfortunately, an eyeless waif has told me that I am dead. Nevertheless, I shall not be deterred from my course. I am a Slayer of the Order of the Drake, and I will see the end of that beast.

4 Sextilis, 1468, addendum. Dragons are durable. Unrelated note: I have found that I am immortal.

—*The Journal of Sir Wilhelm*

Aspects describe who and what a being is. They help condense down all the past history, physical abilities, likely relationships, and innumerable traits of an immortal into a few highly-indicative phrases. While Aspects cannot give you the entire picture of a person, they can suggest much of their story.

§5.1

Finding and Making Aspects

Fundamentally, Character Aspects can represent almost any trait, and they need not be taken exclusively from the book. Players and Game Masters alike are encouraged to come up with new Aspects, particularly those that evoke specific ideas or fit into the story of the game in a particular way. Many Aspects are presented in this book, as well (denoted in **ALL CAPS**) to give flavor to the world and to help Players and Game Masters quickly create beings based on the already-known lore of Oubliette.

You can also find a many pre-generated Aspects in the Bestiary^{p239}.

§5.1.1

Races

Races are a good place to start finding Aspects. Many inhabitants of Oubliette find their daily lives inextricably intertwined with their species, mutations, and appearance. Vampires are treated with a certain kind of respect and fear almost wherever they go, and likewise dragons are likely to induce terror in those unused to dealing with them. Good racial Aspects aren't just a race, however, they are elaborations on racial concepts. **VAMPIRE** could be an Aspect, but **VAMPIRIC OUTSIDER TO THE COURT OF VLAD** is much more evocative and interesting to think about. It also indicates a history with a group, and possibly even a

certain emotional distance. Well-elaborated racial Aspects can sometimes make usable high concepts for characters.

§5.1.2

Professions

Professions often crop up in High Concepts, particularly in beings that are human or very close to it. A **CRUSADING KNIGHT** is, for example, interesting because of what he does rather than what he is. Profession¹ usually makes up the particular set of skills and aptitudes that a person uses on a daily basis. Useful professions might be **HASHASHIN TASKMASTER** or **NECROMANTIC SORCERER**, rather than something more simple like **SWORDSMAN** or **WIZARD**.

§5.1.3

Troubles

Troubles are personal challenges or issues that individual characters have. While they may sometimes be general, it's usually better if they are specific to the individual in question, as they help define what and how a character thinks about the world. Troubles are usually given a negative slant, such as **HIDEOUS LIMBS**, but can sometimes—in the right situation—become advantageous. Troubles can come from nearly any source, so long as they are reasonably permanent and not too intertwined with the High Concept; racial features, beliefs, character flaws, and physical defects all make useful Troubles.

§5.1.4

Goals

A Goal is an Aspect representing something that a character is driven to do, whether personally or by some outside force. Goal Aspects are not short-term, over-specific things: **END DRACULEAN TYRANNY** is better than **KILL KRAMOURE DRAGOMAR AGAIN**, because the latter will inevitably be achieved and replaced quickly.

§5.1.5

Relationships

Characters in Oubliette are expected to have many relationships of different levels and strengths, but a Relationship Aspect is a particularly powerful one, usually reserved for someone close or overwhelmingly important, such as a loved one or trusted comrade. The more likely the Relationship is to come into play, the better.

¹ Sometimes known as Character Class in other games.

§5.1.6

Titles & Honors

Sometimes it makes sense for a character to have an Aspect pertaining to their social place in the world. Kings and warlords, for example, are often important more because of their station than their actual abilities. For such characters, specific Aspects, such as **FORSAKEN QUEEN OF FRANCE** or **PAGAN WARLORD USURPER** might be both appropriate and useful. Most such Aspects tend to find more use in social and logistical situations than physical ones.

§5.1.7

Belief Structures

Characters may also be built around complex and stringent belief structures as well, either as reflected by a faction they belong to or as a matter of philosophical importance. Examples might include **DEVOUT CHRISTIAN MISSIONARY** or **SCIENCE IS THE KEY TO UNDERSTANDING**. Such Aspects often deeply influence how a character thinks and feels, even in the face of contrary evidence.

§5.1.8

Making Good Aspects

When making your own Aspects, keep in mind that you usually want them to be interesting, specific bits of story detail that make it enjoyable to follow your character's exploits. You want each of them to suggest a story, you'll be relying on that implied story when trying to make your Aspects relevant to a particular scene or situation. Really good Aspects indicate not just something about you, but something about the world as well, or a conflict inherent in your character. Ideal Aspects are all about *implication*, reading between the lines tells a fuller story than the words themselves.

§5.2

Sample Aspects

Players are encouraged to create their own, unique Aspects, but it can be difficult to know where to begin. Here are some sample Aspects. You can select one of them verbatim, mix and match, modify, or just use them as inspiration. You can also read through the Bestiary^{p239} for more ideas.

§5.2.1

Warriors

- ✧ **FALLEN DRAGONSLAYER**
- ✧ **GRIZZLED WAR VETERAN**
- ✧ **RIFLEMAN FROM THE GREAT WAR**
- ✧ **DISTURBED RETURNING CRUSADER**
- ✧ **COURTEOUS KNIGHT**
- ✧ **SLAVERING BARBARIAN**
- ✧ **HOMESICK WOOD**
- ✧ **DOESN'T KNOW HIS OWN STRENGTH**
- ✧ **MASTER TACTICIAN**
- ✧ **HE WHO FIGHTS MONSTERS...**
- ✧ **HAUNTED BY THE GHOSTS OF ENEMIES**
- ✧ **NEVER FINISHED THAT DUEL**
- ✧ **JUST WANTED A LADY'S FAVOR**

§5.2.2

Mystics

- ✧ **INNOCENT WITCH**
- ✧ **EXCOMMUNICATED PRIEST**
- ✧ **POWERS MANIFESTED ON ARRIVAL**
- ✧ **COMPLETE CHARLATAN**
- ✧ **MY MAGIC HAS A PRICE**
- ✧ **THE UNFORSAKEN**
- ✧ **I WAS A GOD**

- ✧ **ALWAYS HAD THE KING'S EAR**
- ✧ **WHERE DO MY POWERS COME FROM?**
- ✧ **MY PEOPLE NEEDED ME**
- ✧ **UNSKILLED BUT POTENT**

§5.2.3

Rogues

- ✧ **I'VE STILL GOT WHAT I TOOK**
- ✧ **DOESN'T CARE FOR PRICELESS TREASURES**
- ✧ **ALWAYS MANIPULATING SOMEONE**
- ✧ **LOVES THE LIMELIGHT**
- ✧ **HATES ATTENTION**
- ✧ **SEEMS LIKE A NICE PERSON**
- ✧ **STICKY FINGERS**
- ✧ **ALWAYS UP TO SOMETHING**
- ✧ **EXCESSIVELY TRUSTWORTHY**
- ✧ **NOT THE FACE**
- ✧ **STARTLINGLY ATTRACTIVE**
- ✧ **TRAGIC COUNTEenance**

§5.2.4

Professionals

- ✧ **THE GREATEST UNKNOWN POLYMATH**
- ✧ **CONSUMMATE MAD ARTISAN**
- ✧ **BORED AND LAZY**
- ✧ **BOASTFUL BASTARD**

- ✧ **SKILLED TEACHER**
- ✧ **IT'S REALLY NOT THAT BAD HERE**
- ✧ **STEAMPUNK JUNKSMITH**
- ✧ **LOOKS LIKE A MONGER**
- ✧ **LEAVE THIS TO ME**
- ✧ **I'VE READ THE LIBRARY**
- ✧ **HAS LONG TRAVELED OUBLIETTE**
- ✧ **KNOWS ALL THE BUYERS**
- ✧ **SECRET MATERIAL SOURCE**
- ✧ **FRUSTRATED SAWBONES**

§5.2.5

Denizens

- ✧ **SICKLY AND FRAIL**
- ✧ **WIRY STRENGTH OF A MADMAN**
- ✧ **VICIOUS WHEN HUNGRY**
- ✧ **UNUSUALLY PORTLY**
- ✧ **SOMEHOW NEVER SOBER**
- ✧ **DESPERATELY CLINGING TO RELIGION**
- ✧ **DESPERATELY CLINGING TO SCIENCE**
- ✧ **DOESN'T BELIEVE THIS IS REAL**
- ✧ **FORMER GLADIATOR**
- ✧ **WORKS FOR A SECRET ENTITY**
- ✧ **SEEMS NOTHING MORE THAN A BEGGAR**
- ✧ **MAKES RIDICULOUS CLAIMS OF POWER**
- ✧ **MAD BUT NOT BROKEN**
- ✧ **RETIRED HERO**

- ☞ REALLY WANTED TO BELIEVE
- ☞ WORSHIPS THE VEILED KING
- ☞ ASPIRES TO BE A DRACULEAN
- ☞ DRAWN TO THE STAR TOWER

§5.2.6

Creatures

- ☞ SCABROUS, DISEASED SKIN
- ☞ MY FEATHERS MAKE ME LOOK CLASSY
- ☞ ALMOST A QUADRUPED
- ☞ IF A GOAT WOULD EAT IT, SO WOULD I

- ☞ EYEWEED INFESTATION
- ☞ MY LONG NOSE KNOWS
- ☞ SHUT UP ABOUT MY EARS
- ☞ THE FILTH HARDLY BOTHERS ME ANYMORE
- ☞ NO, I DO NOT HAVE DEMENTIA

§5.2.7

Lore Examples

Also be sure to check for **HIGHLIGHTED TERMS** in Races^{p77}, Factions^{p46}, and Castes^{p20}, as these are the core elements of characters

in Oubliette. You can even subvert or modify them to create more interesting Aspects for unique characters.

- ☞ CUTTING GANG MEMBER
- ☞ SERVANT OF TOWERS OF CELESTE
- ☞ CRYPTOCRAT
- ☞ MURDER HEAT FORGEMEISTER
- ☞ GOUGED

§5.3

Fate Points

For the most part, the use of Aspects revolves around Fate Points. You indicate your supply of Fate Points by using tokens, such as poker chips, glass beads, or other markers.

Ideally, you want a consistent ebb and flow of Fate Points going on throughout your sessions. Players spend them in order to be awesome in a crucial moment, and they get them back when their lives get dramatic and complicated. So if your Fate Points are flowing the way they're supposed to, you'll end up with these cycles of triumphs and setbacks that make for a fun and interesting story.

§5.3.1

Invoke an Aspect

The main way Aspects are used in Oubliette is to *Invoke* them. If you find yourself in a situation where an Aspect is beneficial to your character, you can Invoke it.

In order to Invoke an Aspect, explain why it is relevant and spend a Fate Point. You can choose one of these benefits:

- ☞ Take a +2 on your current skill roll after you've rolled the dice.
- ☞ Reroll all your dice.
- ☞ Pass a +2 benefit to another character's roll, if it's reasonable that the Aspect you've Invoked would be able to help.
- ☞ Add +2 to any source of passive opposition, if it's



reasonable. You can also use this to create +2 opposition if there wasn't any in the first place.

It doesn't matter when you Invoke the Aspect, but usually it's best to wait until after you've rolled the dice to see if you're going to need the benefit. *This allows you to either reroll the dice or add +2 to your roll, whichever is more helpful.* (Typically, +2 is a good choice if you rolled -2 or higher, but sometimes you want to risk a reroll to get that +4.) You do this after you've rolled the dice—if you aren't happy with your total.

You also have to explain or justify how the Aspect is helpful in order to get the bonus—sometimes it'll be self-evident, and sometimes it might require some creative narrating. It will ultimately be up to the GM to arbitrate whether an Aspect is appropriate for a situation, but they should generally work towards helping you narrate things in a way that makes sense unless the Aspect is completely unlikely to be useful.

You can spend more than one Fate Point on a single roll, gaining another reroll or an additional +2, **as long as each point you spend Invokes a different Aspect.**

If the Aspect you Invoke is on someone else's character sheet, including Situation Aspects attached to them, and the Invoke is to their disadvantage, you give them the Fate Point you spent. (Invoking a third party's Aspect is treated just like Invoking an unattached Situation Aspect.) They don't actually get to use it until after the end of the scene, though.

*The Goblin King is in the middle of trying to outmaneuver an rival in a Mubigild trade deal. He wishes to collect information on Lergath, a powerful Guild businessman, a task he has taken on personally. He rolls his Stealth against Lergath's Notice. Lergath rolls exceedingly well (+9) compared to the Goblin King's lackluster performance (+6). The Goblin King falls back on two Aspects, **CLOAK OF WONDERS**, and **PROBABLY DISGUISED NEARBY** to salvage the situation. The cloak protects him from the magical wards that Lergath has placed (+2), making it even easier for him to remain undetected at the fringe of Lergath's discussions (+2) for a +10 total. He listens to the cunning guildmaster's plans for the Nether Mines intently.*

§5.3.2

Accept a Compel

Sometimes (in fact, probably quite often) you'll find yourself in a situation where an Aspect complicates your character's life and creates unexpected drama. When that happens, the GM will suggest a potential complication that might arise. This is called a *Compel*.

Sometimes, a Compel means your character automatically fails at some goal, or your character's choices are restricted, or simply that unintended consequences cloud whatever your character does. You might negotiate back and forth on the details a little, to arrive at what would

be most appropriate and dramatic in the moment.

Once you've agreed to Accept the complication, **you get a Fate Point for your troubles.** If you want, **you can pay a Fate Point to prevent the complication from happening**, but it is not recommended that you do that very often—you'll probably need that Fate Point later, and getting Compelled brings drama (and hence, fun) into your game's story.

The complication from a Compel occurs regardless of anyone's efforts—once you've made a deal and taken the Fate Point, you can't use your Skills or anything else to mitigate the situation. You have to deal with the new story developments that arise from the complication.

Anyone at the table is free to suggest when a Compel might be appropriate for any character (including their own). The GM has the final word on whether or not a Compel is valid. Speak up if you see that a Compel happened naturally as a result of play, but no Fate Points were awarded.

If a Player wants to directly Compel another character, it costs them a Fate Point to propose the complication.

*Lucette wants to convince the Guild to stay out of matters in the Nether Mines, lest it cause another war full of suffering innocents. As she approaches Lergath about the matter, the GM reminds her that she has **ENEMIES IN EVERY FACTION**, which is likely to make the negotiation more complicated. She accepts the Compel and the Fate Point, and together they decide that Lergath has an assistant named Synese who has some major history with Lucette. Synese has Lergath's ear, making Lucette's battle an uphill one.*

§5.3.3

Declare a Story Detail

Sometimes, you want to add a detail that works to your character's advantage in a scene. For example, you might use this to narrate a convenient coincidence, like retroactively having the right supplies for a certain job ("Of course I Scavenged one of those earlier!"), showing up at a dramatically appropriate moment, or suggesting that you and the NPC you just met have mutual clients in common.

To do this, you'll spend a Fate Point. **Your story detail must relate to and make sense with one of your Aspects.**² The GM has the right to veto any suggestions that seem out of scope or ask the Player to revise them, especially if the rest of the group isn't buying into it.

*Wilhelm, finding himself trapped in the maze of towers at the base of Dragon's Roost, finds he can't navigate his way out of the danger. Asking if the dragons have any sort of language, he decides to spend a Fate Point to declare that his training as a **SLAYER OF THE ORDER OF THE DRAKE** taught him*

² This is a slight but important deviation from Fate Core.



to read dragonsigns, hoping that will allow him to uncover a way out of the Roost.

§5.3.4

Refresh

Each Player gets a number of Fate Points at the start of each session. That total is called the Refresh rate.

The Refresh for a given character is determined by the character's Caste and the number of Stunts they've taken.

You get additional Refresh as your character achieves a major Milestone³ which you can spend on getting more Stunts or keep in order to increase your starting Fate Point total. PCs can never have less than one Refresh at any time.

You might end a session of play with more Fate Points than your actual Refresh. If that happens, **you don't lose the additional points when you start the next session**, but you don't gain any either. At the start of a new scenario, you reset your Fate Points to your Refresh rate no matter what.

§5.4

Other Types of Aspects

As you will find in your travels, Character Aspects are not the only kinds of Aspects that exist. Game Themes are Aspects, as are Consequences you've taken, but there other types as well.

In the book, useful Character Aspects are **CAPITALIZED LIKE THIS** for clarity. Situation Aspects are **Bold Like This**, so that they're set apart from the normal description of things.

§5.4.1

Situation Aspects

Situation Aspects are temporary Aspects. Some are part of the circumstances, such as a character being **Disarmed** or **Poisoned**. Others are part of the scene itself, like when **The Building is On Fire** or **There's Rubble Everywhere**.

Situation Aspects usually last for a single scene, or until they no longer apply. **Disarmed** for example, would go away immediately, if the character in question was able to simply pick up another appropriate weapon.

§5.4.1.1

Removing Situation Aspects

Removing a Situation Aspect can generally be done in two ways.

First, the Situation Aspect automatically goes away whenever it is rendered irrelevant or nonsensical.

³ Milestones^{p128} are discussed later.

*Alouette's Onslaught knocks out a wall in the course of her attack, allowing air flow to resume and thus rendering **Cloud of Poison Gas** irrelevant. The cloud is therefore removed from the scene.*

Second, one can try to remove a Situation Aspect directly, usually using an Overcome action, or perhaps creating an competing Advantage that balances things out.

*No water is nearby to put out the **Burning Interior** of the building, but Lucette uses **Elemental** to Overcome the flames directly with ice.*

§5.4.2

Game Aspects

Game Aspects are the ones generated from the First Court. They're usually pretty vague, but they exist so that you can use them to make the themes the group has chosen come through in the mechanics. Game Aspects are permanent, but can be changed by the GM when the old ones are no longer valid.

§5.4.3

Consequence Aspects

Consequences are semi-permanent Aspects that are phrased in a negative way. They are attached to a character, and fill in a Consequence slot of a particular value. Usually, Consequences have a "type" as well, based on what sort of damage was taken.

Consequences last until they are completely recovered. The time it takes to recover a Consequence depends on the severity, and is listed in Time Units^{p126}.

§5.4.4

Boosts

Boosts are special, short-lived Aspects. Boosts often represent momentarily tipping the scales in your favor or side-effects of other actions.

In general, a Boost has one Free Invoke, and goes away after that Invoke is used. Boosts are very short-lived, and each one goes away as soon as you give up your first obvious chance to use it. They never last longer than a scene. Boosts don't always need to have names; they're so transient that sometimes it's easier just to leave them unnamed and keep playing.

A Boost cannot be Invoked against you the way other Aspects can. It is only available to its owner (usually the one who created it). The owner can permit someone else to make use of it.



§6 Arts of the Unbroken

Raymelie unrolls a well-worn leather instrument pouch as four imposing Draculean lords watch over the proceedings. She sighs.

“I do not know how my burden compares to others’, but it is a heavy one to me.”

I choke on my tongue trying to speak through a silken gag. It’s red, of course.

“Miss de Ardes, It is my dubious honor to be your torturer this evening. I sincerely hope you can withstand my abuse.”

She pauses to glance back at me, her eyes full of sadness and disappointment.

“But I rather doubt it.”

Skills—or “Arts” as they are called by many inhabitants—are astoundingly varied and extraordinarily flexible. There is almost no ability, talent, or proficiency in all the worlds that cannot be found in the World of the Forgotten.

Such Skills form the backbone of the day-to-day work of the Unbroken, and are even used by the Broken to escape pain or stave off their many hungers. Skills are used in

socialization, in deadly combat, and in professional work.

§6.1

The Four Groups

There are four main groups of Skills. Each one of these encompasses Skills in a particular type of situation. In addition to the Four Groups are the General Skills, which are broadly useful in many situations.

- ⊗ Arts Martial
- ⊗ Arts Subtle
- ⊗ Arts Social
- ⊗ Arts Professional

Certain combinations of the Four Groups can be used to provide thematic direction.

- ⊗ **Battle of Secrets:** Arts Martial + Arts Subtle
- ⊗ **Heroes of the New World:** Arts Martial + Arts Social
- ⊗ **The Longest War:** Arts Martial + Arts Professional
- ⊗ **Political Espionage:** Arts Subtle + Arts Social
- ⊗ **A Day in the Life:** Arts Professional + Arts Social

Note that the General Skills are not included in these groups as they are not as situation-specific as the Four Groups.

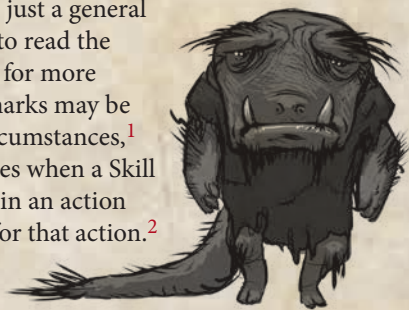


§6.2

Skill List

Skill	Group	Overcome	Create an Advantage	Attack	Defend	Initiative
Alchemy ^{p114}	Professional	✓	✓	✓		
Arcane ^{p88}	Martial	✓	✓	✓	✓	
Architecture ^{p115}	Professional	✓	✓			
Athletics ^{p99}	Subtle	✓	✓		✓	Physical Conflicts
Blood ^{p89}	Martial	✓	✓	✓	✓	
Brawl ^{p90}	Martial		✓	✓	✓	
Business ^{p106}	Social	✓	✓	✓	✓	
Contacts ^{p100}	Subtle	✓	✓		✓	Logistical Conflicts
Deceive ^{p108}	Social	✓	✓	✓	✓	
Design ^{p116}	Professional	✓	✓			
Elemental ^{p91}	Martial	✓	✓	✓	✓	
Empathy ^{p109}	Social	✓	✓		✓	Mental Conflicts
Exploration ^{p101}	Subtle	✓	✓			
Entertain ^{p110}	Social	✓	✓			
Ghost ^{p92}	Martial	✓	✓	✓	✓	
Investigate ^{p102}	Subtle	✓	✓			
Lore ^{p117}	Professional	✓	✓			
Medicine ^{p118}	Professional	✓	✓			
Melee ^{p93}	Martial		✓	✓	✓	
Necessities ^{p119}	Professional	✓	✓			
Notice ^{p103}	Subtle	✓	✓			Any Conflict
Onslaught ^{p94}	Martial	✓	✓	✓		
Physique ^{p84}	General	✓	✓		✓	
Precision ^{p95}	Martial		✓	✓	✓	
Provoke ^{p111}	Social	✓	✓	✓		
Ranged ^{p96}	Martial	✓	✓	✓		
Rapport ^{p112}	Social	✓	✓		✓	
Religion ^{p113}	Social	✓	✓	✓	✓	
Resources ^{p87}	General	✓	✓	✓	✓	
Savage ^{p97}	Martial	✓	✓	✓	✓	
Scavenging ^{p104}	Subtle	✓	✓			
Smithing ^{p120}	Professional	✓	✓			
Stealth ^{p105}	Subtle	✓	✓			
Strategy ^{p98}	Martial	✓	✓	✓	✓	Any Conflict
Tailoring ^{p121}	Professional		✓			
Tinkering ^{p122}	Professional	✓	✓			
Will ^{p86}	General	✓	✓		✓	

Note: This chart is just a general overview. Make sure to read the specific Skill sections for more information. Checkmarks may be limited to specific circumstances,¹ and there may be times when a Skill *without* a checkmark in an action can actually be used for that action.²



¹ Arcane can only be used for Attack actions in physical Conflicts.

² A bodybuilder might use Brawl for an Overcome Action while posing.

§6.3

Reading the Arts

Each of the various arts consists of similar pieces of information.

The description explains what the skill is about in general terms and its place in the ecosystem of arts. Each entry also describes a number of traits, sometimes both physical and mental, of those who use that particular art. Next are listed inhabitants of Oublette who are noted for their use of that art.

Next are four actions that describe how the Skill functions and what its limits and capabilities are. These are The Four Actions^{p131} and are further explained in Into the Fray^{p126}. Some arts will have a special section following this

that describes the extra mechanical effects of the Skill.

Finally, each art has a list of related Stunts, roughly organized into clusters. It is recommended that you write down the effects of the Stunt as well as the name (or at least summarize it) on your character sheet, so that you don't have to keep referring back to the book for how your Stunts work.

§6.4

How Good is My Skill?

The ratings for Skills range between +1 and +11, but keep in mind that these numbers account only for an average attempt at an action and do not include the various bonuses you might be able to get when you Invoke an Aspect^{p79}, use Boosts^{p81}, or various Stunts, all of which can contribute to a much more powerful overall roll. For more information, see Skill Rolls^{p129}. Examples of various difficulties can be found on the Passive Opposition Chart^{p230}, but we will list some general ability levels here and capability milestones.

- ⊗ +1: Able, hobbyist, amateur
- ⊗ +2: Skilled hobbyist, primary animal adaptation
- ⊗ +3: Skilled professional, powerful animal adaptation
- ⊗ +4: Highly skilled, expert-level professional
- ⊗ +5: Highest caliber of mortal human skill
- ⊗ +6: Power of a legendary hero or monster
- ⊗ +8: Infamous capability of mythological beings
- ⊗ +11: Apex ability of a powerful god

§6.5

Skills and Equipment

Fate is not concerned with the minutia of equipment tracking. **If you have a Skill, you are assumed to have the equipment and resources to use it.**

Sir Wilhelm Drake, Order of the Wyrm^{p341} has Melee +5. Despite the fact that his writeup does not include his weapons, we can presume from his Skills and Aspects that he probably carries a two-handed sword or other dragon-slaying weapon.

Occasionally, someone tries to take your weapons away. Usually this is handled by a **Disarmed** Advantage placed on you by your opponent, who often gains Free Invokes on it and may even offer you a **Compel** in exchange for not Attacking. Analogous situations can arise for many other Skills.

*A Sunless Omnibishop grows weary of Lucette's interference and saps her of energy, placing a **Low on Manna Advantage** on her.*

Items of great power are sometimes dealt with slightly differently. For sufficiently powerful objects, you may

choose to make a Character Aspect of it, so that you can use Fate Points to Invoke it. You may also use Stunts to outline special powers granted to you by unusually powerful equipment. See General Stunts^{p123} for ideas in this vein.

§6.6

General Skills

General Skills are widely applicable. They help describe the passive traits of a character, but can also be used actively to solve certain basic types of problems. General Skills also grant bonuses to Stress and Consequences, increasing a character's durability in different kinds of situations.

§6.6.1

Physique

I'm hurling scalding handfuls of necromantic energy at the Giant. Green flames crawl his skin and sickly light dances in the starved hollows of his frame. He's been chasing me for three days now, his pursuit tireless. I'm leveling everything I have on him and he simply wades through it. I've turned his body into its own funeral pyre and he's still coming.

Physique covers strength, endurance, and physical size. While strong humanoids may have good Physique, the highest echelons of this art are usually reserved for enormous creatures such as dragons, behemoths, and divine abominations.

Traits

Physique is perhaps the most clear of all Skills to see. Muscle power is clearly visible unless one is careful to use magics to conceal its presence, and there are few who do this. Mostly, the larger and stronger one looks, the more Physique they have, and vice versa. Low ratings may increase one's build slightly, or may leave one's appearance relatively unchanged. Moderate ratings are usually apparent as larger-than-usual size and a rippling musculature, unless the source of the strength is purely supernatural. High ratings of Physique manifest as humongous, often non-humanoid bodyplans.

Exemplars: Cistern Spider^{p377}, Henge Gigant^{p287}, Lyftwyrm^{p306}

Overcome: You can use Physique to Overcome any obstacles that require the application of brute force—most often to Overcome a Situation Aspect on a Zone—or any other physical impedance, like prison bars or locked gates. Of course, Physique is the classic Skill for wrestling matches and other contests of applied strength, as well as marathons or other endurance-based challenges.

Create an Advantage: Physique has a lot of potential for Advantages in physical Conflict, usually related to grappling and holding someone in place, making them **Pinned** or **Locked Down**. You might also use it as a way of discovering physical impairments possessed by the target—grappling the old mercenary tells you that he has a **Bum Leg** or **Vestigial Limbs**.

You can also use Physique to create **Grappled Advantages** on foes, preventing them from moving away from you, and potentially hampering their defenses.

Attack: Physique is not used to harm people directly—see the Arts Martial^{p88} for that.

Defend: You can use Physique to shrug off pain and endure damage simply because of your large size. You can also use it to provide active opposition to someone else's movement, provided you're in a small enough space that you can effectively use your body to block access. You might also interpose something heavy and brace it to stop someone from getting through.

Special: The Physique Skill gives you additional physical Stress^{p74} and Consequences^{p75}. These bonuses are cumulative.

Physique	Bonus
+1	bonus physical Stress box
+3	bonus physical Stress box
+6	Mild physical Consequence slot
+10	Moderate physical Consequence slot

you succeed with style, reduce the stress by 2 Shifts.

The Bloodless. Whenever you reduce incoming damage to zero using Armor, you can immediately make a Provoke roll Create an Advantage on the opponent Attacking you.

Musclebound. (2r) You get +1 to rolls dealing with your physical strength, including appropriate Attacks from the Arts Martial.

Giant Body. When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.

Enormous Form. (3r) The range of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

§6.6.1.1

Stunts

Deceptive Frame. Your body hides your strength well. Whenever anyone tries to determine your Aspects or Skills, your physical capabilities remain hidden, so long as your opponent hasn't already been made aware of them.

Supernatural Power. The discrepancy between your appearance and your ability is so vast that you can use it to your advantage. You can use Physique in place of Provoke for Actions based on fear or respect, so long as you can demonstrate your strength.

Endure Punishment. Your body is already used to punishment. You get +2 to Defend Actions with Physique.

Juggernaut. (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

Feels No Pain. (2r) When you fail a defense and are subject to physical damage, you can roll Physique against the original Attack roll. If you succeed, reduce the stress by 1 Shift. If



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Well-Ordered Humors. You gain 1 mild physical Consequence.

Exceptional Grit. (2r) You gain 1 physical Stress Box.

Durable Hide. (2r) You gain 1 physical Armor.

§6.6.2

Will

Absolution has spent most of her time here walking willingly to Vlad's table. When she arrives at his palace, he throws a feast for her. There are jugglers, storytellers, delicacies from every district and, at the end of it, he has her butchered for his larder. He thinks that because she keeps coming back that he has broken something inside of her.

He is wrong.

She is the strongest person I know.

Will represents a character's general level of mental fortitude, the same way that Physique represents one's physical fortitude.

Traits

Will rarely physically manifests in an overt way. When it is noticeable, it is usually seen as a **STERN, POWERFUL DETERMINATION**, or as a **STOIC AND UTTERLY UNFLAPPABLE** air. At low ratings, this is only apparent in stressful situations. At moderate ratings, it is often noticed when Will Stunts are employed. At high ratings, it can appear as an aura of command and control rarely found among others, which can be physically oppressive to those of lower Caste.

Exemplars: Absolution^{p239}, Primorph Nerva^{p324}, Tephra^{p351}

Overcome: You can use Will to pit yourself against obstacles that require mental effort. Puzzles and riddles can fall under this category, as well as any mentally absorbing task, like deciphering a code. Use Will when it's only a matter of time before you overcome the mental challenge, and Lore if it takes something more than brute mental force to get past it. Many of the obstacles that you go up against with Will might be made part of challenges, to reflect the effort involved.

Contests of Will might reflect particularly challenging games, like chess, or competing in a hard set of exams. Will is used to stand against torture and fear, both of which are in great supply in Oubliette.

Create an Advantage: You can use Will to place Aspects on yourself, representing a state of **Deep**

Concentration or Focus.

Attack: Will isn't really used for Attacks. Characters using psychic powers might take Stunts to allow them to make Attacks with Will, but this might fit better as an Art Martial.

Defend: Will is the main Skill you use to Defend against mental Attacks, such as those from Provoke, representing your control over your reactions.

Special: The Will Skill gives you additional mental Stress^{p74} boxes and Consequences^{p75}. These bonuses are cumulative.

Will	Bonus
+1	Bonus mental Stress ^{p74} box
+3	Bonus mental Stress box
+6	Mild mental Consequence slot
+10	Moderate mental Consequence slot

§6.6.2.1

Stunts

Absolutely Devoted. Select the object of your affections. It can be a person, place, or thing. You gain +2 to Defense and Create Advantage rolls when protecting it directly.

Berserk Retribution. If the object of your affection is harmed or severely threatened, you gain a Boost called **Snapped**.

Fury of a Patient Man. Whenever someone resists or ignores your attempts to bring a peaceful end to a situation, you gain a **Scorned** Boost. If it occurs again, add another free Invoke to the Boost.

Unflinching Resolve.

You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

Determinator. (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

The Last Dance. (3r) When all of one track of your Stress boxes are filled, you can delay Invokes and Compels on Consequences of that type until the next scene, when they all take effect at once.

Unshakable. When you set your mind to a specific task, it is almost impossible to tear you away from it. You



gain +2 to resist any Action that would disrupt your work.
Dissonant Serenity. Unperturbed by the chaos around you, you appear utterly calm in stressful situations. You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

Soothing Talisman. You gain 1 mild mental Consequence
Focused Mind. (2r) You gain 1 mental Stress Box.
Fortress of Will. (2r) You gain 1 mental Armor.

§6.6.3
Resources

There's a goblin on the corner that sells crepes. He says he's from a kingdom called Michigan, telling stories of its freezing climate and strange inhabitants while sweet batter sizzles on his arcane hotplate. He sells information too—piece by piece, allowing his customers to run tabs. Word is that when he finally cashes in, he'll be as rich as any merchant in Grandhall. Of course, he's the one that told me this, so I tipped him an extra piece of bent silver to square away the debt.

Resources describes a character's general level of material wealth³ in the game world and their ability to apply it. This does not always reflect cash on hand. Wealth can be complicated and nebulous in the Castle, and may reflect coins, valued items, favors from important parties, trading rights, political immunities, land ownership, slaves, blood, secrets, or stockpiled magic, so long as those things can be liquidated for a transaction. Payment is not always immediate, but—since everyone in the world below lives forever—all debts come due eventually.

Traits

Higher-than-usual ratings of Resources are often more noticeable at lower Castes, where Resources makes the difference between **STARVING TO DEATH AGAIN** and being **HEALTHY AND WELL FED**. Low ratings of Resources are usually enough to bring some comfort to characters. Moderate ratings bring comfort and entertainment, along with a measure of relaxation not found in others. High ratings of Resources often manifest in a character's own personal domain, as well as how they treat others and carry themselves.

Exemplars: Vlad^{p362}, Androgeria^{p241}

Overcome: You can use Resources to get yourself out of or past any situation where throwing money at the problem will help, such as committing bribery or acquiring rare and expensive things. Challenges or contests might involve auctions or bidding wars.

Create an Advantage: You might use Resources to grease the wheels and make people more **Friendly**, whether that represents an actual bribe or simply

buying drinks for people. You can also use Resources to declare that you have something you need on hand, or can quickly acquire it, which could give you an Advantage representing the object.

Attack: Resources is not used for direct Attacks. Reducing an organization or individual's Resources is usually done through the Arts Professional (to cut into profits) or the Arts Social (to manipulate deals and markets).

Defend: Resources is used to Defend against monetary and financial Attacks, such as those in logistical Conflicts.

Special: The Resources Skill gives you additional resource Stress^{p74} and Consequences^{p75}. These bonuses are cumulative.

Resources	Bonus
+1	Bonus resource Stress box
+3	Bonus resource Stress box
+6	Mild Resource Consequence slot
+10	Moderate resource Consequence slot

§6.6.3.1
Stunts

Flaunt Wealth. You can use Resources instead of Rapport on Overcome rolls in any situation where ostentatious displays of material wealth might aid your cause.



³ Some might find it strange to have a Skill for a character's wealth. Resources acts as an abstraction for actual monetary assets, so that you don't have to keep track of them individually.

Banquet of Kindness. Your generosity is well received. Whenever you use your Resources in a purely generous offering, you get +2 to your roll.

Buy Them Off. You can make a Resources Overcome roll to remove a temporary negative social Aspect between you and someone else.

Secret Cache. If you are deprived of your resources for some reason but still able to move freely, you can go fetch some things you prepared in advance. Twice per session, when your Resources are depleted or taken away, you can remove the offending Aspect.

Ever Prepared. Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

Vast Payroll. Almost everyone's on the take. You can use Resources in place of Contacts on Overcome rolls.

Generous Contribution. When you enhance a Contacts, Rapport, or Investigate roll with a bribe, you get +3 instead of +2.

Ear of the Influential. Your money has greased some important palms indeed. You can use Resources in place of Provoke when intimidating others.

Servants of the Elite. (3r) Twice per session you can call in reinforcements, as long as it is feasible for agents to arrive from outside the situation. This puts a **Servants of the Elite** Advantage into play with two free Invokes without taking up your Action.

Stoploss Plan. You gain 1 mild resource Consequence

Vaults and Coffers. (2r) You gain 1 resource Stress Box.

Hedge Funds. (2r) You gain 1 resource Armor.

necromancy, curses, wards and may other sorts of pure magic in their Attacks. Arcane is one of the most mystical and reality-warping arts available. Many users are seen as powerful sorcerers.

Traits

The effects of the Arts Arcane begin showing up in the first couple of ratings. At that point, characters start to show signs of arcane energy, often in the form of glowing cracks in the skin, brilliantly glowing eyes, and the **SECONDARY TELEKINETIC MOVEMENT** of nearby objects when agitated. At moderate ratings, characters usually exhibit glyphs over vast portions of their bodies and often choose to fly, float or hover instead of walk. At high ratings, Masters of the Arcane are surrounded with magical power, **ENSHROUDED IN SPELL ORBS, GLYPHS AND MAGICAL TEXTS.**

Exemplars: Magician^{p308}, Yul Dhar^{p367}

§6.7

Arts Martial

The Arts Martial are some of the flashiest, most overt, and most dangerous Skills available in Oubliette. They focus on physical Conflicts and allow users to Defend themselves against damage, lash out with brutal Attacks, and perform strange magics. The Arts Martial are inherently violent Skills.

§6.7.1

Arcane

It's childish, I know, but watching someone back down from a fight the moment I start chanting in Latin is one of the little joys of life in purgatory.

The Arts Arcane bring the truest sort of magic to combat. Wielders of the Arcane make use of telekinetics, illusions,



Overcome: Outside of combat, Arcane is used to produce magical spells of great utility. Overcome actions include the use of telekinesis, as well as the altering and shaping of necromantic energies, which can be used (albeit obliquely, and with difficulty) to make wounds less debilitating.

Create an Advantage: Arcane can be used to create magical effects that grant the user an Advantage, such as a **Temporary Illusion**, **Field of Telekinetic Force**, or **Ward Against Trespassing**.

Attack: Arcane has a range of 2 and can be used to make magical Attacks that physically damage targets from up to two Zones away.

Defend: Arcane can be used to Defend against almost any sort of physically-damaging Attack, from Elemental blasts to arrows, or falling rocks. The use of telekinesis makes it one of the most versatile defensive Arts Martial.

§6.7.1.1

Stunts

Terrorizing Spells.

Your magic is inherently horrific or dreadful. Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

Necrokineticist. The energy of life is but another tool at your disposal. You can spend a Fate Point to make an Attack with the Skill of any dead body or corpse in your Zone.

Summoner. (3r) Through portals and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

Warp Reality. (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

The Maker. (4r) The world bows to your merest desire. You get +1 to all Overcome and Create Advantage actions.

Combat Illusionist. The fireball is a distraction. The wall is a blade of force. You get +2 to Create Advantages using Arcane illusions.

Pragmatic Illusion. (2r) You're so used to covering yourself with phantasms that you do so reflexively. Once per session, you can declare that an enemy you've just Attacked

did not realize that the Attack originated with you.

Barrier of Force. You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

Telekinetic Flight. (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.

Fury of Light. Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury Boost** when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

§6.7.2

Blood

Trust me, you do not want to fight a Blood user—sangremancer, haemoturge, whatever he calls himself—head-on. His blood might be finite, and he might be able to wear himself out by flicking little red needles and swinging blood-forged blades at you, but the moment you're cut you become fuel for his Arts. Take him out immediately, or run.

Half necromancy, half frenzied revelry, the Blood Arts empower their wielder with awesome strength and speed by

drinking and feeding upon other creatures. Often associated with vampires and lycanthropes, the Blood Arts are also often used by brutal warriors, cannibals and monsters.

Traits

Unlike many other Arts Martial, the Blood Art manifests visually upon your skin and in your eyes as soon as you tap into its power. Your eyes fill with a crimson hue and veins become visible as your muscles pump with life. At low ratings, your body changes when you engage in combat. Your fingers might lengthen into claws or your teeth may grow instantaneously into fangs when necessary. These transformations become more and more extensive as you reach moderate ratings, resulting in brief but powerful mutations. Around the same time, you learn to control blood itself as a weapon, and are often awash in gore during combat. Masters of the Blood Arts are terrible to behold as their blood awakens into a mobile liquid muscle at their command. Strangely, at high ratings, users tend to look more and more comely as they use their powers to



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manipulate their bodies further.

Exemplars: Pain Leech^{p322}, Vlad^{p362}, Linthara^{p303}

Overcome: Blood is most often used to heal your own wounds, though the process usually requires partaking of the blood of another.

Create an Advantage: Low ratings of Blood can be used to create mental Advantages such as **Excited** or **Slavering Bloodthirst**, while higher ratings can be used to Create Advantages on your own physical body, such as **Supple Shape**.

You can also use Blood to create **Grappled** Advantages on foes, preventing them from moving away from you, and potentially hampering their defenses.

Attack: Blood is used to make supernatural physical Attacks against opponents in the same Zone. These Attacks often take the form of biting or clawing at lower ratings, while at higher ratings these simple tactics may be replaced by mystical control over your own blood, which you shape into weapons or lethal effects.

Defend: Blood can be used for limited forms of defense. It can Defend against physical Attacks where the damage comes from cutting, slicing, or piercing sources, magical or otherwise, but not blasts, beams, bludgeons, or other sources. It can also be used to Defend against fear and intimidation effects in social situations.

§6.7.2.1

Stunts

Messy Excitement. The first time someone is dealt physical damage in a scene, you gain an **Excited Boost**.

Drinking the Lifeblood. The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood Boost** every time you deal 2 or more Damage.

Adrenal Speed. You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

Fiendclaws. You gain +1 to Attacks using Blood in your Zone, and +1 to any grapple or climbing rolls.

Devour. Hungry doesn't begin to describe it. When you succeed with style on a Blood Attack, you can forgo the Boost in favor of clearing your lowest filled stress box.

Bloodspell. There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

Legendary Agility. You can use Blood in place of Athletics for Overcome rolls.

Morphing Body. You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

Fellblood. (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

§6.7.3

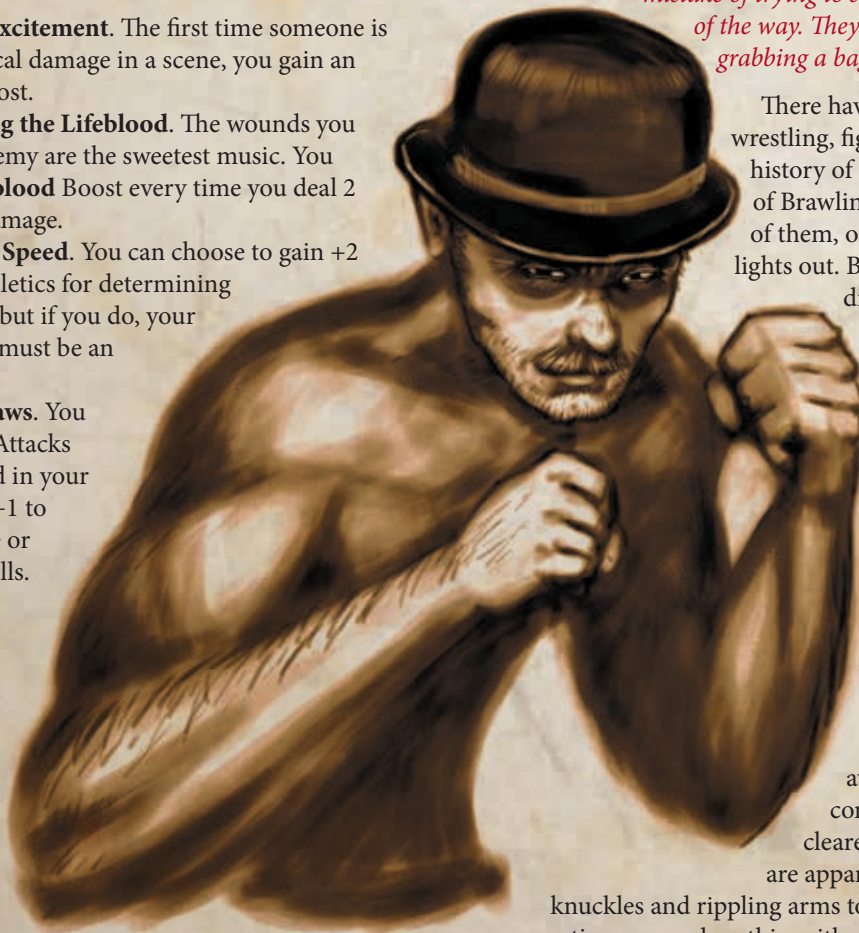
Brawl

Empty-handed the man sits, guarding the entrance to the apartment complex. He assures the Draculean soldiers that it is too early to be disturbing the residents there; that he understands their need to search the complex, but patience benefits all tasks. The soldiers are heavily armed, but two out of the five are already on the ground. They had made the mistake of trying to seize the man to drag him out of the way. They would have been better off grabbing a bag of snakes.

There have been many schools of wrestling, fighting, and grappling in the history of the World of Life. The Art of Brawling allows you to make use of them, or simply knock someone's lights out. Brawl is often found in thugs, drunkards, and criminal sorts, but is also deployed by knights, frontiersmen, athletes, and foreign martial artists. The particulars of the fighting style are up to the brawler.

Traits

As other races often have more unusual powers at their disposal, Brawl is a quintessentially human art. Even at low ratings, brawlers are noted for their powerful physiques and relaxed attitudes towards physical combat. At moderate ratings, clearer physical manifestations are apparent, ranging from scaled knuckles and rippling arms to feather-light agility. High ratings expand on this, with Attacks that cause shockwaves



and cast opponents far and wide, and defenses so tenacious that Masters can fight through even the most punishing onslaughts of blows.

Exemplars: Terje^{p351}, Chief Headstone^{p255}

Overcome: Since you don't really use Brawl outside of a conflict, it's not often used to Overcome obstacles. You might use it to display your fighting prowess in a demonstration, or to participate in some kind of regulated bout or sport fighting, which would allow you to use this Skill in a contest.

Create an Advantage: Brawlers specialize in keeping their opponents off balance. You can use Brawl to Create an Advantage on your opponent such as **Defending the Wrong Place** or **That Last One Knocked him Silly**.

You can also use Brawl to create **Grappled** Advantages on foes, preventing them from moving away from you, and potentially hampering their defenses.

Attack: Brawl is all about Attacking. You can use Brawl to Attack anyone in a Physical Conflict with you that is in your Zone. This is accomplished with some combination of fists, elbows, knees, kicks, chokes, grapples, and throws.

Defend: Brawl can be used to Defend against any physical, hand-to-hand Attacks, such as those from Savage, Brawl, or occasionally Onslaught.

§6.7.3.1

Stunts

Pins & Holds. Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.

Strangulate. If a character you are grappling has a **Grappled** Advantage that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke removed. The victim must use at least 1 Consequence to absorb this damage.

Crushing Fists. Your hands can crush stone and metal, never mind flesh or bone. You deal 2 extra Shifts of damage on Attacks against targets who have a **Grappled** Aspect.

Thrown Distraction. Your distractions are vicious and hard to avoid. Twice per session, when you succeed at Creating an Advantage on an opponent with Brawl, you can place a **Blinded** Boost on that opponent as well.

I'll Take That. Having your hands free means you can take what you want. You get +2 to create **Disarmed** Advantages on opponents, and any Overcome action requiring you to grab something.

Hard Counter. Your fighting style is not a soft path: you block a strike with a strike. When you succeed with style on a Defense with Brawl, you can exchange your Boost for a 2-Shift hit.

Hordebreaker. You're the sort of person who's right at home in a bar-room battle. You get +2 to Brawl Attacks when your Zone holds more than one enemy, usually by using them as weapons against each other.

Raging Titan. Numbers matter nothing to you.

Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.

People are Weapons Too. (2r) Often the most expeditious way to deal with a crowd is to throw someone at it. You deal 1 extra Shift on successful Attacks against Mobs, groups using Assistance, and groups of characters acting in the same Zone.

§6.7.4

Elemental

Blow, storm, and shake stone with your thunder.

Master of the powers of the classical four, wielders of the Elemental Arts use fire, wind, earth, and water to punish their foes. Highest mastery of Elements allows wielders access to lightning strokes and icy blades. The Elemental Arts are considered one of the flashiest styles of combat.

Traits

The distinct qualities of the Elements are very subtle at first, but grow with the power of the wielder. Initially, one might develop flowing hair or bronze skin. At moderate rating, changes will become more overt. You may notice extreme heat radiating from you, solid and durable patches of skin with a pebbly or scaly texture, a fog or mist around you, a constant windy aura, or more often, a combination of these. Once you've reached higher Levels, you may even be followed about by a constant storm of bad weather. At high rating, magical changes take place, often marking a character with runic symbols of the Elements, circular auras, or even the visual delineation of nearby ley lines. Masters of the Elements sometimes take on draconic appearances; scales, claws and the sort, for no understandable reason.

Exemplars: Ultraclasm^{p357}, Land Dragon^{p297}



Overcome: You can use Elemental to endure or Overcome any type of weather or environmental hazard, from freezing rain, to lightning storms, to poisonous clouds of gas.

Create an Advantage: You can use this skill to manipulate the local environment to your advantage, for example, to set things **On Fire**, create **Gusting Winds**, **Slick Ice**, or **Shifting Ground**.

Attack: Elemental has a range of 1. You can use it to make physically damaging, magical Attacks against targets within one Zone of you, or in your own Zone. Typically these Attacks are crush, pierce, cut, or burn.

Defend: Like Arcane, Elemental provides a highly-flexible form of defense that allows you to Defend against all forms of physical Attack. Whether this is due to a stony body, an aura of fire, wind pressure, ice crystals, or liquid agility depends on your favored element.

§6.7.4.1

Stunts

Aeromancer. You are a breath on the wind, impossible to capture. You get +2 to Overcome rolls with Elemental.

Wings of Fog and Cloud. (2r) Borne aloft by gusts, blasts, and roiling air, you gain the power of flight.

Petramancer. The stones call you friend, and they leap to your defense. You get +2 to Defense rolls with Elemental.

Blade of the Land. When you Attack, you can spend a Fate Point to make the very ground burst forth at your opponent. If the Attack succeeds, you deal 2 extra Shifts of Damage, and the target is pushed 2 Zones in a direction of your choice.

Aquamancer. As water flows, it can also guide. You get +2 to Create Advantages with Elemental.

Tidal Wave. (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.

Pyromancer. Some say even your personality is explosive. You get +2 to Attacks with Elemental.

Immolate. (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

Bad Weather. The weather is always bad around you, even inside. Twice per session, you can call on a **Bad Weather** Boost to interfere with those close to you.

§6.7.5

Ghost

There are surgeons in Cutting who work without tools. Who have no need for any more sophisticated imaging technology than their own fingers. It is said that they can reach inside your body and obliterate all the little things that are wrong with it. The Seers insist that this practice is dangerous, that it damages the soul, but it is hard to argue with the results of a woman who can sew you up from the inside, never needing to break the skin.

The whisper of the dark, the kiss of moonlight, these are the weapons of the master of the Ghost Arts. Practitioners can manipulate shadows and turn incorporeal. They prize the ability to kill silently and without being seen above all else.

Traits

Although the changes brought upon a being by mastery of the Ghost Arts are significant and noticeable, the beings themselves are rarely as overt. Paradoxically, the more startling the change in the body of a practitioner of this Art, the more subtle the being itself becomes. Low ratings are usually little more apparent than a paleness or duskiness of the skin. Moderate ratings grant wielders dangerous capabilities with their attacks, often causing parts of their weapons or bodies to become intangible or invisible briefly. High ratings unlock deeper control over the pale, razor-edged light of night and create shadows so deep they can be made solid. At these ratings, the only glimpses enemies ever get of the Master are wisps of pale smoke.

Exemplars: Mordred^{p314},
Night Dust^{p317}



Overcome: You can use Ghost to move through and past wards and other magical protections, in a way that is complementary to Stealth.

Create an Advantage: You can use Ghost to create magical stealth Aspects that can give you an advantage on normal Stealth rolls, for example **Momentary Etherealness** or **Smoky Shadow Form**.

Attack: Ghost is used to Attack adversaries with the accuracy and subtlety of an assassin. Ghost has a range of 1 Zone, and can therefore be used to Attack targets in your Zone or any Zone adjacent to yours.

Defend: You can use Ghost to Defend against Attacks in physical conflicts, so long as they are from physical sources (such as weapons and claws) rather than spells and effects. You can also use Ghost to evade or avoid magical sensing, telepathy, and scrying attempts.

§6.7.5.1

Stunts

Body of Gloom. Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

Murdersight. Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.

Tendrils of Night. Writhing darkness enshrouds you, stretching out for your enemies. You get +1 to your range with Ghost Attacks.

Ghost Soul. You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.

Secret Blade. You never appear armed without inspection. You have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

Ghost Blade. This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul** Advantage on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.

Moonwings. (2r) You soar through the night on lethally-sharp transparent wings and gain the power of flight.

Stolen Heart. (2r) You can phase through even living matter. When you succeed with style on an Attack against an opponent Defending by blocking or absorbing (such as Physique or Savage) rather than dodging or magic (such as Athletics or Arcane), your damage is increased by 4 Shifts.

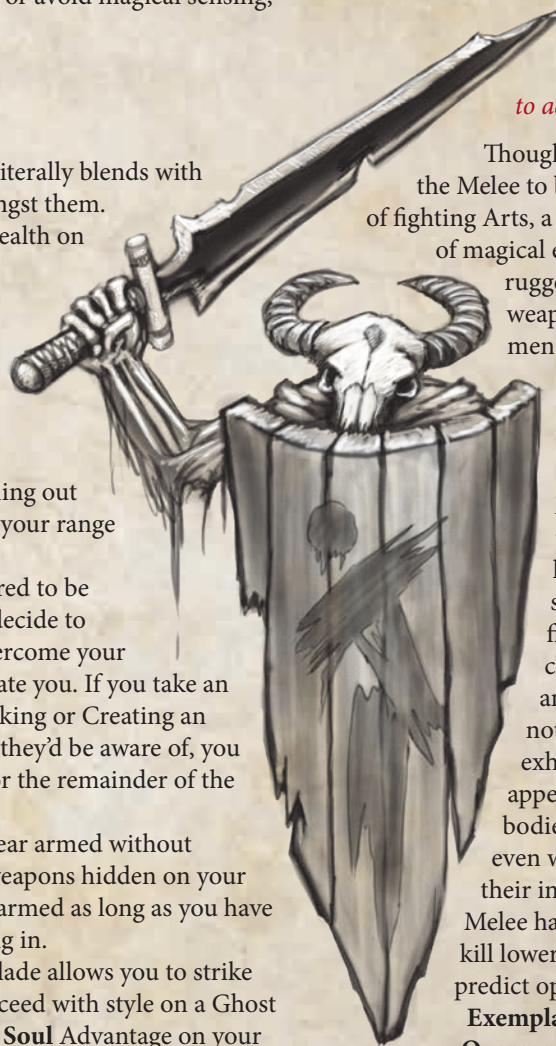
Incorporeality. Trying to hit your silvery, translucent body is like trying to strike mist. You gain +2 to Defense rolls with Ghost.

Vanishing into Mist. Whenever a character misses you in a physical Conflict, you can roll Ghost to Overcome their Notice. If you succeed, you gain a **Vanished** Boost.

§6.7.6

Melee

Refugees from the World of Life always seem to relax a little when they see this kind of violence being practiced here. There is something reassuring about watching someone swing a mace or a blade in a land of flash-stepping kinetic mages and reality-bending poets. Personally, I am quite comforted to know that someone has to get close to me in order to actually hurt me.



Though many people of Oubliette consider the Melee to be one of the most basic and mundane of fighting Arts, a quick blade is just as deadly as a blast of magical energy. Masters of melee combat are rugged combatants, fighting with any weapon available to them. Many fighting men in Oubliette were once knights and are skilled in this style of combat.

Traits

Though Melee is considered one of the most mundane of the Arts Martial, its wielders exhibit visual traits similar to the others. After the lower ratings, characters begin to show muscle growth and tone, high fitness, and incredibly fast reflexes. As characters approach moderate ratings, an effect called the Sword Aura becomes noticeable. Characters of this power also exhibit reflexes so fast that they almost appear to react instantaneously. Their bodies are so refined and perfected that even when relaxed, opponents can sense their immense fighting capability. Masters of Melee have Sword Auras powerful enough to kill lower Caste beings, and seem to be able to predict opponents' maneuvers before they occur.

Exemplars: Eunan^{p274}, Solar Love^{p343}

Overcome: Melee doesn't have much use outside of combat, except perhaps for displays of skill or prowess. Suitably powerful armsmen might attempt to use Melee to break down obstacles with their weapons.

Create an Advantage: You can use Melee for any number of special moves and dirty-fighting tricks, from kicking **Dust in Their Eyes** to rendering your opponent **Disarmed**. You can also use Melee to size up another opponent's skill with weapons, giving you information on their ability in the Arts of Melee, Precision, and Onslaught.

Attack: With Melee, you can make physical Attacks

against an opponent within the same Zone as you. Melee Attacks range from simple sword strikes at lower ratings to beams of cutting energy at high ratings.

Defend: Melee can be used to Defend against other weapon-based skills, including Onslaught, Precision, and Melee itself. It cannot be used to Defend against Attacks that have no physical component, such as flame, gas, light, or electricity.

§6.7.6.1

Stunts

Swordplay. You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

Combination Attack. (2r) Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.

Vanquish Combo. (2r) When you succeed with style on a Melee Attack, you can reduce the damage of the Attack by 1. If you do, the opponent must absorb an extra 1-Shift hit. Armor does not apply to this extra hit.

Mighty Strikes. You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

Cutting the Earth. Once per scene, you can slam your weapon into the ground to create a shockwave of stone and earth. This Attack can affect any three targets within 1 Zone of your own.

Thunderous Stroke. Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

Cutting the Air. You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.

Combat Focus. When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

Noble Endurance. You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

The Sword of Myth. You deflect light, whirl away acid mist, and cut down arrows of flame. You can use Melee to Defend against any kind of Attack that would deal physical damage, including things that would seem impossible to others. In addition, you gain +1 to all Defend rolls with Melee.

§6.7.7

Onslaught

Not everyone needs finesse. When your missed swings can demolish buildings and the shockwaves from each strike tremble the earth, you need not concern yourself with trivialities like where your target actually is.

Similar to melee, the Art of Onslaught takes a fighter in close against his or her enemy, but where Melee relies on accuracy, judgment, and tactics, this Art focuses solely on hacking and cutting the opponent into a heap. Onslaught is a brutal Art used often by warlords, barbarians, and all manner of monsters.

Traits

Even the first steps into Onslaught often show up on people. They tend to be marked by unusually powerful muscles and thick, tough skin. As characters attain moderate ratings, they often exhibit scars and wounds that tell the tale of their survival. Some even scar themselves to prove their



durability. Characters with high ratings are often awash in gore but rarely if ever bother to clean it all off. Often times, wielders of the Art of Onslaught hang gruesome trophies such as skulls, bones, or weapons from their armor, which can grow to an almost monger-like state as they reach upper ratings.

Exemplars: Dungeon Vile^{p266}, Armageddon^{p245}, Unchivalry^{p357}

Overcome: You can use Onslaught to ram or bowl through physical obstacles and barriers.

Create an Advantage: You can use Onslaught to knock others around. You can create Advantages on others such as **Stunned** or **Off Balance**.

Attack: Onslaught allows you to make heavy-handed physical Attacks against opponents in your Zone, often demolishing all in your way.

Defend: In some cases, Onslaught can be used for defense rolls. If an Attacker is of a lower Caste than you, you can Defend against that Attack with Onslaught. You can also Defend against Attacks from inanimate objects (such as traps) with Onslaught, but this doesn't enable you to disarm or manipulate them, only endure.

§6.7.7.1

Stunts

Axework. Once per scene, you can acquire a **Momentum Boost** after Attacking in two consecutive Exchanges.

Maiming Wound.

Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

Demolisher. (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation Boost**. You cannot have more than one **Violent Detonation Boost** at a time.

Execution. Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.

Barbarism. You gain +2 to Create Advantages dealing with dirty fighting and improvised weapons.

Hatred. If you succeed with style to Create an Advantage, you gain a **Hatred Boost** as well.

Brute. (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

Heedless of Carnage. Once per scene, when you hit a foe and take them out, you can make another Attack against

an opponent in your Zone.

Sky Battle. Your mighty legs propel you skyward, and your powerful fingers attach you to flying adversaries. As long as you continue to Attack an opponent, you can move with them whenever they move, even if they fly up into the air. You drop to the ground if you stop Attacking or the opponent is Taken Out.

§6.7.8

Precision

There are preens on the duel circuit that can cut the straps from your armor in a single pass. Some can thread the point of an epee through the slightest flaw in several layers of plate, and others refuse to fight any opponent that has not been declared completely impervious by an independent panel of blacksmiths and Seers. The strangest of the lot are preens that re-tailor their opponents' outfits on the fly, using a variety of hooked and straight blades, battle-scissors, and several spools of colored thread attached to their belts.



The opposite number of the Art of Onslaught, the Art of Precision focuses on melee and short range attacks at vital points. Precision attacks are often targeted against specific organs, weak points, and openings in the armor. Wielders of the Precision Arts are often very calculated in battle, calmly watching and waiting for the perfect opportunity for a killing blow.

Traits

Practitioners of this Art change, but only subtly. The first signs show up early, as a keen eye and an unyielding heart. Even weak Precision practitioners are almost impossible to scare or surprise. Calm regard turns to a piercing stare that cuts through others' lies at middle ratings. In the highest ratings, wielders of this Art exhibit a noticeable field of deflective force, as though they were capable of warding away the blow with pure willpower.

Exemplars: Aege^{p240}, The Goblin King^{p353}

Overcome: Situations where Precision, specifically, can be used to Overcome an obstacle are rare, but do sometimes occur. You might use Precision to cut a rope, strike a device or structure's weak point, or otherwise surgically impact your environment. You can also use Precision to execute impressive flourishes with your weapons.

Create an Advantage: Precision can be used to **Disarm**

§6 Arts of the Unbroken

an opponent of their weapon with a quick flourish or cut an opponent's clothes or gear from them. It can also be used to Create Advantages such as **Focused** on yourself.

Attack: Precision Attacks are usually made with knives or swords, such as a stiletto or rapier. Attacks are aimed at weak points in armor or vulnerable bits of anatomy. The surgical precision is such that a seemingly-small wound can bleed profusely and rapidly be fatal.

Defend: There is a popular perception that Precision is purely offensive, but this is false. The same attention and agility employed in Precision Attacks can also be used to dodge and evade blows, often by a hair's breadth. Precision can only be used for defense if you are able to move.

§6.7.8.1

Stunts

Fencing. You gain +2 to Defend with Precision against foes who are armed with weapons.

Bloodletting. Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.

Mortal Wound. (2r) Once per scene, you can make an Attack that strikes whatever passes for the heart of the target. For that one Attack, the physical Armor of the target does not apply against your Attack.

Probe the Defenses. By studying the body and how it works, you have learned where the most vital parts are.

When you succeed with style to Create an Advantage on a foe with Precision, you deal 1 Shift of damage.

Killing Skewer. Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

Calm Heart. You can use Precision to oppose fear and intimidation effects, including the creation of Advantages.

Climbing the Beast. Your tenacity and agility allows you to perch on precipices, ride aerial enemies, and leap between buildings. You can move into any adjacent Zone that contains either an enemy or structure. You can use this Stunt to move into Flight Zones^{p139}, but will fall if at any point there is neither a structure nor enemy for you to cling to.

Mirage Shimmer. If you succeed with style on a Precision defense, you can choose to inflict a 2-Shift hit rather than take a Boost.

§6.7.9

Ranged

Although they are a rare sort, there are a few in the Castle that breed their own projectiles. Swarms of semi-domesticated Bladebirds, parasentient shards of ice, animated needles of folded paper, and other oddities follow their masters like kits after a fox. In combat, these little weapons are all too happy to serve, completing their own personal lifecycles with a burial in their opponent's flesh.

Preferring to attack from a safe distance, wielders of the Arts of Ranged combat utilize bows, crossbows, daggers, and other weapons to kill without endangering themselves. They often carry veritable arsenals of ammunition for different situations, and the masters of this Art are said to be able to attack from miles away.

Traits

Like the Art of Melee, few realize the depth of power that the Ranged Arts contain. It is easy in some cases to spot a wielder of this art, even early on, as the first stage involves the keeping of ammunition by the dozens or hundreds on their person. Others attempt to conceal their ammunition. By the middle ratings, practitioners are followed about by hosts of projectiles. Those who reach the highest ratings are likely to have great magic circles about them for the purpose of summoning clouds of magical weapons.

Exemplars: Hate^{p285}, Malenox^{p310}

Overcome: You can use Ranged to hit inanimate objects

at a distance, such as ropes, locks, or latches. You can also actively oppose the movements of those you can hit by pinning them down with arrows.

Create an Advantage: Ranged can be used to render opponents **Distracted** or **Unbalanced**.

Attack: The Ranged Skill has a range of 2 Zones; you can Attack an opponent who is up to two Zones away from you with it. Ranged Attacks usually come in the form of arrows, thrown spears, daggers, bullets, beams, or stones.

Defend: Ranged is not used for defense. Using Ranged to provide cover fire would be treated as Creating an Advantage.

§6.7.9.1

Stunts

Keep the Distance.

You're always on the move. Twice per scene, when an enemy moves into your Zone, you can back out of it into another as a free action.

Defensive Shot.

You like to pin your opponents in place with your ammunition. You get +2 to Ranged rolls to Create an Advantage with a defensive purpose.

Mobility.

You maneuver nimbly through the clutter without noticing. Advantages, Aspects, or Boosts related to cluttered environments, uneven surfaces, or rough terrain cannot be Invoked against you.

Sky Arrows. As long as you can see your target, you can hit it. Your Ranged Attacks gain +2 Zones of range.

Predator Eyes. You gain +2 to Ranged rolls to Create an Advantage when identifying weaknesses or aiming at your target.

Leading Shot. Moving around does little to deter your Attacks. You get +2 to Ranged Attacks when your target Defends with Athletics.

Volley. Once per scene, you can fire a volley. You make a single Attack roll with Ranged against a specific Zone, and all creatures in that Zone must roll defense against your Attack.

Death Swarm. Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies. Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin** Boost on them.

Hellbirds. Each of these sleek black weapons has a mind of its own and a desire to strike a target. If you miss a target, you can place a **Hellbirds** Boost in that target's Zone.

§6.7.10

Savage

When all you have is four-inch-long teeth, vicious hooked claws, skin like a shark, and dozens of wiry limbs, every problem starts to look like an exposed throat.

Ripping and tearing with talons and fangs, wielders of the Savage Arts dive headlong into combat, using only their bodies to inflict massive wounds on their opponents. Savage combatants often appear to be out of control, attacking indiscriminately and without provocation.

Traits

The Savage Arts are always quite recognizable, even from the very first forays into this brutal darkness. This

Art emphasizes

concrete, visible changes to the body more than subtle mystical

powers. Even with

the first step, you are uncontrollable whenever combat erupts. Your body grows more and more feral as you progress to the

moderate ratings, growing natural weapons as well as a durable hide. Once you've adapted to your new form, you begin to harness your own chaotic power into ever more dangerous forms.

Many sprout wings of various sorts beginning

at higher ratings, allowing them to keep up with the dangers and prey of the sky. The final ratings are times of tremendous power as you learn to unleash your most feared and destructive form. By the end, you rarely look anything like you once did.

Exemplars: Slag^{p342}, Roosting Drake^{p335}

Overcome: Savage can be used to Overcome challenges based on endurance and pain tolerance, for example rushing through spike traps or clinging to walls for extended periods.

Create an Advantage: Savage is rarely used to Create Advantages; usually its practitioners are too bloodthirsty to spend much time strategizing.

Nevertheless, you can use Savage to create **Grappled**, **Wrestling**, and **Held** Advantages on foes, preventing them from moving away from you, and potentially hampering their defenses.

Attack: You can make Savage Attacks with your natural weapons. For most, this means claw, tooth, and nail. For others it may mean a hooked tail, battering horns, sharp quills, acidic blood, or something even stranger.

Defend: Savage can be used to Defend against physical, non-magical Attacks, such as those from weapons or claws.



§6.7.10.1

Stunts

Frenzy. The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

Vicious Grapple. You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

Claw Brood. Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

Fang Brood. Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

Fellbrood. You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

Scale Brood. (2r) You have grown thick, hard scales that protect you from harm. You gain 1 physical stress box.

Monstrosity. (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

Wing Brood. (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.

Final Form. (2r) Once per session, you can transform into a substantially more dangerous and terrifying creature. You roll Savage to Overcome the pain of your shifting body against +4. For each Shift of success, you replace an Aspect with a new one with a free Invoke. At the end of the scene,

you revert to your original form, with all your old Aspects as they were.

Adaptation. Creatures in Oubliette are notoriously adaptable, and you're the most flexible of the lot. Twice per session, you can take a Boost for Stealth, Athletics, Notice, or Scavenge.

§6.7.11

Strategy

An old woman in a Spearfield park tried to teach me chaturanga once. Within minutes, she was chasing my ivory pieces around the ashtapanda, mopping up pawns and chariots as my army imploded. When my face fell at the loss, she grabbed my shoulder with iron fingers and said "your disappointment is short-sighted. It does not become you." I must have looked puzzled, because she continued. "There is valuable information in every defeat. Treat each loss as a skirmish, and use them to inform the broader game."

Strategy is the Art of game theory, tactics, and leadership. It allows one to outwit and outmaneuver their opponents, find and utilize force multipliers, and succeed even when the circumstances appear to be stacked against the strategist.

Traits

As with many cerebral arts, Strategy does not cause extreme physical changes. Most of the time its effects are limited to changes in the personality of the character in question. As skill in the art of Strategy rises, characters tend to be more wily, cunning, and difficult. Moderate ratings of Strategy induce a certain preparedness and adaptability that is not often found in others. High ratings manifest as an aura of calm control over any situation the character is presented with. It is unlikely that the Master of Strategy



is ever without a plan.

Exemplars: Sunless Highstar Lord Pthoch^{p346}, Beryse Ebrellieres^{p249}

Overcome: Strategy is often used to manipulate the situation, so that you can avoid the enemy's strengths and rely on your own. You can use Strategy to Overcome any complex obstacle. You can't use Strategy to jump over a pit, but you might be able to use Strategy to find away around it. However, sometimes the strategic solution to a problem lies outside your allotted time to solve it.

Create an Advantage: You can use Strategy to Create Advantages on the situation. This is the art's most flexible area of power, allowing you to uncover nearly any sort of Advantage and make use of it. This extends into all forms of Conflict, and can be used to disadvantage your opponents before Conflict begins.

Attack: You can use Strategy to make Attacks in Logistical Conflicts, but not in any other type of Conflict.

Defend: You can use Strategy to Defend against Attacks in Logistical Conflicts, but not in any other type of Conflict.

Special: Strategy can be used for Initiative Rolls in any Conflict. The better your Strategy, the less likely anyone is to take you by surprise.

§6.7.11.1

Stunts

Tactician. You get +2 to Initiative with Strategy in physical and logistical Conflicts.

Move and Shoot Tactics. (2r) You are used to using cover, keeping moving, and flanking your opponents. You can use Strategy to Defend in physical Conflicts.

The Roving Horde Never Stops. (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.

Game Theorist. Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.

War Room. (2r) A true warmaster uses every advantage an enemy gives them. You get 2 free Invokes on the Aspects of enemies you've scouted or faced this session.

Leadership. Barking orders and belting out speeches are second nature to you. You get +2 to Strategy rolls to Create Advantage rolls on a group of soldiers or allies under your control.

Inspire the Masses. (2r) You are the beacon that people follow. When you inspire greatness in your subordinates with a Create Advantage roll, each individual in the group receives a free Invoke.

Voice of Command. When troops under your control are confronted with attempts to sway their loyalty or opportunities to break orders, they get a **Loyalty** Boost to Overcome the temptation.

The Words of my Lord. (2r) Your words echo in the hearts and minds of the soldiers you command, giving them unmatched strength of character. Whenever someone

attempts to seduce, deceive, or coerce one of your troops, you can roll your own opposition against that action for the soldier.

§6.8

Arts Subtle

The Arts Subtle allow users to evade suspicion, avoid capture, pursue targets, and find things. Many of these arts are designed to either keep you out of trouble, or catch people trying to do the same. They are frequently used in espionage.

§6.8.1

Athletics

The slate roofs are slick underfoot. I pelt down them, skidding in the pounding rain. My hair is sodden. My cloak is a mess, but behind me are the goblins, their claw-clatter drowned out by the thunder, and their grip on the rain-swimming stone is perfect.

The Art of Athletics is focused on speed, strength, and mobility. It allows characters to move quickly through areas, escape danger, and perform feats of physical prowess. Athletics is popular amongst imposing monsters as well as powerful characters. Ferocious beasts and fell creatures often use Athletics to pursue their unfortunate targets, while prey use Athletics to escape.

Traits

Even those with low ratings in Athletics appear more lithe and agile than those who have none at all. Experienced athletes are toned and muscled, and are often quite attractive. At higher ratings, athletes are so graceful that they seem to float along, ignoring gravity. Masters of Athletics can maneuver playfully through their environments, clambering up sheer walls and hanging



impossibly from ceilings.

Exemplars: Nyctonymph^{p320}, Unchivalry^{p357}

Overcome: Athletics allows you to Overcome any obstacle that requires physical movement—jumping, running, climbing, swimming, etc. You use Overcome actions with Athletics to move between Zones in a Conflict if there's a Situation Aspect, obstacle, or active opposition in your way. You also roll Athletics to chase or race in any contests or challenges that rely on these types of activities.

Create an Advantage: When you're Creating an Advantage with Athletics, you're jumping to high ground, running faster than the opponent can keep up with, or performing dazzling acrobatic maneuvers in order to confound your foes.

Attack: You can't Attack with Athletics.

Defend: Athletics is a catch-all skill to roll for Defense in a physical conflict, against close-quarters and ranged Attacks. You can also use it to Defend against characters trying to move past you, if you're in a position to physically interfere with whoever is making the attempt.

Special: Athletics can be used for Initiative Rolls in Physical Conflicts^{p135}.

§6.8.1.1

Stunts

Escape Artist. You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

Sparrow's Evasion. You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.

Riposte. You are particularly adept at Defending yourself. When you succeed with style on an Athletics roll to Defend, you can replace the Boost you gain with a 2-Shift hit.

Tumbling Cat. +2 to Overcome Actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Acrobatic Agility. You can fight from precarious positions just as easily as anywhere else. Situational Aspects of this type cannot be used against you.

Sky Tribe. (2r) You live an aerial life. You can leap, bound, swing, and flip through the air as effectively as birds soar. You gain the power of flight.

Hide and Seek. You are skilled at moving rapidly across open ground and ducking behind cover just in time. You get +2 to Athletics to Defend against Attacks originating from 1 Zone away or more.

Sticky Defender. Foes find it difficult to get past you. You get +2 to Athletics when you attempt to block movement or prevent passage.

No You Don't. Keen senses and finely tuned reactions make you a valuable person to have around. You get +2 to Athletics rolls to protect or Defend others.

§6.8.2

Contacts

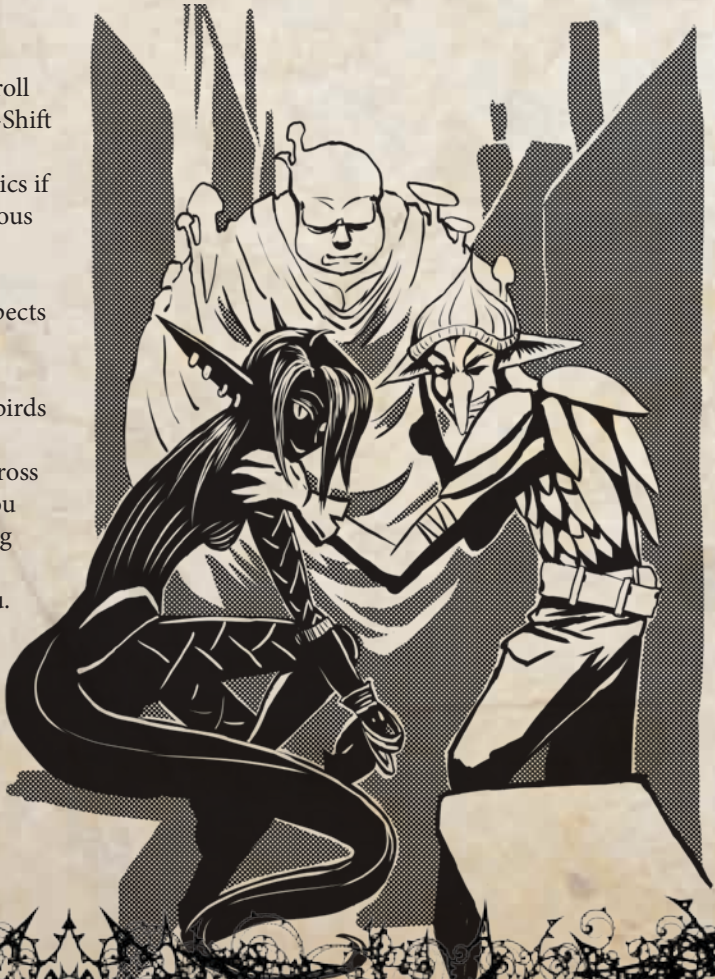
There's an avenue in Grandhall where the street is carved with the worn shapes of animal faces. If you stoop down in the traffic and put your ear to the stone, they'll whisper to you. They know few good secrets but, when you want to know if someone passed this way, and you can describe how they look from the pavement up, the faces will give you the direction, speed, and time of day down to the minute.

There is nothing else to entertain them but the bodies that pass overhead.

Contacts is the art of knowing people and making connections. There are many forms of communications in Oubliette, and Contacts is one of the primary skills for using them.

Traits

Contacts does not manifest itself physically, so much as in the relationships one has with others. Those with low ratings often know someone they can talk to. Those with moderate ratings, are usually the center of their own web of connections and have a wide enough web that they probably have someone who can at least tell them about something important that's going on. Higher ratings mean the character is often attended by their own retinue, and likely commands some form of mob, horde, militia, or department.



Exemplars: Vlad^{p362}, Chamberlain Gilt^{p254}

Overcome: You use Contacts to Overcome any obstacle related to finding someone you need to find. Whether that's old-fashioned "man on the street" type of work, polling your information network, or searching archives, you're able to hunt down people or somehow get access to them.

Create an Advantage: Contacts allows you to know who the perfect person to talk to is for anything you might need, or to decide that you know the perfect person already. It's likely that you'll create story details with this skill, represented by Aspects.

You can also Create an Advantage that represents what the word on the street is about a particular individual, object, or location, based on what your contacts tell you. These Aspects almost always deal with reputation more than fact, such as **Known as a Mean Guy** or **Notorious Swindler**. Whether that person lives up to their reputation is anybody's guess, though that doesn't invalidate the Aspect—people often have misleading reputations that complicate their lives.

Contacts could also be used to create Aspects that represent using your information network to plant or acquire information.

Attack: Contacts is not used for Attacks.

Defend: Contacts can be used to Defend against people creating social Advantages against you, provided your information network can be brought to bear in the situation. You might also use it to quash rumors or subvert misinformation about you.

Special: Contacts can be used for Initiative Rolls in Logistical Conflicts^{p136}.

§6.8.2.1

Stunts

Rumormonger. +2 to Create an Advantage when you plant vicious rumors about someone else.

Burn Their Bridges for Them. Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.

Ear to the Ground. Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.

Someone Just as Good. Your network of contacts includes a lot of cut-rate type folks. Twice per session, when you tie or fail a Contacts, you can choose to succeed instead. Put a **Shoddy Job** Situation Aspect into play on whatever they helped with.

The Perfect Person for That. When you Create an Advantage with Contacts to find someone with a particular trait or Skill, on a success, you create a second Advantage at the same time for that character with one free Invoke.

Yes, I Know. You're the type to have people whispering

into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.

Weight of Reputation. You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

Speak Not the Name. You can roll Contacts to spy on anyone who speaks your name in the presence of your network.

Me and This Army. Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

§6.8.3

Exploration

You can find them sometimes on the edges of Fellmoor: parties of bravos psyching themselves up, convincing each other that this time will be the one. That Eden's apples will at last be theirs.

A little ways away, the foliage is littered with bones.

They don't typically make it very far in.

Exploration is the art of navigating through, discovering, and searching of an area with the purpose of uncovering previously unknown information or resources. It allows you to find a route through areas and discover new regions.

Traits

Explorers, particularly professional ones, tend to be rough-and-tumble customers capable in many methods of movement through a space. Well-trained explorers often have ropes, cables, hooks, and clothes that make it easier for them to traverse areas, while those of higher ratings often eschew such equipment in favor of powerful physical abilities. The very best Explorers in Oubliette are impossibly flexible, impressively persistent, and dangerously clever.

Exemplars: Raeldric, Archaeologist^{p329}, The Goblin King^{p353}

Overcome: Exploration is used to Overcome physical obstacles. It can be used in more abstract situations as well, to navigate new or difficult routes. Exploration can also be used to Overcome environmental challenges presented by the situation, such as **Slippery Stones** or **Steep Cliffs**.

Create an Advantage: You can use Exploration to Create or discover Advantages on the scene by uncovering or pointing out features of the environment, such as **Sliding Panels** or **Trap Doors**.

Attack: You do not use Exploration to Attack, but you might Create Advantages with it that can assist with Attacks using other Skills.

Defend: You do not use Exploration to Defend.



§6.8.3.1

Stunts

Trap Breaker. Machines are surprisingly fragile things. You get +2 to defuse, break, or halt mechanical traps.

Bypass Dangers. Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.

Never Lost. You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.

Perfect Navigation. You don't need a map to navigate to a place you've never been to before, only a rough description of the location. You gain +2 on Overcome actions with Exploration.

Safe Spot. Even in the heart of enemy territory, you know where to hide. You get +2 to Create Advantages pertaining to finding or making a safe place to rest.

Pathways Everywhere. Oubliette is full of invisible halls, Ames rooms, and other optical illusions. Most people don't see them for what they are, but you do. You get +2 to rolls for getting out of, through, or past an area in Oubliette.

Souvenirs From Afar. You gain +2 to Create an Advantage with Exploration when something from your travels might come in handy.

Detailed Studies. You get +2 on Exploration rolls on places you've already visited, and can make Exploration rolls on places you've visited in the past without being there to make the roll.

Be Careful with That. You get +2 to rolls to identify and handle ancient relics, dangerous objects, or other items of great power.

Culture Survey. Your experience with all the different types of places, locales, and structures of Oubliette gives you +2 to Create an Advantage with Exploration.

§6.8.4

Investigate

I met a man in Toehold who did nothing with his days but walk the city, tapping on bricks and listening to walls. He was not mad, he explained cheerfully, and in fact he was compensated quite well for his time. I eventually verified his story with the Guild, who assured me that he was what they called an Alcove Prospector. The market on secret passageways was booming, and they often went undiscovered in cities because no one bothered to check.

Investigate is the Skill you use to find things out. It's a counterpart to Notice—whereas Notice revolves around situational alertness and surface observation, Investigate revolves around concentrated effort and in-depth scrutiny.

Traits

Low-rating investigators may seem nosy or suspicious of things. At moderate ratings, they are somewhat less neurotic, but more able to notice the minuscule details that evaded them at lower ratings. At high ratings, investigators seem supernaturally aware, sometimes to the point of appearing to have extrasensory perception. Masters of Investigate actually do.

Exemplars: Astromancer^{p246}, Beryse Ebrellieres^{p249}

Overcome: Investigate obstacles are all about information that's hard to uncover for some reason. Analyzing a crime scene for clues, searching a cluttered room for the item you need, even poring over a musty old



come to try and find the passage that makes everything make sense.

Racing against the clock to collect evidence before the Draculeans show up or the divines level the block is an appropriate way to use Investigate in a challenge.

Create an Advantage: Investigate is probably one of the most versatile skills you can use to Create an Advantage. Consider the following as just a few of the possibilities for using Investigate: eavesdropping on a conversation, looking for clues at a crime scene, examining ledgers, verifying the truth of a piece of information, conducting surveillance, and researching a cover story.

Attack: Investigate is not used for Attacks.

Defend: Investigate is not used for Defense.

§6.8.4.1

Stunts

Misses Nothing.

When people move through an area, clues are left, and more are left when they do something unusual. You simply pick up on them. You gain +2 to Investigate rolls to search a space for physical clues.

Skilled Tracker.

Nobody chases down leads like you. You gain +2 to track creatures.

Deductive Reasoning.

You get +2 to Investigate rolls to reconstruct a chain of events, so long as you have evidence of the outcome.

Expert Logician. You are a master at extrapolating from the smallest details. When you succeed with style on an Investigate roll, you can take an extra Boost.

People are an Open Book. You can use Investigate instead of Empathy to Defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

Always a Step Ahead. You get +2 to Create Advantages that predict your target's next move.

Must be Telepathic. Twice per session, you can take a Boost representing your **Anticipation** of your subject's movement. This can only be used on a subject you've already investigated.

Make Them Talk. You're an expert at exerting pressure

through the use of almost-revealed secrets and subtle threats. You can use Investigate in place of Provoke when dealing with someone you've already interviewed or know a little about.

In Vino Veritas. You have a number of tricks for getting details out of someone. You get +2 to Investigate rolls when interacting with those who aren't actively suspicious of you.

§6.8.5

Notice

It's the glint of silver that alerts me. Instantly my power flares, and I'm throwing Howler against the wall before the woman in the cloak can stab him.

He isn't expecting this. Neither am I, and I've put a hair too much force into the Arcane shove. The stonework shudders with the impact, but Howler's back on his feet in an instant—all four of them, as he drops into a leaner, more predatory shape.

The hackles on the back of my neck lift and I turn in time to see the second Sancti assassin dropping on me from above.

The Notice skill involves just that—noticing things. It's a counterpart to Investigate, representing a character's overall perception, ability to pick out details at a glance, and other powers of observation. Usually, when you use Notice, it's very quick compared to Investigate, so the kinds of details you get from it are

more superficial, but you also don't have to expend as much effort to find them.

Traits

Having some ability in Notice doesn't automatically manifest visibly. Moderate levels are often associated with noticeably superior senses; long snouts, wide eyes, or enlarged ears. The highest ratings of Notice often combine these physical features with a sort of sixth sense for danger. Masters of Notice are sometimes seen to evade attacks simply by knowing where they will be and avoiding them in advance.

Exemplars: Heathen Star^{p286}, Essence of Sun^{p273}



Overcome: You don't really use Notice to overcome obstacles too often, but when you do it's used in a reactive way: noticing something in a scene, hearing a faint sound, spotting the concealed weapon beneath someone's rags.⁴

Create an Advantage: You use Notice to Create Aspects based on direct observation—looking over a room for details that stand out, finding an escape route in a debris-filled building, noticing someone sticking out in a crowd, etc. When you're watching people, Notice can tell you what's going on with them externally; for internal changes, see Empathy^{p109}. You might also use Notice to declare that your character spots something you can use to your advantage in a situation, such as a **Convenient Escape Route** when you're trying to get out of a building, or a **Subtle Weakness** in the enemy's line of defense.

Attack: Notice is not used for Attacks.

Defend: You can use Notice to Defend against any uses of Stealth to get the drop on you or ambush you, or to discover that you're being observed.

Special: Notice can be used for Initiative Rolls in Conflicts^{p135} of any type.

§6.8.5.1

Stunts

Spot Tell. You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

Instant Reflexes. Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

Sweep Search. You are highly effective at finding hidden things. You get +2 to search rooms and areas for objects or people of interest.

Perfect Setup. You get +2 to identify Situation Aspects that you can use to your advantage in Conflicts.

Something's Off. You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Unnatural Senses. Changes in your body make it so you can see heat in the dark, hear great things at distances, and

track others by smell, thereby granting you +2 to Overcome actions with Notice.

Eidetic Recall. You can attempt to use Notice for scenes that you have experienced in the past.

Saw it Coming. Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw Boost**.

A Bit Skittish. You get +2 to Defense rolls in the first Exchange of any type of Conflict against opponents who go before you.

§6.8.6

Scavenging

"Bit of dross, probably," the goblin says, rolling the stone between knobbly fingers so that it shines in the torchlight. "Pretty, though."

I can see the ripple of the flames caught inside; a little fragment of the calamity that leveled Mubog. "Where'd you find it?" I ask.

The goblin shrugs, self-deprecatingly. "Downshaft about three days' climb. There's a mummified dragon stuck in a seam in the wall. Got all kinds of interesting things in its gullet."



Scavenging is the art of looking for and finding things. Gathering resources is very important in Oubliette, where very few things are simple to come by. Whereas farmers made up the largest class of people in the World of Life, scavengers fill mostly the same role in the World of the Forgotten.

Traits

If Oubliette can be called the city of anything, it would be the City of Scavengers. Most people appear to have some ability in

Scavenging, even if they actually don't. Such features often involve mismatched equipment, incongruous clothes, and anachronistic technologies. Moderate ratings in Scavenging manifest as being well prepared for unusual situations. Such folk often start to look more like mongers as they collect and gather useful things throughout their lives. Masters of Scavenging head the other direction once again, often preferring to simply find whatever they need, wherever they need it, whenever needed.

Exemplars: Armor Monger^{p245}, Proto Man^{p375}

Overcome: You use Scavenging to Overcome immediate material needs, normally the need for food and water.

You can also use Scavenging to perform acts of larceny, such as picking pockets and lifting objects.

Create an Advantage: Usually Scavenging Advantages are useful resources that aren't likely to be used up immediately, such as a **Thriving Spongemeat Colony** or a **Hidden Cache of Angel Feathers**.

⁴ Note that this isn't license for GMs to call for Notice rolls left and right to see how generally observant the Players' Characters are; that's boring. Instead, call for Notice rolls when succeeding would result in something interesting happening and failing would result in something just as interesting.

When the need is not immediate, you can use Scavenging to Create Advantages for finding a particular resource or material. It is the GM's discretion whether what you seek is actually present in the scene, but using Scavenging can tell you whether it is and where you should go to find it.

Attack: Scavenging is not used to make Attack rolls.

Defend: Scavenging is not used to make Defense rolls.

Special: Scavenging can be used to begin the recovery process on logistical consequences.

§6.8.6.1

Stunts

Heightened Awareness.

You can use Scavenging in place of Notice on Overcome actions.

Coincidence. It just so happens that something you need is close at hand. Twice per session, you can create a Boost representing something you **Just Happen to Have On Hand** that might serve in in this case.

Diligence. Luck is a factor, but being thorough can be just as important. You get +2 to Scavenging in areas you've recently searched.

Chewing the Scenery. In Oubliette, food can come from almost anywhere. You can choose to tear a place apart searching for it. If you do so, you get +2 to Scavenging to find food, but you leave a **Ransacked and Picked Clean** Situation Aspect in your wake. You cannot use this Stunt if the area is already **Ransacked and Picked Clean**.

Vicious Recycler. You're a specialist in tearing things apart to get at their useful innards. You get +2 to Scavenging to find raw materials so long as you destroy something in the process.

Mental Map. You've spent a grotesque amount of time just looking around, and have developed a sort of catalogue of places in your head. You are never lost in a place, so long as you were conscious when you arrived.

Scour the World. If it exists somewhere, you can probably find it. For Overcome actions, you can use Scavenging in place of Investigate to find specific objects.

Cutpurse. It turns out that it's often easier to find

valuables in someone's pockets than it is to find them on the ground, especially in Oubliette. You get +2 to Overcome rolls with Scavenging and Stealth to pick pockets.

Miser. Once you've got a hold of something it can be almost impossible to get it back from you. All attempts to steal from you are actively opposed, and you receive +2 on your defense.

§6.8.7

Stealth

Don't move. Don't even breathe. Its attention falls upon everyone as they read this part.

Stay perfectly still. Just skim your eyes over the text. I haven't figured out how it got into every copy of the book, but I'm working on it.

Just a few seconds more.

No, don't look around. You can catch it out of the side of your eye if you're quick, but you don't want that.

It'll see you looking, and it'll slither into your mind right through your eyes. Then you'll feel it too, the urge to write, to publish, to expand its hunting ground.

If it doesn't simply feed, that is.

The Stealth skill allows you to avoid detection, both when hiding in place and trying to move about unseen. It's the edipede of the Arts Subtle: ubiquitous and useful.

Traits

Those with low ratings often wear clothes that are dark colored or otherwise helpful for blending in to the surroundings. Moderate-rating sneaks combine this with naturally produced illusions and minor shadow control. Those above them seem to be able to turn invisible or completely obscure their forms with optical camouflage. Masters of Stealth are metaphysically difficult to discern from their environment and appear to violate the law of cause and effect.

Exemplars: Essence of Night^{p272}, Gawain^{p279}

Overcome: You can use Stealth to get past any situation that primarily depends on you not being noticed. Sneaking past sentries and security, hiding from a pursuer, avoiding



leaving evidence as you pass through a place, and any other such uses all fall under the purview of Stealth.

You can also use Stealth to perform acts of larceny, such as picking pockets and lifting objects.

Create an Advantage: You'll use Stealth to Create Advantages on yourself, setting yourself in an **Ideal Position** for an Attack or ambush in a Conflict. That way, you can be **Well-Hidden** when the guards pass by and take advantage of that, or **Hard to Pin Down** if you're fighting in the dark.

Attack: Stealth isn't used to make Attacks. You're thinking of Ghost^{p92}.

Defend: You can use this to foil Notice attempts to pinpoint you or seek you out, as well as to try to throw off the scent of an Investigate attempt from someone trying to track you. It sometimes makes sense to use Stealth to oppose Resource Attacks in Logistical Conflicts.

§6.8.7.1

Stunts

Face in the Crowd. You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

Caught My Decoy. As long as there's something in the scene that you could be confused for, you have a chance of escape. Once per session, when captured or spotted, you can declare that your opponents caught an unsuspecting rube (or even an inanimate object) instead.

Shapechanger. By paying 1 Fate Point, you can completely change your physical shape. This allows you to replace three Aspects with new ones, and remains in place until you let it go or are Taken Out.

Utter Silence. Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

Brief Illusion. A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

Walker in Shade. (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of Athletics for Overcome and Defend actions.

Cover of Darkness. The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.

Hunter's Roost. You are adept at striking when your opponent's attention is elsewhere. Any time you attempt to Attack or harm an opponent who is not focusing on you, you get +2 to the roll.

Infiltrator. Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

§6.9

Arts Social

These are the arts of grace and manners. The Arts Social allow you to manipulate, intimidate, befriend, and entertain

others. They are frequently used in courtly intrigues, hard negotiations, and business deals, as well as on your time off from more violent pursuits.

§6.9.1

Business

It's a strange profession to see a hulk in, but he tells me he makes a living selling weapons to the slaves of the Climbing Hundred. The weapons are small things—daggers, needles—all easily concealable on his person.

"What could the slaves possibly offer in exchange?" I ask him.

Ten years of servitude, he tells me, when they break free. It's better than the endless lifetimes they can expect in the Hundred.

At the little market kiosk where we stand, he takes another sip of beer, wipes the froth from his lips, and grins with massive teeth as he tells me that business is booming.

The Art of Business allows you to conduct deals, move products, and run a mercantile operation. Surprisingly, Business thrives at all levels of Oubliette; the economy of the place is vital, complicated, and deadly serious.

Traits

Low-rating traders often employ awkward high-pressure sales tactics that work on some, but drive away others. Merchants with moderate ratings in Business are usually more subtle, skillful, and calculating. These folk rarely keep their money on them, preferring their wealth to be more fluid. High-rating brokers often deal with things of such value and expansiveness that one wouldn't realize they were even for sale. Many enjoy subtle displays of wealth and power that overwhelm the will of lesser traders. Masters of Business are organizational masterminds who rarely even bother appearing for the deals themselves and usually deploy lieutenants, deputies, or messengers to handle the specifics.

Exemplars: Rebella the Puppeteer^{p332}, Quin Schuyler-Lovecraft^{p329}

Overcome: You can use Business to Overcome the hurdles of being a merchant, such as low stock, taciturn markets, and exchanging illiquid assets.

Create an Advantage: You can use Business to find or make new opportunities, such as when **The Militias of Knifeshire Need Arms**, or **There is a Hidden Spongemeat Surplus** in your ward.

You can also use Business to Create Advantages in deals and negotiations, where it might be helpful to know that **Goblins Value Ingenuity** or that **Preens Easily Take Offense**.

Attack: Business can be used to Attack in logistical Conflicts. This involves hostile buy-outs, better market control, price manipulation, complex arrangements, and a host of marketing strategies.

Defend: Business can be used to Defend in logistical

Conflicts. Your good sense allows you to steer around financial obstacles and mitigate loss.

Special: Business can be used to begin the recovery process on logistical consequences.

§6.9.1.1

Stunts

Instant Arithmetic. Your estimations are extremely accurate, and your calculations are always correct. You gain +2 to Business to Overcome uncertain situations.

Supply & Demand. It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.

Economancer. You manipulate the markets like a maestro directs an orchestra. You get +2 to Create Advantages on the markets themselves. Actually seeing the effects of these Situation Aspects can take some time, but they can be leveraged immediately.

Superior Management. You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you **Outmaneuvered**

the Opposition.

Organizational Mastermind. Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an opponent's, but only on Business or Resource rolls.

Liquid Assets. By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.

Master Negotiator. You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

District Merchant. You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

Intercastle Trader. No object is outside your ability to acquire, it is only a matter of price. You can roll Business to acquire particular objects, even from faraway castles. The more unique and difficult to acquire the object is, the higher



\$6 Arts of the Unbroken

the difficulty of the Overcome roll.

Front Company Gambit. (2r) Your resources aren't just well hidden, they're veiled behind layers of misdirection. Once per scene, when you suffer incoming logistical damage, you can take a **Rebuilding Infrastructure** Situation Aspect. You can then reduce the incoming damage by 2 for each free Invoke you give your opponent on this Aspect. **Rebuilding Infrastructure** can't be Invoked more than once per exchange.

\$6.9.2

Deceive

That centaur over there? The one that's arguing with the guards?

Pay attention for a moment.

I don't mean his words, I mean his actions. If you look close, you can see the puzzle-like components of him shift around when he's nervous, revealing sticky gaps underneath. I don't know what he is, but I know what he's not.

The Art of Deception allows you to successfully lie to and misdirect others.

Traits

Low-rating deceivers are not usually noticeable unless they are also pathological about lying, in which case they're likely to develop a bad reputation. Likewise, deceivers of moderate skill are also unlikely to display any noticeable traits, as these would be counter-productive. Highly-skilled deceivers may instead choose to actively manipulate people they interact with, simply because they're so good at it that they can con even those who are aware of the manipulation. When dealing with a master of Deception, you can never be sure *what* the truth is.

Exemplars: Domgarigon Ap Malp²⁶², The Goblin King^{p353}

Overcome: Use Deceive to bluff your way past someone, or to get someone to believe a lie, or to get something out of someone because they believe in one of your lies. For nameless NPCs, this is just an Overcome roll, but for PCs or named NPCs, it requires a contest, and the target opposes with Empathy. Winning this contest could justify placing a Situation Aspect on your target, if buying into your lie could help you in a future scene.

Deceive is the Skill you use for determining if a disguise works, whether on yourself or others. You'll need to have the time and supplies to create the desired effect.

You can also use Deceive to do small tricks of sleight-of-hand and misdirection.

Create an Advantage: Use Deceive to create momentary distractions, cover stories, or false impressions. You could feint in a swordfight, putting an opponent **Off-Balance** and setting you up for an Attack. You could do the whole, "What's that over there!" trick to give you a **Head Start** when you run away. You could establish a **Wealthy Noble Cover Story** for when you attend a high-blood vampire

masquerade. You could trick someone into revealing one of their Aspects or other information.

Attack: Deceive is most often used to create opportunities, but sometimes hateful lies are used simply to damage an opponent's psyche. You can use Deceive to Attack in mental Conflicts.

Defend: You can use Deceive to throw off Investigation attempts with false information and to Defend against efforts made to discern your true motives with the Empathy skill.

\$6.9.2.1

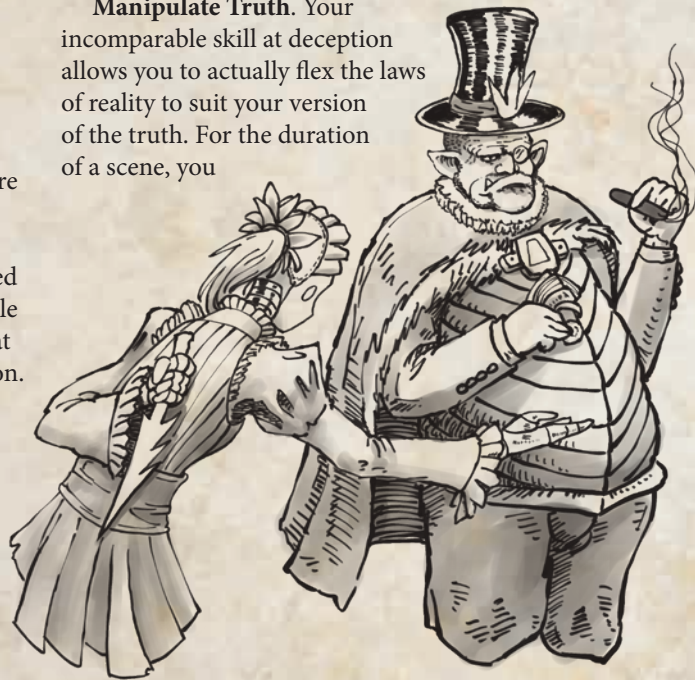
Stunts

Con Artist. You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.

Silver Tongue. Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.

Web of Lies. When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood Boost**.

Manipulate Truth. Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you



can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.

Many Masks. Through a combination of makeup, minor illusions, physical behavior and costuming, you can transform yourself into someone else with ease. You get +2 on Deceive rolls to disguise yourself.

Changeling. Your disguise is more than skin deep. When you take on a disguise, you can replace two of your Aspects with new ones of your choosing. At the end of the scene, they revert to your original ones.

Sudden Distraction. It's surprising how often "Hey, look over there!" actually works for you. You get +2 to Deceive



rolls specifically when you're trying to get a head start on someone, such as at the beginning of a fight, or trying to escape into the crowd.

Feint. Your favorite trick is to surprise others with the truth. You get +2 to feint and bluff in combat so long as there's something else going on that you can use as a distraction.

Backup Lie. Twice per session, when caught somewhere you're not supposed to be or doing something you're not supposed to be doing, you get a Boost to **Lie Your Way Out of It**.

Telepathic Manipulator. You can use Deceive to attempt to implant a lie without speaking to the target directly. If you fail, they become aware of your mental meddling in addition to any other outcomes.

§6.9.3

Empathy

The corner of her smile bends slightly and that's the only warning that I have that I've overstayed my welcome. "It's been lovely," I tell the general, putting down my teacup. "We'll have to do this again soon."

I have the information I needed.

Now the only thing to do is stroll out past the waiting perimeter of Draculean guards.

Empathy involves knowing and being able to spot changes in a person's mood or bearing. It is the emotional equivalent to the Notice Skill.

Traits

Many folk use basic levels of Empathy when dealing with others. At low ratings, as with many social Skills, Empathy produces no noticeable changes. At moderate ratings, however, users are often known for their soothing, personable temperaments. Empaths with high ratings are preternaturally attuned to the emotions of others, often knowing how they feel before the other person even knows it themselves.

Exemplars: Solar Love^{p343}, Heathen Star^{p286}

Overcome: You don't really use Empathy to Overcome obstacles directly—normally, you find out some information with it, and then use another Skill to act. In some cases, though, you might use Empathy like you would Notice, to see if you catch a change in someone's attitude or intent.

Create an Advantage: You can use Empathy to read a person's emotional state and get a general sense of who they are, presuming you have some kind of interpersonal contact with them. Most often, you'll use this to assess the Aspects on another character's sheet, but sometimes you'll also be able to create new Aspects, especially on NPCs. If the target has some reason to be aware that you're trying to read them, they can Defend with Deceive or Rapport.

You can also use Empathy to discover what circumstances will allow you to make mental Attacks on someone, figuring out their breaking points.

Attack: Empathy is not used for Attacks.

Defend: This Skill allows you to Defend against Deceive actions, allowing you to pierce through lies and see through to someone's true intent. You can also use it to Defend against those creating social Advantages against you in general.

Special: Empathy can be used for Initiative Rolls in Mental Conflicts^{p135}.

Special: Empathy can be used to begin the recovery process on mental consequences.

§6.9.3.1

Stunts

Damn With Faint Praise. You can use Empathy in place of Provoke in situations where you can speak with people other than the target.

Gentle Guidance. You are highly skilled in helping others handle their emotional problems. You get +2 on all rolls to recover from a mental Consequence. This does not shorten the time required to recover the Consequence.

Bolster Psyche. Your counsel is regarded as a blessing. When you use Empathy to begin the recovery process on a mental Consequence, you place a **Bolstered Psyche** Boost on that person.

Cold Read. You get +2 to discover personality traits and Aspects on other characters when you meet them.

The Subtle Tide. You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

Find the Cracks. An expert at determining people's

flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

Enemy of my Enemy. You get +2 to Empathy rolls with those who share a common adversary or problem.

Lives With Lies. You get +2 on all Empathy rolls to discern or discover lies, whether they're directed at you or someone else.

Telepathy. You can communicate with others without speaking. You must have met the person already, and they must be currently alive. You cannot contact someone in the void between incarnations, in other cosmic domains, or in the World of Life, assuming you are currently in Oubliette.

Mental Flexibility. Your mind is not just agile, it's supple and limber, and better able to handle contradictions and twists than most. When you are unopposed, you can move 1 extra Zone in mental and logistical Conflicts.

§6.9.4

Entertain

I think we can all feel it, the moment Fleuriel's performance starts to go wrong. The tone shifts, and what should have been a ballad cascades down dissonant string into something much darker. Shadows swirl and gather in the massive amphitheater. The ground falls away, leaving us suspended in void.

High on the stage, a single tear rolls down Fleuriel's cheek and I know instantly which reality she is dragging us all into.

Entertain is used to play instruments, write poetry or prose, perform, play games, dance, sing, put on plays, and just about anything else enjoyable that takes skill. It can also be applied to more abstract social situations where you intend to keep someone amused. Entertain allows you to take someone's mind off the Great Cage, and indeed there are many who consider Entertainment the only thing worth pursuing with immortality.

Traits

Those who practice the Art of Entertainment at low Skill ratings are often outgoing, at least in situations where it's not disadvantageous. As their ability climbs, they become charming and disarming, until they are utterly fascinating at higher skill ratings. High-rating entertainers often sport

elaborate costumes, expensive props, or unique instruments, and are more widely recognized and revered.

Exemplars: Nyctonymph^{p320}, Harland Elliot Chambers^{p284}

Overcome: You use Entertain to amuse and enrapture an audience. For nameless NPCs, this is just an Overcome action, but you may have to enter a contest to sufficiently keep the attention of a named NPC or PC.

Create an Advantage: Use Entertain to distract and hold the attention of someone. A specialist in music might make someone **Drowsy and**

Intoxicated with a sweet lullaby, while a player of games might create an **Atmosphere of**

Intense Interest with a high-stakes match.

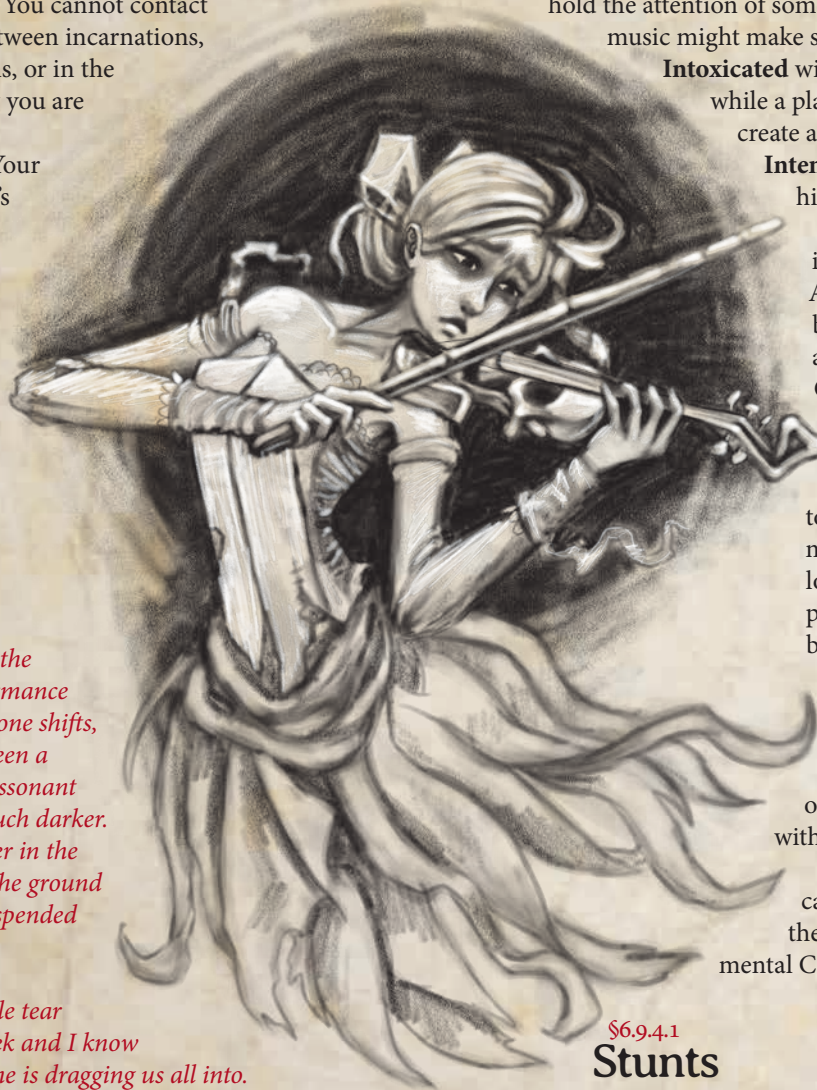
Attack: Entertain is not used for Attacks. Competitions between entertainers are handled with Overcome actions.

Defend:

Entertain can sometimes be used to Defend oneself in mental Conflicts, as long as the defender's particular abilities can be brought to bear on the situation.

Being an excellent writer does not, for example, make one more capable of withstanding torture.

Special: Entertain can be used to begin the recovery process on mental Consequences.



§6.9.4.1
Stunts

Slanderous Song. You can use your skill in Entertain to plant damaging ideas about someone else. You can now use Entertain to make Attacks in mental Conflicts, as long as you have an audience besides the target.

Nothing Sticks to Celebrities. Somehow, even the gravest sins are brushed off because of your talent. You gain +2 to Defend with Entertain in mental Conflicts.

Encore. Whatever form your performance takes, it goes beyond simple entertainment. You can sink hooks into someone that never go away. When you succeed in Creating an Advantage on someone with Entertain, you can place an **Addicted Situation Aspect** on them with one free Invoke.

Comforting Tales. Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help

people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

Phenomenal Fantasist. (2r) So vividly described and thoughtfully constructed are the worlds you create with tone or word that people sometimes forget that they aren't real. You can grant someone an extra temporary mental Stress box by making an Overcome Action against their Caste + 1. Success creates a 1-Shift Stress box, while success with style creates a 2-Shift box instead. This box is removed at the end of any Conflict. A particular character cannot benefit from this more than once in a scene.

Theater of the Mind. (3r) Once you've Overcome someone with Entertain, you can trap them in your performance. As long as you continue to Entertain them, any Actions they attempt occur in your fictional world and cannot affect the physical world of Oubliette. Attempting to break out of the fictional world you've created requires overcoming your Entertain with Will. Breaking out renders someone immune to your Theater of the Mind Stunt for the duration of the session.

Illusion Made Whole. So poetic are your efforts that your story literally comes to life. You can make a special Entertain roll to Create several Advantages. For each Shift of success you create one Advantage in the scene. Advantages created this way do not have Free Invokes, but can be Invoked using Fate Points normally.

Fame. They've probably heard of you. You get +2 on your first social roll with someone.

Thrill of the Overture. (2r) The first notes of a song, the first words of a play, the merest hint of one of your fascinating performances is enough to send a shiver down the spine. Twice per session, you can grant a

Thrilled Boost to everyone in the scene who has already experienced your entertainments.

§6.9.5

Provoke

The kusarigama snaps back into the attacker's hand, its long chain falling slack. Its hooked blade still unblooded. He snarls at his opponent, a crimson-feathered preen, who has danced yet again out of the way of its arc. "I'll stitch you to the ground if I have to," he bellows, bringing the weapon around for another lash.

"Oh my!" the preen gasps, fanning himself with a fluttering claw. "Is the little dreg becoming angry?"

Provoke is the Skill for getting someone's dander up and eliciting negative emotional response from them—fear, anger, shame, etc. It's the "being a jerk" Skill.

To use Provoke, you need some kind of justification. It could come entirely from situation, your appearance or associations, because you have an Aspect that's appropriate, because you've Created an Advantage with another Skill, or because you've assessed your target's Aspects (see Empathy).

This skill requires that your target can feel emotions—mindless automatons, zombies, and objects typically can't be provoked.

Traits

There are generally two paths for those who practice Provoke. Some are hideous to look at, their very presence seemingly designed to terrorize opponents. Others are not as physically overt, instead relying on threats for intimidation. Moderate ratings can manifest as either dangerous and fearsome bodies, or as skillful menace and expert coercion. Higher ratings may make one a veritable paragon of physical danger or simply a reputation so terrible no one would dare quarrel.

Exemplars: Sunless Omnibishop^{p347}, Raymelie the Torturer^{p331}

Overcome: You can Provoke someone into doing what you want in a fit of emotional pique. You might intimidate them for information, aggravate them so badly that they act out, or scare them into running away. This will often happen when you're going up against nameless NPCs or it isn't worthwhile to play out the particulars. Against PCs or important NPCs, you'll need to win a contest. They oppose with Will.

Create an Advantage: You can Create Advantages representing momentary emotional states, like **Enraged**, **Shocked**, or **Hesitant**. Your target opposes with Will.

Attack: You can make mental Attacks with Provoke, to do emotional harm to an opponent. Your relationship with the target and the circumstances you're in figure a great deal into whether or not you can use this action.

Defend: Being good at provoking others doesn't make you better at avoiding it yourself. You need Will or Religion for that.



§6.9.5.1

Stunts

Draw the Ire. You gain +1 to Overcome actions with Provoke. In addition, you can make an Overcome action with Provoke to force an opponent to move one Zone towards you.

Enraging Insult. When you succeed with Provoke to create an Advantage on an opponent in a Conflict, they cannot target anyone but you until the Aspect is removed or you are no longer a threat.

Dance the Antagonist's Tune. Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.

Poke it with a Stick. You can use Provoke on unfeeling entities, so long as you can find a way to reach them with something more than just words.

Terrible Countenance. Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

Terrorize. Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.

Craft Nightmare. When you succeed with style on a fear-based Provoke roll, you create an extra Boost of your choice that elaborates on your intended outcome.

Torture. Pain is only a small part of inducing compliance. When you have a captive audience for your ministrations, you gain +2 to Create an Advantage on your victims.

Break Down the Mind. When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.

Cunning Smile. You get +2 on Provoke rolls against opponents who are uncertain or suspicious of you.

§6.9.6

Rapport

We sit on either side of the small stone room, not touching. Her head is tipped forward and her hair has fallen in obedience to the angle, completely obscuring her eyes.

"He won't find you," I tell her. "Not now. Not ever again."

She begins to shiver despite the blanket around her shoulders. In an instant I am across the room, arms wrapping her, and my fury at Vlad has cooled into something like steel.

The Rapport skill is all about making positive connections to people and eliciting positive emotion. It's the



skill of being liked and trusted.

Traits

Even those with low ratings in Rapport are known for being friendly, outgoing, or more attractive than the usual. Moderate ratings extend this into a powerfully positive first impression and allow the person to quickly forge lasting bonds. People with high Rapport are extraordinarily difficult to dislike, and are often able to lure even the staunchest adversaries to their side. A private conversation with a master of Rapport is the stuff of legend.

Exemplars: Yath Canath^{p366}, Farnele^{p276}

Overcome: Use Rapport to charm or inspire people to do what you want, or to establish a good connection with them. Charm your way past the guard, convince someone to take you into their confidence, or become the man of the hour at the local tavern. For nameless NPCs, this is just an Overcome action, but you may have to enter a contest to sufficiently ingratiate yourself to a named NPC or PC.

Create an Advantage: Use Rapport to establish a positive mood on a target or in a scene or to get someone to confide in you out of a genuine sense of trust. You could pep talk someone into having **Elevated Confidence**, or stir a crowd into a **Joyful Fervor**, or simply make someone **Talkative** or **Helpful**.

Attack: Rapport is not used for Attacks.

Defend: Rapport Defends against any Skill used to damage your reputation, sour a mood you've created, or make you look bad in front of other people. It does not, however, Defend against strictly mental Attacks. That

requires Will.

Special: Rapport can be used to begin the recovery process on mental Consequences.

§6.9.6.1

Stunts

Good Graces. If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

The Beloved. You get +2 Rapport with people you already have a positive connection with.

Public Sentiment. Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.

Orator. Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

Peacemaker. Your benevolence and the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.

We are the Righteous. People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

Seductive. You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.

Hypnotic Voice. Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.

Comely Form. You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

My Kind. Even in Oubliette, social groups can be quite insular sometimes. You get +2 to Rapport rolls with members of your race and species.

§6.9.7

Religion

I have been excommunicated three times from the Thorns—not that I've ever joined them in the first place. They like to make a big show of it, claiming that everyone is judged by their pope, their god, and then formally severing the worst of the sinners from his grace.

I've seen what that grace looks like up close. I've felt the flames gather around my ankles.

I'd sooner side with the Draculeans.

Though many people in Oubliette worship or pray in some form, those with skill in Religion itself are actually able to make use of the power of belief.

Traits

Religion quickly manifests in the minds of those who practice it. Even low-rating worshipers tend to phrase their thoughts and feelings in terms of their faith. Moderate ratings make this more evident as deeper truths are uncovered and fanaticism rears its head. Worshipers with high ratings are likely to be decorated members of their church or faith, looked up to by those below them. Others are special agents of their faith, who are able to perform deeds others could not stand by taking refuge in their belief.

Exemplars: Armageddon^{p245}, Sunless Omnibishop^{p347}

Overcome: Religion is typically used to Overcome mental challenges or fears. It is also used to Overcome crises of faith, though guiding others to do the same would be covered by Creating an Advantage.

Create an Advantage: You can use Religion to induce changes in mood or thought in those who share your beliefs. You might whip your fellow adherents into an **Zealous Mob** or fill them with **Peace and Calm**, but only when doing so follows your dogma.

Attack: You can use Religion to make mental Attacks on those who are in opposition to your beliefs, whether they are considered supernatural outsiders, schismatic heretics, or condemnable heathens. To make this Attack, you must know something of the target that is adverse to your faith.

Defend: You can use Religion to Defend against mental Attacks by relying on your faith in a higher power.

Special: Religion can be used to begin the recovery process on mental Consequences.



§6.9.7.1

Stunts

Secret Catechism. The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

Ancient Liturgy. You can use Religion in place of Lore when researching supernatural entities and powers.

Consecration. Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

Shield of Faith. Despite the common belief that Oubliette is forsaken by God, your belief has never been stronger. You can roll Religion in place of Will on Defend Actions in Conflicts.

Interdiction. It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

Saintly Ordination. You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

High Sacrament. Your anointments are as precious as ancient relics. You get +2 to Religion rolls to create Advantages on members of your faith.

Excommunication. (2r) Once per session, you can cast out a member of your faith. They gain an **Excommunicated Situation Aspect** that severely impairs their relations with members of your faith. Members of your faith get 1 free Invoke on this Aspect per person. While the Aspect goes away at the end of the session, the target must still atone for their sins in the eyes of your faith.

Crusader. (2r) Your word carries the weight of religious fervor. Make an Overcome Action against a target, or a representative of a group. As this is a social Attack, target opposes this with Religion, Rapport, or Contacts. If you succeed, you place a **Heathen Situation Aspect** on that character, and members of your faith get one free Invoke on it per person.

§6.10

Arts Professional

The Arts Professional are typically used in long-term, career-type settings, or as abilities supplementary to one's other duties. Nearly every person in Oubliette has some ability in one of the Arts Professional; so widespread are they that many consider them the dividing line between civilized residents and barbarous, animalistic beasts.

§6.10.1

Alchemy

Spearfielders sometimes gather on the edges of Celeste. Despite its dangers, there are Draculean soldiers to escort them, and they all pick out spots on the highest hills and unroll their picnic blankets. As twilight falls, the experiments of the Seers become more visible. The College of Exothermic Decision-Making rarely disappoints, having chosen this time to hold their Intro To Alchemy seminar, and the assembled citizens ooh and aah at the cascades of lightning, tumbling masonry, and improperly brewed fireballs issuing out into the night.

Alchemy is the use of chemicals, arcane formulae, and herbal treatments. With Alchemy, you can create potions, elixirs, poisons, and the like.

Traits

Alchemy often leaves its mark on practitioners. Low-rating alchemists may have singed off an eyebrow, permanently stained their skin, or accidentally acquired painful-looking burns. Better alchemists are usually seen with appropriate equipment, and are known to be very specific and meticulous. High-rating alchemists, particularly those who experiment on themselves, sport unusual transformations. Others carry about massive racks and bandoleers of vials and jars. Masters often diverge greatly from their original races, having spent years perfecting their arts on their own bodies and the bodies of others.

Exemplars: Aluadh^{p241}, Valnex the Clean^{p359}

Overcome: You can use Alchemy to attempt to transmute one material into another, though the process is not easy, and you are likely to have to work through a number of steps to achieve the desired result.

Create an Advantage: Alchemy is used to bottle specific effects, ranging from **Restorative Potions** to **Deadly Poison Gas**.



Attack: You use Alchemy to make poisons, gasses, and drugs that can be used to make mental and physical Attacks.

Defend: Alchemy can be used to Defend against gas, poison, and liquid Attacks.

Special: Alchemy can be used to begin the recovery process on physical Consequences.

§6.10.1.1

Stunts

Unique Spices. Many would be surprised by the things you can do with scrapings from the wall or a peel of bark. You gain +2 to Create an Advantage or Overcome an obstacle involving food and flavoring. This can be used to mask the flavor of unsavory meals, or relieve symptoms of sickness.

Potions and Elixirs. You have a facility for helping others. You can begin the process of healing a physical or mental Consequence, on yourself or another, without rolling.

Transfusion of Substance. Your skilled, mystical concoctions can greatly reduce the effects of wounds. When you use Alchemy to begin the healing process, you can create a transfusion from another creature. The donor marks 1 physical Stress and you reduce the Consequence one step for the recipient.

Vitae Esoterica. (2r) By spending a Fate Point, you can create a single bottle of **Vitae Esoterica**, a Boost that you can keep or give to another person. Drinking the potion consumes the Boost and grants one +6 to one single health-based roll, be it Physique, Athletics, or some physical defense, after which it is used up. Drinking the potion can be done in response to an Attack.

Aqua Resplendens. (3r) Your mastery of Alchemy is not to be trifled with. Once per session, you can administer a fabulous elixir of life that forcibly reincarnates a dead denizen of Oubliette into their corpse. Any previously taken consequences remain, and they suffer from a **Void Sickness** Situation Aspect with one free Invoke, but they are returned and conscious.

Master of Poisons. You get +2 to Alchemy when creating, identifying, treating, or otherwise handling poisons and venom.

Remedies. You know a poultice for almost everything. You get +2 to Alchemy for recovering consequences.

Physical Effects Specialist. Experience has almost taught you how to not blow off your eyebrows. You gain +2 to Alchemy rolls dealing with smoke, fire, or any other non-biological physical effect.

Transmutation. You can now transmute one material to another. Difficulty increases with the complexity of the object, and the number of materials used in it. Changing the type of matter is also more difficult: wood can easily be turned to dirt, but it is hard to transmute ice into metal.

Gold of the Soul. (2r) Many ancient philosophers considered Alchemy to be a metaphor for the spirit. Mastering one permits control over the other. You can use Alchemy to make Defense rolls in mental Conflicts.

§6.10.2

Architecture

Yes, it's a water mill—and it's quite exceptional in its own right given that it was built by wandering farmers—but look up. See where it joins the edge of the adjacent house? That's a jeweler's shop all the way up on the third floor. Mostly he uses the axle to help grind gems. And above that? All those ladders fan out into a kind of webbed walkway. You can get to the baker's or the doctor's or anywhere else in town, never touching ground.

This is out in the wilderness, mind you. I'm not sure there's words enough in Vulgish to describe Grandhall.

The Art of Architecture is valued in Oubliette, where the ground is liable to shift under the slightest construction, and where living space is at a truly ridiculous premium.

Traits

Low-rating architects are usually seen as day-laborers, construction workers, and hired hands. Only when they advance into the moderate ratings are they treated with the respect they are due, and this is usually accompanied by tools and instruments and a certain amount of personal wealth. High-rating architects are sometimes indistinguishable from mages, surrounded as they often are with texts, formulae, force diagrams, and arcane-looking mechanisms.

Exemplars: Raeldric, Archaeologist^{p329}, Farnele^{p276}

Overcome: Architecture allows you to build, break, or fix structures, buildings, and earthworks, presuming you have the tools you need.

Create an Advantage: You can use Architecture to create Aspects representing features of your construction that can be valuable or dangerous to the occupants, such as **Reinforced Iron Doors** or **Secret Rooms**. You can also use it to find flaws or weaknesses in the constructions of others.

Attack: Architecture is not used to Attack.

Defend: Defending with Architecture is usually covered by Creating defensive Advantages.

§6.10.2.1

Stunts

Miracle Carpenter. What looks like a pile of decrepit junk is a mine of fortune for you. You have no trouble finding raw materials to build wooden structures with, and the quality of these materials doesn't detract from your Architecture roll.

Elaborate Facade. By incorporating the symbolism, likeness, and attributes of your client, you can make a building evoke a certain response in people. You gain +2 to Architecture when Creating Advantages that induce specific sensations in visitors.

Interior Decoration. You get +2 when creating, installing, or working with traps and torture equipment.

Quarrying the Mound. Oubliette is a notoriously unstable city. The land is mostly made up of shattered

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stone, discarded refuse, and the ancient rubble of collapsed buildings. For you, this is a boon, not a curse. You get +2 to Architecture rolls as long as you have access to the city surface.

Cyclopean Masonry. You can design and build things few people can even imagine. You get +2 to Architecture rolls to create new buildings, structures, and spaces, provided you have time and stone. Such structures have the Aspect **Impenetrable Walls**.

Fogstone. Your buildings soar in the air. Fogstone allows you to build fantastic structures that would normally collapse, fall over, or crumble under their own weight. Doing so takes extra time.

Mannacrete. You can build a connection to a natural ley line into a building or structure. Doing so causes a room you designate to exhibit an aura. You can create a **Healing Aura** that automatically begins the healing process of consequences, a **Painful Aura** in which all damage taken is increased 1 Shift, an **Aura of Contentment** that reduces the need for food, or any other aura of roughly equivalent capability. Creating an aura is difficult, but can be done as a Create Advantage Action, with a difficulty starting at +6.

Shoring Up. When you use Architecture to Overcome flaws or damage in the form of Aspects on an area, building, or structure, you get +2 to your roll. Additionally, you can use Architecture to Defend against Attacks in a logistical Conflict, so long as increased defenses and heightened

security are valuable to the situation.

Burrower. You get +2 Architecture rolls for tunneling and building underground outside of Conflicts. You can also use Architecture to burrow between Zones in Conflicts with an Overcome roll. If you do, you gain an **Underground Boost** to Defend actions. The target rating of this roll is 4 for dirt, 6 for rubble, 8 for stone, and up from there.

The Stone Bends. (2r) Your control over stone and wood is well within the realm of magic. As an Overcome Action, you can connect or separate one small area or Zone from another. The target rating of this roll is 4 for dirt, 6 for rubble, 8 for stone, and up from there.

§6.10.3

Design

She slides me the schematics with a practiced flourish, grinning ear to ear as my eyes go wide. It's hard not to find it unsettling, the way the Pnai mouth just unhinges and shows all those bristling rows of shark-teeth, but I'm more alarmed by what I see on the vellum.

"This is—" I begin.

"My life's work," the engineer interrupts, "so do let me know if you can find any structural weaknesses."

On the page is a schematic for a new suit of Shell King armor and, as best I can tell, it is flawless.

Design is a somewhat unusual art in that it is rarely used independently. Design covers artistry, embellishment, and planning, and can be applied to essentially every other art.

Traits

Designers are known for their discerning eye when it comes to the arts they are interested in. Even low-rating designers can display remarkable perception about the finer details of a thing. Designers of moderate rating can sometimes be overbearingly critical. Those of high-rating use only the finest tools, materials, and media, but Masters transcend materials and methods, putting their thoughts directly into action.

Exemplars: Terje^{p351}, Aluadh^{p241}

Overcome: You can use Design to remove flaws in something. Depending on how it is made or done, you may need to rebuild the thing from scratch with the new design, or you may be able to modify it to suit.

Create an Advantage: Design is used to minimize, analyze, and utilize flaws and features in a project, object, or plan. Doing so might allow you to build **Armor with Superior Defense** or pull apart an **Unshielded** trap with relative ease. Often, it is used to enhance the stylistic value of an object, but it can provide functional benefits as well.

Attack: Design is not used for Attack.

Defend: Design is not used for Defense.



§6.10.4

Lore

Don't listen to the grist preachers. They'll try to tell you that all life came from miniscule organisms, somewhere back in the dawn of time. There's already enough rumor and hearsay down here without spreading that nonsense around.

The Art of Lore is somewhat parallel to Design in that it is often helpful to other Arts. Lore gives one access to the oldest histories, the most complicated theories, and the darkest secrets of the world. Lore also allows one to analyze the functions and uses of other Arts, giving you more information to combat foes and help allies.

Traits

Low-rating academics appear to be little more than know-it-alls, many of whom are willing to spout off about things they actually know very little about. Moderately-rated academics, on the other hand, reserve judgment until the evidence is in, rarely giving advice or information unless they are certain of it. Here and above, academics are often weighed down with tomes, codices, and volumes on a number of useful subjects.

Exemplars: Lexonomer^{p301}, Magician^{p308}

Overcome: You can use Lore to Overcome any obstacle that requires applying your character's knowledge to achieve a goal. For example, you might roll Lore to decipher some ancient language on a tomb wall, under the presumption that your character might have researched it at some point.

Essentially, you can use Lore as a go-to skill any time you need to know if your character can answer a difficult question, where some tension exists in not knowing the answer.

Create an Advantage:

Like Investigate, Lore provides a lot of very flexible opportunities to Create Advantages, provided you can research the subject in question. More often than not, you'll be using Lore to get a story detail, some obscure bit of information that you uncover or know already, but if that information gives you an edge in a future

§6.10.3.1

Stunts

Detailed Instructions. You don't need to be present to oversee the work of others. You can use Design to make Create Advantage rolls even when you are not there, as long as you've left a plan for others to follow.

Eye for Detail. When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.

Elaborate Embellishments. Your pieces are well received and highly sought-after. Things you've made give a +2 bonus when used for their intended purpose in social and logistical scenes.

Arcane Enhancement. You can build in magical Aspects into your works. Create an Advantage with Design. On a success, you can add an **Enchantment** Advantage on an object or location. Specify a Skill you have. Free Invokes on the **Enchantment** can be spent to utilize your Skill for a single roll. Once all Free Invokes are spent, the **Enchantment** is destroyed.

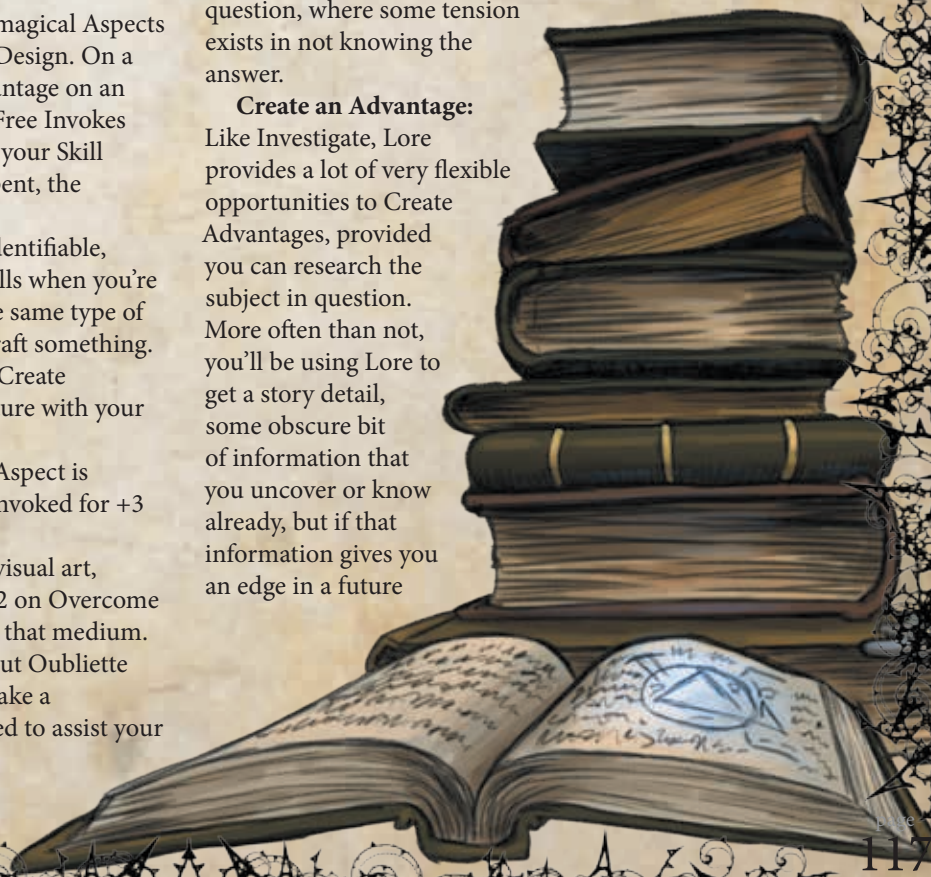
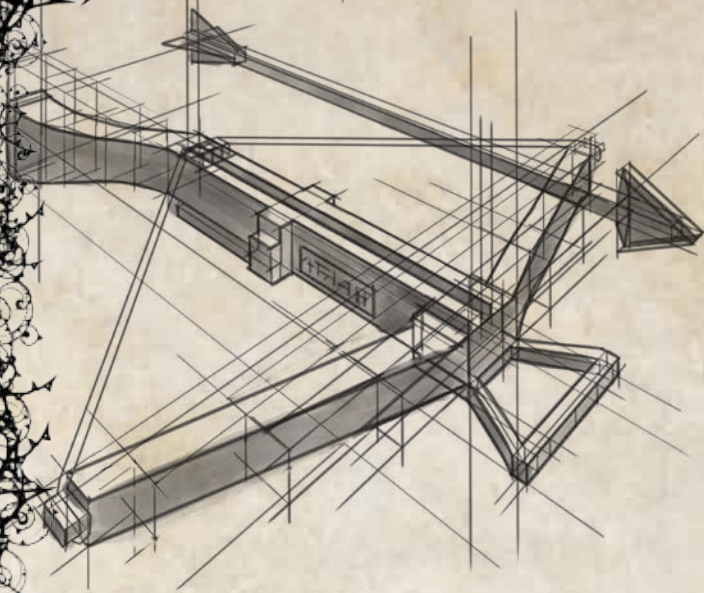
Stylistic Choice. Your personal style is identifiable, strong, emotive, an unique. You get +2 to rolls when you're competing with someone who is making the same type of object. This applies to any Skill you use to craft something.

Function Becomes Form. You get +2 to Create Advantages on a final product you manufacture with your own hands.

Perfection of the Thing. Whenever any Aspect is Invoked on an object you've designed, it is Invoked for +3 instead of +2.

Artistic Specialization. Select a form of visual art, painting or drawing, for example. You get +2 on Overcome or Create Advantage rolls to create pieces in that medium.

Old Master. You are renowned throughout Oubliette for your works. Twice per session, you can take a **Commissioned Artist** Boost that can be used to assist your finances or fame.



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scene, it might take the form of an Aspect. Likewise, you can use Lore to Create Advantages based on any subject matter your character might have studied, which gives you a fun way to add details to the setting.

Attack: Lore isn't used for Attacks, except in the highly-specific world of academic papers and criticism.

Defend: Lore isn't used for Defense, except when Defending some form of academic thought.

§6.10.4.1

Stunts

Well Read. You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

Wordhoard. You have a stupendous lexicon with which to assail your auditors. You get +2 to Create Advantages in social Conflicts with Lore.

Shield of Reason. You can roll Lore in place of Will to oppose fear effects and intimidation.

Too Clever by Half. You gain +2 to Create Advantages pertaining to plans, schemes, and gambits.

Historian. Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

Occultist. You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

Philosopher. Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

Cosmologist. The secrets of the universe are laid bare before you. You gain +2 on Lore rolls dealing with how the universe works.

Scientist. You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.

§6.10.5

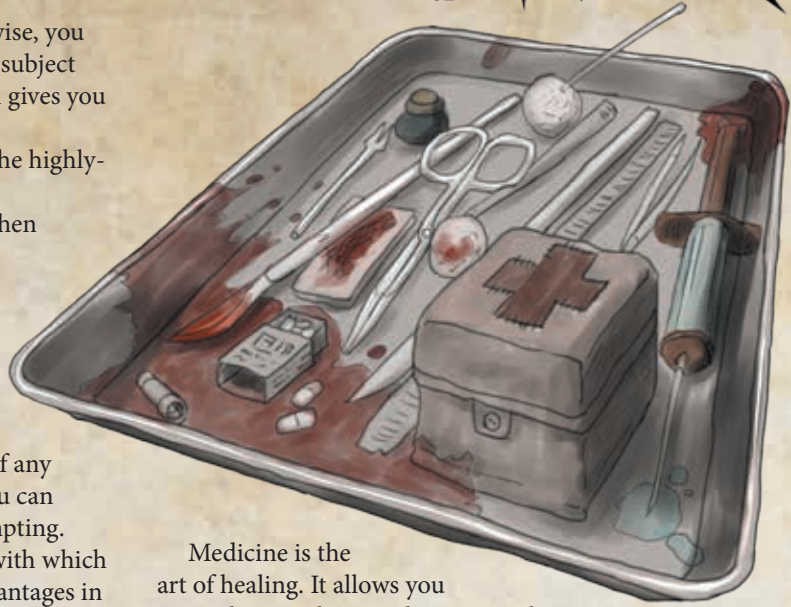
Medicine

There are treatments, here in the Great Cage, for conditions you never could have imagined in the World of Life. Disenchantments, exorcisms, arcane cures that need to be steeped for three weeks in the tears of preens to achieve proper potency. Many of our doctors are charlatans, but many more pursue their own research down zig-zagging avenues of reason.

They can grow as strange as anything else down here, and a few of the oldest agree that existence itself is the root of all sickness.

They are, at this very moment, working on a cure.

—Am-Nuhan Almaseaf



Medicine is the art of healing. It allows you to patch wounds, cure diseases, and alleviate suffering, of which there is plenty in Oubliette.

Traits

Lower-rating practitioners are often called nurses or medics, though there are many who pick up basic medicine in the course of their travels in Oubliette who do not devote their careers to it. Those who do, often at moderate ratings, seem to already be absolute experts in the art, babbling away about DNA mutation, uncontrolled cell growth and the like. These folks often keep a kit or bag of supplies on hand at all times. High-rating practitioners are often doctors, medicine men, or other healers who have devoted their lives to helping others. Long-time Oubliette doctors often have a veritable panoply of drugs, serums, tools, and text at their disposal.

Exemplars: Raymelie the Torturer^{p331}, Primorph Nerva^{p324}

Overcome: You use Medicine to begin the healing process of physical Consequences by cleaning and closing wounds, applying bandages, and administering medicine. You can also Overcome disease and sickness using medicine.

Create an Advantage: You can create vaccines and antidotes to sicknesses and diseases in advance, granting Advantages such as **Vaccinated Against Bonehorde Conversion** or **Goblin Poison antidote**.

Attack: Medicine is not used for Attacks.

Defend: Medicine is not used for Defense.

Special: Medicine is the primary way to recover physical Consequences.

§6.10.5.1

Stunts

Pumped Full of Drugs. (2r) It isn't easy to balance all the effects and interactions of multiple doses, but you didn't sign up because it was easy. As long as you have access to your drugs, you can spend a Fate Point to reduce the time needed to recover a Consequence. Mild Consequences take only 1 Action, moderate Consequences are reduced to 1 scene, and severe Consequences take 1 session to recover.

This does not affect the difficulty of beginning the recovery process.

Master Surgeon . (3r) You can reduce the severity of a physical Consequence. You can turn a severe Consequence into a moderate, or a moderate into a minor Consequence. You could also rename an extreme Consequence to something less damaging to a character. Renamed Consequences are marked with a star to indicate that the process of healing has begun, and that Master Surgeon can no longer be used to reduce that Consequence's severity. Surgery typically takes several hours.

Psychopharmacology. Drugs aren't always used to treat wounds. Some are useful for changing behavior as well. You can use Medicine to begin the recovery process of mental Consequences.

Triage Ward. Your experience makes it easy for you to assess wounds and damage for prioritization. You can begin the recovery process of all mild Consequences in a Zone with a single Overcome Action.

Modern Advancements. You are familiar with germ theory, trauma theory, shock, antibiotics, and transplants. You get +2 to Medicine rolls when you have access to decent medical facilities, and you know what tools are required to set up such a facility.

Combat Medic. You've got the tools and experience to patch wounds and scrapes, even under fire. You can roll to Overcome Stress boxes in combat, clearing them on a success. The rating for the roll is the value of the Stress box. You can only patch one Stress box per Action.

Graft Modification. There's more you can do with a doctorate than patch wounds. You get +2 with Medicine when you're trying to add new features or modify existing, healthy ones. The larger and more complex the modification, the higher the difficulty rating of the roll.

Incapacitation Agents. (2r) A doctor's bag is full of things that can be used to knock someone out. You can make Attacks in physical Conflicts with Medicine. You can also use Medicine to Create Advantages on opponents, such as **Drugged** or **Hallucinating**.

Anatomy Expert. "Familiar" doesn't cover it; you've studied the biology of humans, non-humans, and animals so extensively that you could take one apart and almost put it back together. You can use Medicine to Create Advantages in physical Conflicts by pointing out anatomical weaknesses or traits.

§6.10.6

Necessities

I've been working on a cookbook. Not my own recipes, of course. I rarely have much time to practice. Instead it's a survey of the local traditions of the world below.

Cricket-steak. Blood-simmered eyeweed. Lightly spiced rockbroth.

I think there could be a market for it.

Necessities is the Art of homemaking, which is surprisingly valuable in Oubliette, where cleanliness and decent food are more scarce than gold and silver. Necessities covers a wide range of skills, including farming, cleaning, and cooking.

Traits

Those skilled in Necessities are often among the best dressed and cleanest people in Oubliette. The exception to this seems to be at lower ratings, where most are servants or menial assistants who take care of the dirtiest jobs. At moderate ratings, Necessities itself provides one with the opportunity to remain well fed and well scrubbed. Highly-rated homemakers are often minor celebrities in their own right as exemplars of what life *could* be like if we put our minds to it.

Exemplars: Chamberlain Gilt^{p254}, Shade Slave^{p340}

Overcome: You can use Necessities to perform chores, labor, tasks, and household maintenance. Usually, doing better on these sorts of rolls means performing the work faster, unless there is the possibility of far surpassing expectations.

Create an Advantage:

You can use Necessities to Create Advantages of comfort and stability in a particular location. You could, for example, make sure you **Always Have a Well-Stocked Kitchen** or that you have **The Only Soft Bed for Miles**.

Attack: Necessities is not used to Attack.

Defend: Necessities is not used to Defend.



§6.10.6.1

Stunts

Cook Anything. You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

A Veritable Feast. You can almost always finagle a way to make the meal more filling. Each person you feed gains a

Stuffed Boost.

Old World Cooking. In what can only be described as magic, you can cook meals that look and taste exactly like meals from the World of Life. You gain +2 to Create Advantages when cooking for someone in specific, as long as they've described something they'd like to eat to you.

Home Making. You and your allies get +1 to rolls of a positive social nature, such as Empathy, Rapport, or Entertain, while in a room you've tidied and decorated.

Advanced Utilities. Not many people in Oubliette know the joy of potable running water, on-demand electric light, or climate controlled spaces, but these things are your specialty. You get +2 to Create Advantage rolls on interior spaces and rooms.

Fine Furnishings. You know how to outfit a room for comfort, a rare skill in Oubliette. As long as you have materials to work with, you can create cobbled-together but surprisingly comfortable furniture. You gain +2 to Create an Advantage on rooms.

Patch Farming. You know just how to juice every ounce of utility out of a patch of dirt. You gain +2 to Necessities rolls when farming in Oubliette.

Biome Knowledge. You gain +2 to Create Advantages for farming in an area that you've spent some time getting to know.

Lifebringer. (2r)
Your touch breathes life into the grime of Oubliette. Make an Overcome roll against a small area or Zone, with the threshold based on the area's sterility and inhospitability. If you succeed, you create a permanent **Vivarium** Aspect on the area, with 1 free Invoke for each Shift of success.

§6.10.7

Smithing

Bessemmer Process, a marionette, has the body of a sideshow barker. He has built it over the course of his last several incarnations. "Step right up," he shouts, "and call out your suggestions. I bet you've never seen a man forge an Essence before."

A small crowd is gathering, announcing themselves as newcomers or provincials. Pickpockets ply the edges and lichen beer vendors circle like vultures.

"Any word, any concept, any element you can think of," continues Bessemmer. "Someone asked for an Ennui Essence last week. Week before that: trout."

Some eyes in the crowd go wide. They remember trout. But before any of them can speak, a figure in the back raises her voice. "Cataclysm," she yells. "Forge us an Essence of Cataclysm."

Bessemmer frowns for a moment, then shrugs and makes a show of rolling up his sleeves. "Cataclysm it is," he booms out, raising his hammer. The smart ones in the crowd are already running.



The Art of the forge is a useful and popular one in Oubliette. Metal can be melted down and reshaped and reused over and over, making it a very handy and frequently used material. The Art of Smithing allows you to craft things from a variety of metals through different processes and at higher ratings lets you determine what methods would make the best product.

Traits

Beginner smiths are usually grimy, but so is everyone else. Advanced smiths already have panoplies of tools and devices on their persons to help manipulate metal. Some truly masterful smiths have worked metal

so long that their hands hold the power of flame.

Others incorporate their own mechanical

contraptions into their outfits or bodies to make their work easier.

Exemplars: Lucitera^{p305}, Armor Monger^{p245}

Overcome: Smithing is used to repair or mend metal objects, weapons, tools, and armors. It is also used for controlling the occasional difficult-to-work metal.

Create an Advantage: Mostly, Smithing is used to create new equipment with special Advantages. Generally, Smithing requires the object to be mostly metal, but it can sometimes be used on other rare materials such as dragon-scale or god-bone.

Attack: Smithing is not used for Attacks.

Defend: Smithing is not used for Defense.

§6.10.7.1

Stunts

Encyclopedic Weaponsmith. From the akinakes to the zirah bouk, you've forged basically every kind of killing shape imagined. You get +2 to create weapons.

Advanced Alloys. Objects you forge are more durable than usual. When someone else places an Advantage with free Invokes on something you have crafted, you may cancel that Advantage and replace it with **Damaged**, which has no free Invokes.

Resonance Steel. (2r) You can cold-forge an object with a **Resonance Steel** Aspect. While carrying such a weapon, you gain 2 free Invokes per physical Conflict against Fae, Goblins, and Therianthropes.

Starforge. (3r) You can create Starforged weapons and armor, objects of extraordinary, but temporary, power. Such an object has a **Starforged** Aspect and any free Invokes it receives from your Smithing roll to create it are worth +4 instead of +2.

Rune Alloy. You can hot-forge magic into your wares. Such objects have a **Rune Alloy** Aspect and get 1 free Invoke per scene against creatures of inherent magical power, such as Essences, Dragons, and Vampires.

Forge Essence. (4r) You can hammer an idea into a fixed shape, creating an Essence. Such an Essence must be made from a concrete idea with clear manifestation, such as Blade or Wind. Non-metallic Essences are harder to forge, as are those with complex parts. You must spend 1 Fate Point, and at the end, the Essence comes to life as a character under the GM's control, with a positive disposition towards you. The being is a nameless NPC with a Caste equal to the Shifts of your success but not exceeding your own Caste minus 1.

Expert Armorsmith. Armets, hausse-cols, kevlar, mainfaires, zira, you've put together such a breadth of defensive outfits that it boggles the mind. You get +2 to create armor.

Famous Jeweler. Your art generates a lot of liquid cash from wealthy patrons. You can use Smithing in place of Resources for Overcome and Create Advantage rolls.

Tools and Contrivances. There's lots to learn from the junk that falls into Oubliette, and you've studied how most of it works. You get +2 to create traps, gizmos, and specialized tools.

§6.10.8

Tailoring

Spiderfarming isn't for everyone. The hours are long. The workspaces are usually rank with garbage and the orbiting buzz of feeder-flies. The crops are thin and tough to harvest.

Still, a spindle of spidersilk sells for a modest fortune to the right tailor, and its role in the fashion of the season is only outshone by its value to armorers, who will pay in any currency you care to name for a good bolt of dragweb.

Seaming and sewing might seem like a rather unhelpful profession to some, but those who

understand the economy of Oubliette understand that skins are not only a primary source of armor, but also the primary method of clothing. Wool is also produced in some areas, and without tailors, these resources would go to waste where they are needed most.

Traits

The skill of a tailor should be readily apparent. Few indeed use their abilities solely for the benefit of others, most prefer to make their own clothes, either as a statement of personal voice or as a matter of social grace and appearances. Advanced tailors are often adorned with tapes, measures, pins, and fabric swatches when at work, but otherwise appear very well dressed. Masters of Tailoring usually do not themselves wear the elaborate costumes they can construct, instead favoring subtle, muted, but absurdly refined suits and dresses made of materials no one thought possible.

Exemplars: Chamberlain

Gilt^{p254}, Syth the Xelar^{p349}

Overcome: There aren't many challenges you can Overcome with Tailoring. You might use it in a Contest or Challenge pertaining to fashion.

Create an Advantage: Like Smithing, Tailoring is a Skill used to craft personal equipment with new Advantages. Often these Advantages are more social in nature than those created by Smithing, though they can be quite intimidating.

You can also create tapestries, flags, and the like with Tailoring, which can give bonuses when displayed.

Attack: Tailoring is not used to Attack.

Defend: Tailoring is not used to Defend.



§6 Arts of the Unbroken

§6.10.8.1

Stunts

Patchwork Construction. You get +2 to Tailoring when working with sub-par materials.

Cloak of Wonders. (3r) You can create a garment that grants the wearer a Skill. The value of the Skill granted is equal to 2 less than your Tailoring rating. The garment may only grant Professional, Subtle, or Social Skills.

Animus Hide. (2r) When you use Tailoring to tan the skin of a creature, you can select one of that creature's Aspects to place on the finished garment per Shift of success.

Elaborate Costume. When you Create an Advantage on someone to make them more impressive, they gain an extra free Invoke on the created Aspect beyond the usual.

Glorious Costume. (3r) Grander even than your previous works, this costume is fit for a ruler. You can create a **Glorious Costume** Advantage on someone. The first time an opponent gazes upon this costume in a Conflict, you may make a mental Attack with Tailoring against this person for free.

Spellweaver. You are skilled in mixing garment and magic. You can create a garment that has a single 2-Shift mental Stress box attached to it. The wearer of this garment can use this Stress box to absorb Shifts in mental Conflicts. Once the box is filled, the garment is destroyed. Only one **Spellwoven** garment can be benefitted from in a given scene. If there are more than one in a scene, the makers must roll Tailoring. Only the garment with the highest roll survives, all others are destroyed as though used.

Crystalweave. You can make robes, cloaks, and other garments with powerful protections. Wearers of such garments gain a **Crystalweave** Aspect that grants them 1 free Invoke per scene to Defend



against Attacks of a magical nature.

Gossamer. By spinning pure moonlight together with fresh spider silk, you can create a **Gossamer Threads** Advantage which can be used to enhance your Tailoring, or to trap, entangle, or bind foes. Each Invoke of this Aspect is a +4 bonus, rather than a +2.

§6.10.9

Tinkering

I met a man on vacation from the Foundry. His eyes were recessed and glassy and he carried bits of steel scrap in his pocket. While he spoke, he would bend those scraps together, never once looking down at the practiced work that his hands were doing. After a few minutes, he would have a perfect belt buckle, which he would then discard. He left a trail of them behind him.

I guess that after five hundred years of working a particular station on the assembly line, some habits are hard to shake.

Tinkering is the Art of fiddling with things. Tinkerers can find unique and clever ways to put things together, creating all sorts of useful gadgets and gizmos.

Traits

Even at minimal ratings, tinkers carry a lot of equipment. Some favor bags of parts while others holster hammers and wrenches at their hips. Moderately-skilled tinkers often sport goggles, torches, cannisters, fuel bottles, radiators, notebooks, drivers, screens, lenses, scopes and just about anything else that might make their work easier. Masters are often so overgrown with clockwork they are mistaken for mechanical golems or towering automatons.

Exemplars: Primorh Nerva^{p324}, Rebella the Puppeteer^{p332}

Overcome: Tinkering can be used to Overcome obstacles where an object, device, or machine has broken down and needs to be fixed or repaired quickly.

You can also use Tinker to defeat or sabotage mechanical devices and traps.

Create an Advantage: Tinker enables you to create all sorts of seemingly-random and unusual Advantages, so long as you have access to the materials you use for tinkering, and the tools you need to work. These Advantages can be personal, such as a **Single-Use Grapple Thrower**, or environmental, such as a **Hidden Dart Trap**.

Attack: Tinker is not used for Attacks.

Defend: Tinker is not used for Defense.

§6.10.9.1

Stunts

Junk Engineer. Real makers don't need tools. Or decent materials. If there's junk, you can slap together a useful (or at least distracting) gadget. You get +2 to Create Advantages in physical Conflicts.

Handy Gadget. Twice per session, you can take a Boost

representing some **Useful Tool** or **Handy Gadget** you made previously.

A Horde of My Own. (2r) You can roll Tinkering to Create a Advantage called **A Horde of my Own** on a particular Zone in the Conflict. You can spend the free Invokes to make an Attack roll with Tinkering, as a separate Action on a subsequent turn. All opponents in this Zone must Defend against this Attack.

Civil Works. You can make useful modifications to buildings, structures, and environments, adding utilities such as Running Water, Sewer, or even—if you can come up with a generator—Electricity. You get +2 to Tinker to Create Advantages that apply to multiple Zones.

Arcane Engineering. Regardless of whether they're your spells or someone else's, you can incorporate magic into your gadgets and works. You can incorporate any magic that you have access to into any Aspects you create with Tinkering. Doing so grants you a +2 on a Tinker roll, as long as you have access to a magic that is applicable to the roll in question. This does not prevent you from benefitting from Advantage created using that form of magic.

Defuse Device. You can use Tinkering twice in any Challenge where it is applicable. You also get +2 to neutralize traps and other dangerous gadgets.

Saboteur. You get +2 to Tinkering rolls to damage, disable, stall, or otherwise sabotage some piece of mechanical equipment.

Body Modification. Mechanical devices aren't the only thing worth modifying. In Oubliette, surgery is as close as some come to evolution. You can use Tinkering to Create Advantages on creatures and beings.

Vat Creature. (4r) Sure it means causing a little agony, but you can build completely new critters out of the parts of old ones. You spend 1 Fate Point, and at the end, the creature comes to life as a character under the GM's control, with a neutral disposition towards you. The being is a nameless NPC with a Caste equal to the Shifts of your success but not exceeding your own Caste minus 1.

§6.11

General Stunts

Some Stunts are perfectly viable but don't fit in—or are too broad for—a single Skill. These are “general” Stunts.

§6.11.1

Stunts

Advanced Technology. While most things in Oubliette come from medieval or renaissance periods, there are a few pieces of equipment from substantially further ahead. When you Invoke Aspects pertaining to your technological superiority, you get +3 instead of +2. In addition, you may select a Skill that is not magically-oriented. You get +1 on that Skill in situations where your technology puts you ahead of the rest.

Item of Power. (Variable Refresh) You have an item of

power: a weapon, object, or piece of armor that has been imbued with energy and purpose. This item can be taken away from you, but—at the end of the scene in which it was taken away, or at the end of any scene after—you may spend a Fate Point to recover it. When you take the Item of Power Stunt, you must allocate Refresh points to it in multiples of three. For every three Refresh points allocated, the item gets four dedicated Refresh points that can be spent only on purchasing Stunts. As long as the item is in your possession, you have access to its Stunts. Removing another person's item of power requires an Overcome action opposed at +2.

Outsider Language. Few know how to decipher koom moonspeak, dwarven thoughtrunes, or whatever Gaelic nonsense the pixes of the Labyrinth speak. Pick an unusual language, difficult dialect, or form of verbal code. You can use this language to speak with others who share it, without anyone listening in being able to determine the meaning of the conversation.

Poison Reserves. (2r) When you Attack a target and deal physical damage to them, you may choose to deal one less damage to give your victim the Situational Aspect **Poisoned!** While **Poisoned!**, each time the victim performs an action aside from attempting to Overcome the poison, they suffer a point of physical damage unmodified by their Armor. The difficulty to Overcome being **Poisoned!** is equal to the poisoner's Alchemy Skill. Victims may not be **Poisoned!** a second time in the same scene and the Aspect goes away at the end of the scene.

Shifter. You have some kind of alternate form. Many Shifters in Castle Oubliette turn into rampaging beasts, elementals, or other warform horrors, but the changes wrought by this Stunt can just as easily be subtle ones. They represent knowledge as well as ability, and sometimes a shift might mean putting you in communion with a force from outside your reality. Shifting into your alternate form costs 1 Fate Point. For each point of Refresh invested in this Stunt, you can move 3 Skill ranks to other other Skills. You still can't surpass your Skill Cap, and no Skill can have negative ranks.

§6.12

Creating New Stunts

You will probably find at some point that you want to create a new Stunt that is not described in the book. Oubliette encourages you to be creative and generate unique new ideas for your character. Here are some guidelines when creating a new Stunt. Remember, you can also use other Stunts as ideas or templates if you want.⁵

General guidelines for creating new Stunts

⁵ You can also look at Building Stunts in the Skills & Stunts chapter of Fate Core for more information and examples.

- ☞ Aim for applicability in two to three situations per session.
- ☞ Good Stunts tell a story in addition to their mechanical benefit.
- ☞ Make the Stunt further articulate your High Concept.
- ☞ Try to aim for the Stunt being useful, but not overpowering.

§6.12.1

Basic Stunt Components

- ☞ (1r) Add a new Overcome or Create Advantage use to a Skill, such as giving Brawl a “climb” use as an Overcome action.
- ☞ (1r) Add a +2 bonus to a specific action in a specific situation with a single Skill.
- ☞ (1r) Add +1 to several Skills in a specific situation, with a particular Action.
- ☞ (1r) Take 1 Boost per Scene.
- ☞ (1r) Take 2 Boosts per Session.
- ☞ (1r) Remove a particular type of Situation Aspect and all its free Invokes.
- ☞ (1r) Alter an outcome up or down in severity one category, i.e. from a fail to a tie, or from a success with style to a normal success.
- ☞ (1r) Telepathy or other cryptic methods of communication.
- ☞ (1r) Force an opponent to take or avoid a specific Action while a particular Situation Aspect exists.
- ☞ (1r) When you perform a certain action, replace two Aspects for a single scene.
- ☞ (1r) When you perform a certain action, replace one Aspect until you are Taken Out or end the effect.
- ☞ (1r) Take the highest of two Skill rolls in a specific situation.
- ☞ (1r) Actively oppose certain rolls outside your presence.
- ☞ (1r) Gain a mild Consequence of one type.
- ☞ (1r) Gain 2 points of Weapon rating with a particular damage type.

§6.12.2

Advanced Stunt Components

- ☞ (1r) Treat an opponent's Stress box as filled for a single Action in a specific situation.
- ☞ (1r) Bestows teleportation or other difficult to oppose movement type.
- ☞ (1r) Add the Attack Action to a Skill that does not have it, within the Conflict type appropriate to the Skill.
- ☞ (1r) Add the Defend Action to a Skill that does not have it, within the Conflict type appropriate to the Skill.
- ☞ (2r) Gain a Boost each time a condition is met.
- ☞ (2r) Grants access to the Flight Movement^{p139} rules.
- ☞ (2r) Attack Shifts can be split among two opponents in a

very specific situation.

- ☞ (2r) Gain a Stress box in one particular Stress Track.
- ☞ (2r) Put a Situation Aspect into play without spending an Action. It does not come into play with any free Invokes.
- ☞ (2r) Area of Effect: Attack hits everything in a Zone, including allies.
- ☞ (2r) Gain 1 point of Armor rating against a particular damage type.
- ☞ (2r) Add a new type of damage that the Skill can Defend against in a particular situation. Example: allowing Arcane to Defend against logistical Attacks as long as you are within your own personal tower, keep, or sanctum.
- ☞ (2r) Add a new type of damage that the Skill can Attack with in a particular situation. Example: allowing Contacts to Attack in mental Conflicts as long as you yourself have made no direct threats in the scene.
- ☞ (3r) Area of Effect: Attack hits all enemies in a Zone.

§6.12.3

Variable Stunt Components

- ☞ (Divide cost in half) Stunt requires you to spend a Fate Point to use it.
- ☞ (-1r) Stunt can only be used in a *more* specific situation or circumstance than otherwise.
- ☞ (-1r) Mark off a Stress box in order to use the Stunt.
- ☞ (-1r) You must Overcome a +4 to use this Stunt.
- ☞ (1r) to (4r) Create an exception to a normal Skill rule. Cost should depend on utility and comparison with other Stunts. This is a catch-all for things not explained otherwise, like the Stunts Vat Creature in Tinkering^{p122} or Fellbrood in Savage^{p97}.

Note: Stunts cannot be less than 1. Modifiers that subtract from the Refresh cost are applied before dividing it's cost in half, if you choose to make it cost a Fate Point to use.

§6.12.4

Things Not to Do with Stunts

There are some things that Stunts shouldn't be capable of doing, either because they tend to violate the narrative of the game, or because they are too powerful to balance properly.

Don't permit a Skill to deal damage of a different type than the current type of Conflict. Don't give Provoke the ability to make Attacks that deal damage to the mental Stress Track in the middle of a physical Conflict. Remember that Conflicts are defined by what types of harm the characters are trying to deal to each other. See Types of Conflict^{p135} for more information.

Likewise, Stunts should avoid permitting defense against types of damage they wouldn't normally be able to handle, unless the situation is very specific.

Stunts should avoid global situations. The wider the situation in which the Stunt is valid, the less interesting the Stunt, and the more difficult it is to balance against others.

No Stunt should remove an Extreme Consequence. Extreme Consequences are simply too valuable to be removed on a per-Session basis. Stunts should also avoid reducing them in severity for the same reasons. Extreme Consequences are for extreme situations, and should not be taken lightly.

Avoid adding extra dice rolls to frequently used Actions or abilities. This tends to slow down the game for everyone.

Tread lightly with death. Remember that dying is still meaningful in Oubliette, and that while it is not always the worst outcome, it is rarely a good one.

No Stunt can remove someone's ability to Concede a Conflict. Conceding is an important way for Players to retain narrative control over their characters at the cost of failing at a goal.

§6.13

Unique Powers

While there are a wealth of abilities available from a number of different sources, sometimes there are characters whose powers are not adequately explained by any combination of pre-written Skills or Stunts. There are two ways to deal with this situation.

The first is to simply take Skills that most closely match the High Concept of the character, phrasing their use and lore in terms of how the character uses them, and Creating

New Stunts^{p123} to portray these specific powers.

The second is to create an entirely new—and possibly unique—Skill for the character to use. When doing this, make sure the Skill follows the same patterns that other Skills do, and note what Actions it is capable of performing. Make sure your GM signs off on this new Skill and its usage if you haven't already worked with them to construct the Skill. You'll need to create your own specific Stunts for this Skill, of course, but you need only design the ones you'll be using.

§6.14

Fighting Styles

You may also find that your character utilizes a special subset or slightly-different version of a Skill than the usual. Unseelie Court fae may use a fairy-dust version of Ghost, psychics might find themselves using an analog to Arcane, and a robot might use a type of Ranged that involves missiles and cannons. It's fine to simply describe their actions this way, but you may want to further integrate that into the mechanics of your character. You can do this in two main ways.

You can take Character Aspects that describe your fighting style. This will allow you to Invoke your style when it may be advantageous.

You can also build specific Stunts that more clearly describe your specific set of powers. Adding actions or creating exceptions may help further specify the capabilities of your fighting style.

§7 Into the Fray

Doomrise, I call it. I live in a terrible place. My place is at the corner of Grandhall and Celeste and Spearfield. I see them fight all the time, vampire men come to fight not-vampire men, dragons soar overhead, crooks stab other pickers like me for their meat. But that is not doomrise. Doomrise is when the gods that live in the sky towers above have a go. They make night like day. They spray the city with fire and make the buildings into little rocks. That is doomrise. It makes the vampire men and dragons feel like me.

—Drul, a Gloomworld dreg

Most of the time, you will find yourself making a number of individual Skill Rolls^{p129}, and this should be enough to decide how a particular situation in play resolves. You're not obligated to describe actions in any particular timeframe or level of detail when you use a Skill. Therefore, you could use a single Athletics roll to find out whether you can safely scale a rock face that will take days to climb, or use that same single Skill roll to find out whether you can safely avoid a swiftly falling tree that's about to crush you.

Sometimes, however, you'll be in a situation where you're doing something really dramatic and interesting, like pivotal set pieces in a play or a book. When that happens, it's a good idea to zoom in on the action and deal with it using multiple skill rolls, because the wide range of dice results will make things quite dynamic and surprising. Most fight scenes fall into this category, but you can zoom in on anything that you consider sufficiently important—political negotiations, court trials, high-stakes confidence games, and so on.

There are three ways to zoom in on the action.

- ☞ Challenges^{p133}, when one or more characters try to achieve something dynamic or complicated
- ☞ Contests^{p133}, when two or more characters are competing for a goal
- ☞ Conflicts^{p135}, when two or more characters are trying to directly harm each other

But before we get to these, let's go over the basics of Time Units^{p126}, Milestones^{p128} and Skill Rolls^{p129}, because these will be important for the discussion of Challenges, Contests, and Conflicts.

§7.1

Time Units

Time in Oubliette is a complicated thing. First of all, there is a difference between “real time,” the time spent by you and the Players *playing the game*, and “story time,” the time experienced by characters *inside the game*. Consider also the possibility of events in Oubliette being separated by years, decades, or millennia. Then there's the issue that time

in Oubliette and the World of Life are not in lockstep.¹

Story time and real time very rarely match up. You'll spend many minutes in Conflicts that take only seconds to occur in the story. You'll skip over unimportant or uninteresting periods of weeks or years in the space of a sentence.

Time is divided up into particular periods. Some of these periods have real-time meanings, while others are more based on story-time events. We'll be looking at each subdivision in order from shortest to longest.

§7.1.1

Free Action

A Free Action is something in-game that can be done at the same time as something else. Effectively it takes no time at all; drawing a weapon at the start of combat, shouting orders at a subordinate, and running across a space could all be Free Actions in the right circumstances. A free action is rarely opposed: if someone tries to stop you, it's probably an Overcome Action, which acts as a normal action you must do on your turn.

Defending yourself from Attacks is *like* a Free Action, except that it happens as a part of an opponent's Attack, not on your turn. Likewise, rolling Initiative at the start of a Conflict takes no time, but isn't exactly a Free Action.

§7.1.2

Action

A basic action is a single attempt at some activity. Usually these are subdivided into The Four Actions^{p131}.² One action is the basic amount of time needed to use most of the Arts Martial.

Exactly how much story time a specific action takes depends on the type and scale of the Conflict. Actions in physical Conflicts take very little time compared with actions in a logistical Conflict. Within a Conflict of a given type, all normal actions are assumed to take roughly the same amount of time.

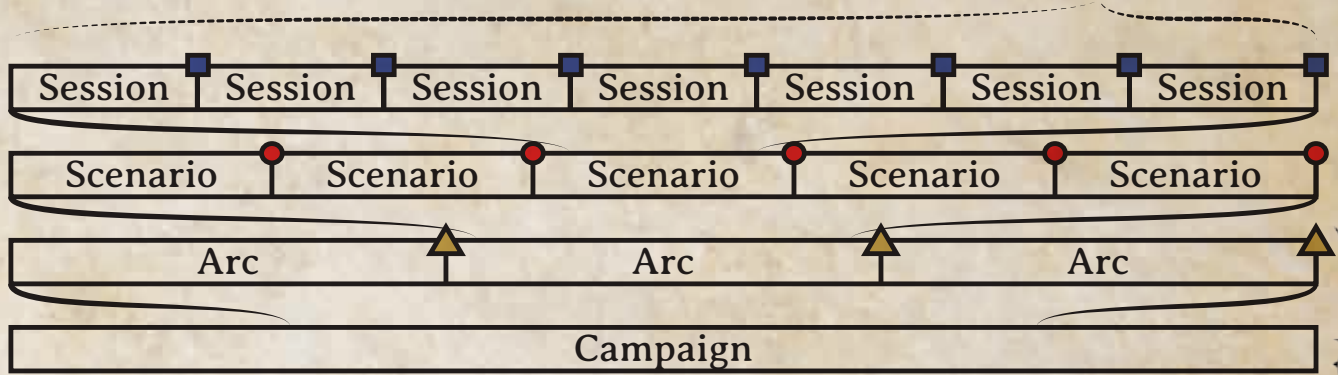
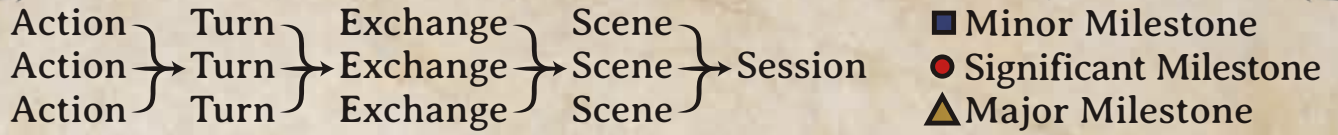
§7.1.3

Turn

A turn is a slightly larger bit of story time than a single action. It includes one basic action, but also any free actions

¹ See Two Streams of Time^{p17} for more information on this Aspect of Oubliette.

² Except for the Defend Action, which you generally take in response to an incoming Attack action, rather than spending your own action on.



that character takes on their turn, like movement and speaking. In one turn, a character gets to make 1 action, move one Zone,³ and a few reasonable free actions.

§7.1.4
Exchange

An Exchange is the time it takes for all active participants in a Contest or Conflict to take their respective turns. The time between one character's turn and their next turn is one Exchange.

As Exchanges are based on turns, turns based on actions, actions based on the situation and type of scene, the amount of story time an Exchange takes is flexible and dynamic. When dealing with deadlines or countdowns, use Exchanges, turns, and actions instead of specific game time or story time limits.

§7.1.5
Scene

A scene is a self-contained narrative “packet” that encapsulates one particular situation. Some scenes are purely narrative-driven. Some have a few Skill Rolls^{p129} in them. Others have full-blown rules. Challenges and Contests may comprise a whole scene or just a portion of one, while Conflicts tend to take up an entire scene themselves, sometimes with the preparations and aftermath as separate scenes.

Scenes usually occur at a single level of abstraction or “zoom.” One might be a series of long-term Exchanges where the actions take weeks at a time. Another might be focused on the extraordinarily specific interactions between a torturer and her victim. Each scene has a purpose, and is complete when that purpose is either completed or rendered invalid.

³ Unopposed. See Movement^{p139} for more information.

§7.1.5.1
Mild Consequences

If you have a mild Consequence filled in, you can clear it one scene after you begin the recovery process on it. See Recovering from Consequences^{p141} for more information.

§7.1.5.2
Situation Aspects & Boosts

Situation Aspects and Boosts are temporary Aspects. Normally, they go away at the end of a scene, unless specified otherwise. Ones created at the end of a scene carry over, so long as doing so makes sense in the story.

§7.1.6
Session

A session is a single real-time evening or afternoon of playing Oublette. A session can have as many or as few scenes in it as fit in the time you have to play. Big battles and complex negotiations will naturally take up more of a session, while legwork may take up less. Sessions often range in length between two and six hours. Sessions often end with Minor Milestones^{p225}.

§7.1.6.1
Moderate Consequences

If you have a moderate Consequence filled in, you can clear it one session after you begin the recovery process on it. If you begin the recovery process in the middle of a session, you should recover sometime in the middle of the next session.

§7.1.7
Scenario

A scenario is an arrangement of related sessions, usually lasting for one to four of them. Scenarios go hand-in-hand with Significant Milestones^{p225} that resolve some large, overarching goal, problem, or issue the PCs are involved with, whether for good or for ill.

\$7 Into the Fray

\$7.1.7.1

Severe Consequences

If you have a severe Consequence filled in, you can clear it one scenario after you begin the recovery process on it.

\$7.1.8

Arc

Arcs are series of scenarios. They usually weld several major events together into some kind of meta-story of interrelated events. Often they arise naturally from the scenarios that the GM poses to the PCs, but other times the GM may come to the table with an idea for a story and work from the arc-level down into the specifics of individual scenarios and sessions. Arcs end with Major Milestones^{p226}.

\$7.1.8.1

Extreme Consequences

At Major Milestones^{p226}, if you have an extreme Consequence replacing one of your Aspects, you can rename the Aspect to represent that you're adapting to it, which can mean waiting the better portion of a whole arc.

\$7.1.9

Campaign

A campaign is the whole corpus of sessions in a single storyline or game of Oubliette. Most campaigns contain a relatively stable cast of PCs. Some campaigns end in epic confrontations, while others just sort of slip from the grasp as other things interfere. Much of the time the entire campaign is not designed out in advance, or if it is, the details of the end are hazy enough that they can be molded by the GM to fit what happens later on as the PCs make their own decisions.

\$7.2

Milestones

Milestones go hand in hand with certain Time Units^{p126}, but they are not identical. Whereas a unit of time encompasses some portion of real-time and story-time, Milestones are instead moments outside the narrative flow where the Players get a chance to change things about their characters.

\$7.2.1

Minor Milestones

Minor Milestones occur at the end of a Session^{p127}, or earlier if one or more pieces of the story have been resolved. These Milestones are less about becoming stronger, and more about adapting to the challenges you are facing.

During a minor Milestone, you can choose to do one of the following:

- ☞ Switch your rating in any two Skills, or replace one of

your lowest with one that isn't on your sheet.

- ☞ Swap any Stunt for another Stunt.
- ☞ Purchase a new Stunt using your available Refresh. (Remember that you can't go below 1 Refresh, though)
- ☞ Rename one character Aspect that isn't your High Concept.
- ☞ Return a Stunt and regain the Refresh spent on it.
- ☞ If using The Crumbling Tower^{p73}, you may decompose a Skill or rebuild two into one.

Minor Milestones represent the natural changes that characters in Oubliette are subject to. They also give you an chance to adapt to any Aspects or Stunts that are no longer relevant. In general, the changes you make should stem from, or at least be rationalized by, the events of the story.

\$7.2.2

Significant Milestones

Significant Milestones usually occur at the end of a Scenario^{p127}, at the conclusion of a major event in the story, or every two or three sessions. Unlike minor Milestones, which are about change, significant Milestones are about growth, expanding your abilities and powers.

In addition to the benefit of a minor Milestone, you can choose to do one of the following:

- ☞ Put a +1 on any Skill you already have. The ratings of your Skills cannot exceed the ratings of the next Caste up.



☞ Take a new Skill at +1.

If your Skills are equivalent to the next Caste up (either by total SP, or by loadout), your Caste goes up. See Caste Advancement^{p129}.

§7.2.3

Major Milestones

A major Milestone occurs when a large event shakes up the story. The end of a story Arc^{p128}, the death of a main antagonist, and other events that send ripples through the rest of the narrative, these are major Milestones.

In addition to the benefits of both a minor and significant Milestone, you gain both of the following:

- ☞ Take an additional point of Refresh. You can use this point to pay for a new Stunt immediately, or save it and increase your Refresh by 1.
- ☞ Rename your character's high concept if you desire.

§7.2.4

Caste Advancement

Your Caste is relatively stable most of the time, but it can go up in two main ways.

- ☞ When your Skills are equivalent to the next Caste up (either by total SP, or by loadout).⁴
- ☞ The GM decides to move things along and declares the entire group goes up in Caste. This is usually done after long-period time skips or due to unusual events in the story.

When your Caste goes up, **you change your base statistics up to the next Caste, unless they were already higher.** This means that you might gain more Skills or find their ratings increased, your total Refresh may go up, and you may get a new Aspect. If your Skills change, make sure that you account for any changes in your Stress and Consequences.

Nechnagan gains a Skill Point, changing his Skill loadout from +7, +6, +6, +5, +5, +5, +4, +4, +4, +4, +3, +3, +3, +3, +2 to +7, +6, +6, +5, +5, +5, +4, +4, +4, +4, +3, +3, +3, +3, +3 thus making his Skills equivalent to those of the Forsaken Caste. He can now advance in Caste.

If appropriate to the story, your Caste may also go down. This is rare, but if it happens, it works in reverse from advancement. This only happens if the story changes direction radically. It is called "Caste deterioration," and it does not reflect punishment, but a change in the general ability level of the group and the focus of the story.

⁴ Your game may award Caste advancement on a different schedule. GMs should look at Caste Advancement^{p129} for more info.

§7.3

Skill Rolls

The most basic use of a Skill is a simple Skill roll. This is most often performed as an Overcome action, though for some Skills it may be the Create an Advantage action. Skill rolls are used for simple actions outside of Conflicts that are risky, interesting, or both. Skill rolls aren't called for on simple activities, such as walking from one cell to another, but may be called for when simple tasks are more complicated or dangerous.



Lucette needs to case the outer walls of Vlad's Harem for vulnerabilities, as an ally of hers has been kept inside for three hundred years.

§7.3.1

When to Call for a Skill Roll

Skill Rolls are appropriate when the following conditions are met.

- ☞ **The outcome of a situation is in doubt.** It's not worth rolling to see if you can cross a street, because it's unlikely that you won't be able to, unless something else is interfering.
- ☞ **Failure is interesting.** While tripping in the street might happen, it's nothing more than a fleeting embarrassment under most circumstances. Trying to convince a Draculean to discuss his patrol schedule is another matter.
- ☞ **There is some risk involved in the situation.** There should be some meaningful value behind the roll. You *could* call for a Skill roll to see if how well a character sneaks past a group of civilian humans in Grandhall, but failing at this is basically meaningless, unless one of the civilians is actually an assassin, in which case the situation is more complicated.

§7.3.2

Target Ratings

Skill roll are rolls of the dice made against a target rating. The number you are trying to exceed varies, and

will be given by the GM⁵. The opposition can be in one of two forms:

Passive: Inanimate objects, situational elements, and standing effects can provide a target number. These are called passive rolls, because no active agency is standing in your way. Mundane obstacles usually provide lower target numbers than actual characters, because objects do not react to creatures with intent.

Aislinn, a pixie, is so small that she finds it difficult and dangerous to fly when the winds of Spearfield are more than a gust, requiring her to roll Athletics for even a short jaunt.

Active: Characters, PC and NPC, sentient or beastly, can provide opposition to rolls. These are called opposed rolls, because another character is standing in your way. When an opponent opposes a roll, they make their own Skill roll, which becomes the target number.

Wilhelm Drake wants to finally slay his first dragon, a task he never completed in life. But first he must convince Lucette that the juvenile serpent she is protecting is only worth the blade, and his Provoke doesn't quite match her Rapport.

Both active and passive opposition try to prevent a character from succeeding at the action they're attempting. In situations where nothing is preventing a character from success, a roll is not required, the Player simply narrates what they intend to happen. There is no such thing as an "unopposed roll" because there should be no rolls for things that are not opposed.

§7.3.2.1

Taking them By Surprise

What if a character Attacks from a position of such advantage that the opponent cannot Defend themselves? Stabbing a guard in his sleep, strangling a distracted queen with the Ghost Arts, and intentionally triggering an trap might qualify.

Sometimes, this means there is no opposition whatsoever. The Player simply narrates what the character does. Note, however, that these situations are often the province of stealth and subterfuge, and that being incompletely hidden may allow the opponent to mount some form of defense. In these cases it's

5 Unlike other systems, the GM almost always reveals the target rating *before* the roll, so that the Players can determine what resources they want to use, and what will make the story more interesting.

easiest to handle the aggressor's position of power as an Advantage with free Invokes. The GM may also rule that while the initial action is unopposed, some other portion of it may be: an assassin with a dagger may be forced to attempt to Overcome his target's enormous physique or powerful magical wards to do harm, in which case the situation begins to look more like the beginning of a Conflict. Conflicts^{p135} are described later on.

Other times, opposition is passive, meaning that you will have to roll, but the rating of your target is static and no dice are added to the number. These work the same way as normal Skill rolls.

§7.3.3

Rolling Dice

Rolls are made using 4 fate dice, each of which has 2 plus, 2 minus, and 2 blank sides. These four dice are summed together for a total of +4 to -4. Rolls can be denoted either per-die, as in (+ + - 0), or as a single number, such as "-2" or "+1"

(+ - - +) = 0

(+ 0 0 0) = +1

(- - - 0) = -3

The total on the dice is usually modified by a skill or other number, to which other bonuses are sometimes added.

Lucette attempts to uncover the mysteries of the Sunless. Her Lore is +6, and she has the Historian Stunt, which gives her a +2 bonus. She rolls (+ - 0 -) or a -1 for a total of +7.

Note: You, as a Player, can decide to Invoke an Aspect^{p79} to modify your total *even after* the dice have been rolled. The total is then recalculated based on your choice.

§7.3.4

Skill Bonuses

The rating you have in a particular Skill is sometimes only a small part of a Skill roll. The roll total is made up of five parts, some of which may be absent from a given Skill roll.

Your Skill Rating: The value of your Skill, as noted on your sheet. You can raise this over time through Caste Advancement^{p129}.

The Dice, -4 to +4: Fate/Fudge dice are "center-weighted," meaning that on average, the dice tend towards a +0 result, but can swing with less and less likelihood out towards +/-4. This can easily make your roll equivalent to that of someone one or two Castes above or below you.

Invoking an Aspect, +2 Each: Invoking Aspects by spending Fate Points or Free Invokes is the bread and butter



of increasing rolls. When you want to succeed at something, often this will be the first place you turn. See Invoke an Aspect^{p79} for more information.

Invoking an Aspect, Reroll: Sometimes your roll is so bad that a +2 bonus isn't as valuable as a chance to reroll the dice completely. Again, see Invoke an Aspect^{p79} for more information.

Stunts, +1 to +4: There are many Stunts that add to your Skill roll within the confines of specific situations. You can find more information about Stunts generally in Defining Stunts^{p73}. There are many Stunts listed in Races^{p77}, Factions^{p46}, and Arts of the Unbroken^{p82}.

§7.3.5

The Four Outcomes

It's important to realize that Skill rolls in Oubliette are not binary, success or fail situations. There are a number of possible outcomes from even a single roll, depending on how close a roll is to its target. Generally, the outcomes can be described in four levels of success. The specifics of these four outcomes are dependent on which of The Four Actions^{p131} you're performing, but they tend to follow the following archetypes.

§7.3.5.1

Fail

If you roll lower than your opposition, you fail.

This means one of several things: you don't get what you want, you get what you want at a serious cost, or you suffer some negative mechanical consequence. Sometimes, it means more than one of those. You and the GM work together to figure an appropriate cost, but the GM has the final word.

§7.3.5.2

Tie

If you roll the same as your opposition, you tie.

This means you get what you want, but at a minor cost, or you get a lesser version of what you wanted.

§7.3.5.3

Succeed

If you roll higher than your opposition by 1 or 2 Shifts, you succeed.

This means you get what you want at no cost.

§7.3.5.4

Succeed with Style

If you roll higher than your opposition by 3 or more Shifts, you succeed with style.

This means that you get what you want, but you also get an added benefit on top of that.

§7.3.6

The Four Actions

When you make a Skill roll, you're taking one of four actions: **Overcome, Create an Advantage, Attack, or Defend.** Before you even make a Skill roll, you have to decide which of these you're going to try. The Skill descriptions in Arts of the Unbroken^{p82} tell you which actions are appropriate for that Skill and under which circumstances. Usually, the action you need to take will be pretty obvious from the Skill description, your intent, and the situation in play, but sometimes you might have to talk it over with the group to find out which is the most appropriate.

§7.3.6.1

Overcome

Use the Overcome action to achieve assorted goals appropriate to your Skill.

Every skill has a certain niche of miscellaneous endeavors that fall under its purview, certain situations where it's an ideal choice. A character with Alchemy tries to dissolve an unknown material, a character with Empathy tries to calm the roaring crowds of Everfair, and a character with Lore scours a library for a specific tome.

When your character is in one of these situations and there's something between them and their goals, you use the Overcome action to deal with it. Look at it as the "catch-all" action for Skills—if it doesn't fall into any other category, it's probably an Overcome action.

The opposition you have to beat might be active or passive, depending on the situation.

☞ **When you fail an Overcome Action, you have two options.** You can simply fail, which means you don't attain your goal or get what you were after, or you can succeed at a serious cost.

☞ **When you tie an Overcome Action,** you attain your goal or get what you were after, but at a minor cost.

☞ **When you succeed at an Overcome Action,** you attain your goal without any cost.

☞ **When you succeed with style at an Overcome Action,** you get a Boost in addition to attaining your goal.

§7.3.6.2

Create an Advantage

Use the Create Advantage action to make a Situation Aspect that gives you a benefit, or to claim a benefit from any Aspect you have access to.

The Create Advantage action covers a broad range of endeavors, unified around the theme of using your skills to take advantage (hence the name) of the environment or situation you're in.

Sometimes, that means you're doing something to actively change your circumstances (like throwing sand in an opponent's eyes or setting something on fire), but it could also mean that you're discovering new information that helps you (like learning the weakness of a monster

through research), or taking advantage of something you've previously observed (like your opponent's predisposition to a bad temper).

When you roll to Create an Advantage, you must specify whether you're creating a new Situation Aspect or taking advantage of an Aspect that's already in place. If the former, are you attaching that situation Aspect to a character or to the environment?

Opposition might be active or passive, depending on the circumstances. If your target is another character, their roll counts as a Defend action.

If you're using Create an Advantage to make a new Aspect...

☞ **When you fail**, you either don't create the Aspect, or you create it but someone else gets the free Invoke—whatever you end up doing works to someone else's advantage instead. That could be your opponent in a conflict, or any character who could tangibly benefit to your detriment. You may have to reword the Aspect to show that the other character benefits instead—work it out with the recipient in whichever way makes the most sense.

☞ **When you tie**, you get a Boost instead of the Situation Aspect you were going for. This might mean you have to rename the Aspect a bit to reflect its temporary nature (Rough Terrain becomes Rocks on the Path).

☞ **When you succeed**, you create a Situation Aspect with a free Invoke.

☞ **When you succeed with style**, you get a Situation Aspect with two free Invokes instead of one.

If you're using Create an Advantage on an existing Aspect...

☞ **When you fail**, you give a free Invoke on that Aspect to someone else instead. That could be your opponent in a Conflict, or any character who could tangibly benefit to your detriment.

☞ **When you tie or succeed**, you place a free Invoke on the Aspect.

☞ **When you succeed with style**, you place two free Invokes on the Aspect.

§7.3.6.3

Attack

Use the Attack Action to harm someone in a conflict or take them out of a scene.

The Attack Action is the most straightforward of the four actions—when you want to hurt someone in a Conflict, it's an Attack. An Attack isn't always physical in nature; some Skills allow you to hurt someone mentally, or damage their resources.

Most of the time, your target will actively oppose your Attack. Passive opposition on an Attack means you've caught your target unaware or otherwise unable to make a full effort to resist you, or the NPC isn't important enough to bother with dice.

In addition, passive or not, the opposition always counts as a Defend Action so you can look at these two actions as being inexorably intertwined.



☞ **When you fail at an Attack**, you don't cause any harm to your target. (It also means that your target succeeded on the Defend Action, which could get you saddled with other effects.)

☞ **When you tie an Attack**, you don't cause any harm, but you gain a Boost.

☞ **When you succeed on an Attack**, you inflict a hit on your target equal to the number of Shifts you got. That forces the target to try and "buy off" the value of your hit by taking Stress or Consequences; if that's not possible, your target gets Taken Out of the Conflict.

☞ **When you succeed with style on an Attack**, it works like a normal success, but you also have the option to reduce the value of your hit by one to gain a Boost as well. Similarly, some stunts allow you to reduce your hit for some other effect. This is done separately.

§7.3.6.4

Defend

Use the Defend Action to avoid an Attack or prevent someone from Creating an Advantage against you.

Whenever someone Attacks you in a Conflict or tries to create an Advantage on you, you always get a chance to Defend. As with Attacks, this isn't always about avoiding physical sources of danger—some Skills allow you to Defend against attempts to harm your mind, damage your resolve, or reduce your stockpiles.

Because you roll to Defend as a reaction, your opposition is almost always active. If you're rolling a Defend action against passive opposition, it's because the environment is hostile to you somehow (like a blazing fire), or the attacking NPC isn't important enough for the GM to bother with dice.

☞ **When you fail at a Defense**, you suffer the consequences of whatever you were trying to prevent. You might take a hit or have an Advantage created on you.

☞ **When you tie a Defense**, you grant your opponent a Boost.

- ☞ **When you succeed at a Defense**, you successfully avoid the Attack or the attempt to gain an Advantage on you.
- ☞ **When you succeed with style at a Defense**, it works like a normal success, but you also gain a Boost as you turn the tables momentarily.

§7.4

Challenges

When an obstacle is more complicated than a single Overcome action, it can be handled as a Challenge. Challenges are multi-part situations where several actions need to be performed all at once, but the overall outcome depends on all of these actions, not just one.

§7.4.1

When to Call for a Challenge

Not all situations require a Challenge, of course. Many can be handled with individual Skill Rolls^{p129}, or a combination of Overcome and Create Advantage Actions. If a situation follows the following two rules, it should probably be handled as a Challenge.

Each separate task is something that can generate tension and drama independently. If all the tasks have the same goal, such as digging out of a sealed crevice, it should be handled as a single Overcome action. Challenges have more than one goal going on at a time.

Lucette is trapped in the sewers under Dragon's Roost. She needs to escape the sewer and keep from drowning while desperately trying to hide from the Bonehorde swarm searching for her.

The situation requires different skills to deal with. If all the actions in a challenge use the same skill, it should probably come down to a single, albeit difficult, Overcome action. The complexity of Challenges comes from the many moving parts that must all work correctly for success.

Escaping the sewer will require Exploration to find a way out. Lucette will also use Athletics to keep herself from drowning by staying ahead of the wave. She'll need to use Stealth to make sure that the swarm doesn't catch onto her.

§7.4.2

Set Up

Identify the individual tasks that make up the situation. Each one is treated as a separate Overcome⁶ roll. Depending on the situation, one character may be required to make several rolls, or multiple characters may be able to

⁶ The GM may substitute other Actions aside from Overcome, if the situation makes sense.

participate. Generally, a given Skill can be used only once in a Challenge.

The GM then sets the difficulty for each skill, taking into account the specifics of the situation.

The sewers are long and twisting, and it's been established that they're hard to navigate, so the GM sets the Exploration roll at +7.

The water filling the tunnels is powerful but comes at regular intervals, so the GM sets the Athletics roll at +4. The Bonehorde isn't far behind, so the GM sets the Stealth roll at +6.



§7.4.3

Conducting a Challenge

Once the challenge is set up, the GM calls for each Action in whatever order seems most interesting, but the outcomes aren't decided until all the results are in. If you receive a Boost on one of the rolls, you can apply it to another roll in that Challenge immediately, provided you can justify it.

Once the results are in, the GM interprets the successes and failures to narrate how the scene unfolds. If the danger hasn't passed completely, the Challenge may naturally lead into another Challenge, a Contest, or even a Conflict.

Lucette gets a +7 on Exploration, a +2 on Athletics, and a +1 on Stealth. The GM describes how she finally recognizes the way out of the sewers just as the water pounds down on her and nearly drowns her. The Bonehorde hears her desperate cries and rushes to catch up with her.

§7.4.4

Attacks in a Challenge

If someone tries to Attack another character in a Challenge, then they're doing direct harm, and it ceases to be a Challenge. You should immediately stop what you're doing and start setting up for a Conflict instead. See Conflicts^{p135} for more information.

§7.5

Contests

Whenever two or more characters have mutually exclusive goals, but they aren't trying to harm each other directly, they're in a Contest. Contests are useful in situations where rivalries happen but no harm is desired, when the goal is to capture someone rather than kill them, or when groups or characters are racing to succeed at their goal first.

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cause chaos amongst their potions and books, to put things in their way.

The GM replies that Athletics and Stealth make sense for Nechnagan, while the wizards are using Notice and Arcane to find and capture him with telekinesis.

§7.5.2

A Series of Exchanges

A contest proceeds in a series of Exchanges. In an Exchange^{p127}, every participant gets to make one Skill Roll. These Skill Rolls^{p129} determine how well they do in that leg of the contest. This is basically an Overcome Action. Participants make theirs, then compare their results to everyone else's.

☞ **If you got the highest result, you win the Exchange.** If you're rolling directly against the other participants, then that means you got the highest rank on the Ladder out of everyone. If you're all rolling against something in the environment, it means you got the most Shifts out of everyone. Winning the Exchange means you score a victory (which you can just represent with a tally mark or check mark on scratch paper) and describe how you take the lead.

☞ **If you succeed with style and no one else does,** then you get to mark two victories.

☞ **If there's a tie for the highest result, no one gets a victory, and an unexpected twist occurs.** This could mean several things depending on the situation—the terrain or environment shifts somehow, the parameters of the contest change, or an unanticipated variable shows up and affects all the participants. GMs should create a new Situation Aspect reflecting this change.

☞ **The first participant to achieve three victories wins the contest.**

The first Exchange begins, and Nechnagan uses Athletics to try to create a distraction and cause some chaos, getting a +6. The mob of Wielders comes up with a +3 on their Notice to find him. Nechnagan succeeds with style, earning him 2 victories. Already, he's almost home free.

The next Exchange doesn't go as well for our kobold friend. The Wielders bar all the doors and windows with fields of Arcane force, a +9. Nechnagan slips through the chaos of papers and scattered tables, getting a +7 on his Stealth. The Wielders take the victory.

Nechnagan will have to distract some of the spellcasters to open a way out: he rolls his Athletics again, for a +4. His opponents struggle to find him, netting a +4 as well. Nechnagan applies his Tumbling Cat Stunt towards the situation, reasoning that the jumble of detritus he's already shaken loose is more of a problem for the Wielders than for him. That brings his total to +6, beating the Wielders for the final victory point and escaping into the fog of Cutting.

§7.5.1

Set Up

To set up a contest, the following questions must be answered.

☞ What are the "sides"? Is every character in the Contest in it for themselves, or are there groups of people opposing other groups? If you have multiple characters on a side, they roll together using either the rules for Assistance or Mobs presented in Working Together^{p144}.

☞ What environment does the Contest take place in? Are there any significant or notable features of that environment you want to define as Situation Aspects?

☞ How are the participants opposing each other? Are they rolling against each other directly (like in a straight sprint race or a poker match), or are they trying to overcome something in the environment (like an obstacle course or a panel of judges)?

☞ What Skills are appropriate for this contest? Does everyone have to roll the same one, or do several apply?

Nechnagan, a skilled kobold Vaultbreaker, has run into some trouble with the Wielders of the Sword. While stealing one of their most prized magical tomes, he's managed to alert his adversaries. Now, he wants to escape their keep, book in hand, while either distracting them or avoiding detection completely.

Nechnagan is alone, and he is up against a ten-strong mob of Wielder acolytes. The contest takes place inside the upper floors of Brandheld, the Wielder keep. The wizards are trying to find and capture Nechnagan, while he in turn is trying to

§7.5.3

Creating Advantages in a Contest

During any Exchange, you can try to Create an Advantage before you make your Contest roll. If you're targeting another participant, they get to Defend normally. If someone can interfere with your attempt, they provide active opposition as normal.

Doing this carries an additional risk—**failing to Create an Advantage means you forfeit your Contest roll**, which means there's no way you can make progress in the current Exchange. If you at least tie, you get to make your contest roll normally.

Characters who forgo helping the mob or assisting the others to Create an Advantage do not count towards teamwork bonuses for that Exchange.

§7.5.4

Attacks in a Contest

If someone tries to Attack someone else in a Contest, then they're doing direct harm, and it ceases to be a Contest. You should immediately stop what you're doing and start setting up for a Conflict instead.

§7.6

Conflicts

Whenever one or more characters are trying to harm one another, the situation is a Conflict. Conflicts are usually the most volatile and complex situations in Oubliette, and as such their rules are more complex than Challenges or Contests.

§7.6.1

Types of Conflict

There are three types of Conflict in Oubliette: physical, mental, and logistical. Which Skills that are applicable to a Conflict are determined by the type of Conflict. Melee, for example, is not typically useful in a logistical Conflict, and Rapport will only go so far in a physical Conflict. Note, however, that there are situations where overlapping Skills can be of benefit in a Conflict they are not exclusively for. For example, Provoke can provide Advantages in physical Conflicts, and Rapport can open new avenues of Attack in a logistical Conflict.

The type of a Conflict is defined by how the participants are intending to harm each other. Physical Conflicts arise because characters intend to deal physical harm to each other. Mental Conflicts arise because characters are trying to break down each others' psyches or emotionally degrade one another. Logistical Conflicts arise



because two or more parties are intent on reducing each others' resources. The Conflict type is inextricable with the normal type of damage being dealt in combat.

§7.6.1.1

Physical Conflicts

Physical Conflicts consist of two or more parties trying to harm each other's physical⁷ bodies. This is usually done through the Arts Martial. Fistfights, sword battles, dragonslaying, assassination attempts, and magic duels are all examples of physical Conflicts. Attacks in physical Conflicts deal physical Stress to the physical Stress Track and result in physical Consequences.

§7.6.1.2

Mental Conflicts

Mental Conflicts consist of two or more parties trying to damage each other's psyches. This can be done with the Arts Social. Torture, emotional abuse, intimidation, political arguments, and incitements to violence are examples of mental conflicts. Attacks in mental Conflicts deal mental Stress to the mental Stress Track and result in mental Consequences.

⁷ or perhaps metaphysical

§7.6.1.3

Logistical Conflicts

Logistical Conflicts consist of two or more parties trying to damage each other's organization and resources. This is usually done through a combination of the Arts Social, Arts Professional, and Arts Subtle, and the Resources and Strategy Skills factor into it heavily. Stealing from another's food stash, wrecking a business plan, outlasting another army, and prolonged sieges are examples of logistical Conflict.

§7.6.1.4

Attack Subtypes

Attacks are usually fairly clear in type: swords cause physical harm, insults damage your mental state, and bribes can cause logistical issues. Sometimes, however, Attacks must be specified further, such as when a Skill says that it can only Defend against magical Attacks. When there is doubt, the GM arbitrates whether a trait is applicable in the situation, but Players can spend a Fate Point to declare a story detail to specify further in their defense.

A lowblood vampire tries to evade Wilhelm's new sword of light. The vampire, who is attempting to use Blood to Defend, notes that he can only do so from cutting, slicing, or piercing sources, but not beams or blasts. To Wilhelm's chagrin, the GM rules that while the sword itself is a beam, it works primarily as a magical cutting implement.

§7.6.1.5

Changing Conflict Type

Escalation and de-escalation happen. Sometimes a heated argument can turn into an actual physical fight. Occasionally, a logistical Conflict is a prelude to the mindgames played at grand scales. Every year the tense social standoff at the Spearfield Ball turns into a complex series of buys, sells, and business maneuvers.

Changing the Conflict type is like changing the scene. Chances are that one or more sides will have to Concede one Conflict to initiate another one, but if all parties switch modes of aggression at the same time, that by definition changes the Conflict type. Depending on the situation, Aspects in play may persist or be replaced with ones appropriate to the change in circumstances.

It's important to note, however, that the group with the upper hand in a given Conflict will probably try to retain the Conflict type. This means that to change the type, the other side may well be forced to Concede. It's very hard, for example, to engage someone in an argument in the middle of a battle of spells and magic, and while it's possible, it would be extraordinary.

§7.6.1.6

Cross-Conflict Actions

Cross-Conflict Actions are when you attempt to deal damage to a Stress track that isn't the focus of the Conflict you're in, or when you try to absorb appropriate damage with an unusual Skill. Dealing mental harm to an opponent in a physical Conflict, for example. Most often, this isn't possible because of the constraints of the scene, the situation, and the actions of your opponents. Open your mouth to Deceive, and someone may well put a fireball in it. Remember that Conflicts are defined



by the type of harm you're trying to do to each other.

That doesn't mean that it never happens. Clever characters may find advantageous situations where they can utilize tactics that would normally be outside the reach of the scene. Often, these involve preliminary setup. Other times opportunities arise because a weakness is uncovered that you can exploit in the timeframe presented by the current Conflict. The GM will determine whether or not a given Cross-Conflict Action is valid. Sometimes these actions will lead to Changing Conflict Type^{p136}, while other times, they may simply be an opportunity to harm an opponent from an unexpected (and possibly poorly-defended) direction.

§7.6.2

Set Up

Where a Conflict occurs is very important information, for several reasons. First of all, the nature of the environment determines much of how the Conflict will unfold and where the tactical advantage lays. Second, distance and range play a major factor in whether Attacks can be made. Third, Oubliette is not usually about mindless slaughter; the story of how we got to this particular situation and what we can do from here (including combat, evasion, and innumerable other possibilities) are the focus.

§7.6.2.1

Zones

First, a rough map of the location is required. You can use pregenerated maps, custom built maps, or simply sketch out an area.

Each Conflict location is divided up into Zones. Zones are abstract regions that are usually bounded by some sort of barrier. A physical Zone might be a single room or a section of alleyway. Most of the time there are three or more Zones in a given conflict, organized and divided up so that they aren't simply a grid of spaces. Sufficiently large open spaces can be divided up into Zones that are roughly the same size as the others on the map.

Non-physical Conflicts have Zones too. Mental Conflicts might use topics or sore-spots as Zones, while logistical Conflicts might use stocks, service markets, or the like.

Zones do not specify any particular scale. Scale is usually determined by the situation and the general Caste level of the participants. Godlike beings might use entire wards as Zones, whereas the Zones of Dregs and Refuse might be limited to the interior of a wall, a burrow, or a drain.

*Lucette has been cornered by Vlad's minions once again, this time in a charming cul-de-sac of the richest parts of Spearfield. The east side is surrounded by apartments with **Sturdy, Locked Doors and Nouveau-Riche Vampiric Onlookers** while the west is blocked by **Draculean special agents**. The area is divided up into Zones, one for the apartment steps, one each for the north and south forecourts, one for the roadway, and one each for the north, south, and east sections of buildings, into which she could try to escape.*



§7.6.2.2

Local Aspects

While setting the scene, the GM may describe several Situation Aspects associated with the environment of the Conflict. These can be almost anything pertaining to the scene, from lighting or mood to physical restrictions, rough ground, cover, improvised weapons, or active and dangerous materials or devices. Some Situation Aspects may be localized to a particular Zone, while others may be general to the entire scene depending on the situation.

*Wilhelm, emerging from his own recent grave, finds himself under Castle Dragomar. As he makes his escape, he finds himself in a chamber that contains several **Opulent and Occupied Coffins, an Idol with an Unnamed Sword, and some sort of Remote-controlled improvised explosive device which seems to be attached to the central Load-Bearing Column.***

§7.6.2.3

Range

By default, Skills can only be used on targets within the same Zone and thus are said to have a range of zero. There are, however, several Skills that can reach further, and several Stunts that can be used to extend the range of particular Skills.

Pointy-faced raggamuffins are jeering at Nechnagan the Fleet as he walks the long path to the Goblin King. He'd like to strike at them for insulting his jaunty cloak, but they are a Zone above him in the galleries, and his Precision Skill cannot reach.

There may also be circumstances where certain Skills can be used on other Zones in spite of not having the appropriate range.

§7 Into the Fray

John Barrows has his finger on the radio-operated dead-man switch for a bomb under Castle Dragomar, but he'll only get one chance to use it. At least he doesn't have to be in the same Zone when he does. Hopefully his last set of batteries don't run out.

§7.6.2.4

Sides

Generally, there will be two or more sides to a given Conflict. While they may change over the course of the action, the starting sides should be clearly established at the outset, as Conflict cannot be resolved until the victory conditions are met for one side or the other.

The GM assigns the NPCs to particular Zones in the Conflict, and may place the PCs in a particular Zone or may allow them to choose their particular starting positions. Sometimes the positions of the combatants may be clearly defined by landmarks in the fiction.

Trapped between the apartments, Lucette is placed on the steps, where she was when she first noticed the Draculeans behind her, who are arrayed in the roadway Zone and thus blocking her easiest escape.

§7.6.2.5

Initiative

The order in which the conflict proceeds is normally determined by an Initiative roll. All participants roll an appropriate Skill, and are ranked by their results. Ties are rerolled.

Which Skills are appropriate for Initiative in a given Conflict depend on the type of the Conflict:

- ☞ **Physical:** Athletics, Notice, Strategy
- ☞ **Mental:** Empathy, Notice, Strategy
- ☞ **Logistic:** Contacts, Notice, Strategy

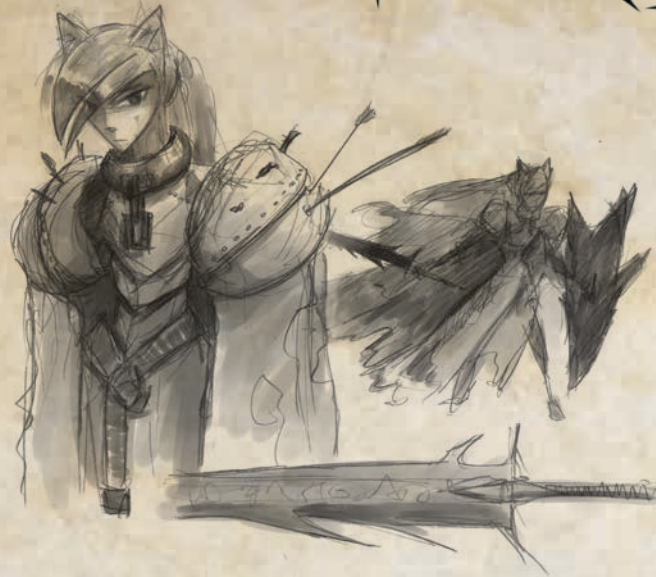
In some cases, other Skills may also apply at the GM's discretion.

The gods of Fate grace Wilhelm with a total Athletics roll of +7. The strange, young, terrible vampireess that rises from the gold-encrusted coffin rolls a +10. Apparently even the gods of Fate are terrified of what sleeps in Draculean crypts.

§7.6.3

Exchanges

Conflicts consist of a number of Exchanges^{p138}. Each Exchange is composed of 1 turn of each active character participating in the Conflict, PC and NPC alike. Each character that gets a turn makes one action, which is usually an Attack. Sometimes characters will also take the opportunity to perform free actions, which do not count as taking up their turn. Once all characters have taken a turn (or been Taken Out prior to their turn) the Exchange ends and the next one begins.



§7.6.3.1

Actions

Normal Actions

- ☞ Attack^{p132}
- ☞ Create an Advantage^{p131}
- ☞ Overcome^{p131}
- ☞ Move, overcoming opposition (See Movement^{p139})
- ☞ Sprint (See Movement^{p139})
- ☞ Full Defense^{p138}

Note: Defending yourself from an Attack is not considered an Action (or even a free action, really) because it occurs in the course of the opponent's Attack. You only need to spend an Action on Defending yourself if you decide to take a Full Defense Action.

Free Actions

- ☞ Move without opposition (See Movement^{p139})
- ☞ Invoke an Aspect^{p79}
- ☞ Conceding^{p142} the Conflict
- ☞ Drawing a weapon
- ☞ Shout a warning
- ☞ Size up the opposition

Note: Any minor action that has no significant or interesting opposition can be considered a free action, as are things you do in the course of other Actions. You can't, however, use Free Actions to perform several normal Actions at once.

§7.6.3.2

Full Defense

You can choose to take no other Action⁸ other than Defending. While doing so, but you gain a +2 bonus on all Defend Actions you make until your next turn.

⁸ You may take Free Actions, however, such as speaking or gesturing.

§7.6.3.3

Movement

Normally, moving from one Zone to another is no cause for alarm.

- ✦ **Move:** If nothing is preventing you from doing so, you can move 1 Zone in addition to your action on your turn. This is a Free Action^{P126}.
- ✦ **Sprint:** You can also move an extra Zone by taking an Overcome Action using Athletics.⁹ The GM will set an appropriate difficulty based on the terrain and situation. Sprinting is a normal Action^{P126} and will take up your turn.
- ✦ **Move against opposition:** You can attempt to move even when you are being opposed by an opponent or obstacle, which will set the difficulty of the roll. Moving against opposition is a normal Action and will take up your turn.
- ✦ **If you fail,** whatever opposed you prevents you from moving.
- ✦ **If you tie,** you succeed at moving into the new Zone, but your opponent gains a Boost.
- ✦ **If you succeed,** move into the new Zone with no issue.
- ✦ **If you succeed with style,** you move into the new Zone and gain a Boost.

Note: Some Stunts grant bonuses to your movement. This bonus may add to your “base” movement value, (allowing you to move more in all situations), or may grant bonuses to Athletics rolls to Overcome obstacles.

§7.6.3.3.1

Flight Zones

If you have the mechanical capability of flight, you are not limited to Zones on the surface of the ground. Assuming there is empty space above or below the ground level of a situation, you can fly up to 1 Zone upward or downward, unless there is a physical barrier in the way. Flight acts as normal movement and can be enhanced by movement-enhancing Stunts.

Flying a number of Zones away from enemies can be beneficial if you are trying to avoid harm, but keep in mind that your own Attacks also have limited range.

Using the Arts Arcane, Lucette levitates skyward to avoid a brawl in a Cutting marketplace. To avoid the arrows of an archer using the Ranged Arts, she flies 3 Zones up, but now she is out of range to Attack him with her own Arts Arcane.

Some creatures may be able to fly, but might not have access to the rules for flight Zones. Generally this means that the creature isn't really any more agile than another character, and that their flight is functionally no different from normal movement. **If you've taken a Stunt that gives you flight, you can use flight Zones. If you don't, your flying is identical to normal movement.**

⁹ Some characters may be built to use different Skills for movement, but these should usually require a Stunt.

§7.6.3.3.2

Opposing Flight

There are, by definition, fewer obstacles in the sky, but this does not mean that characters who can fly cannot be outmaneuvered, slowed down, or blocked. Other characters that can affect the flier (either by virtue of their own flight, or by having Skills with the range to reach the character) can attempt to oppose a character's movement from one Zone to another, even in the air.

A new archer is on the scene, on top of a building and one Zone closer to Lucette. He uses his Defensive Shot Stunt to oppose her movement and prevent her from coming back into the main fight. She'll have to deal with him first, or make an Overcome Action using Athletics¹⁰ opposed by his Ranged roll.

§7.6.4

Resolving Attacks

A successful Attack deals 1 Shift of damage¹¹ to the target per Shift of success on the Attack. So if you get three Shifts on an Attack, you are forcing the opponent to deal with 3 incoming damage.

If you get hit by an Attack, one of two things happen: either you absorb the damage and stay in the fight, or you can't and you're **Taken Out**.



¹⁰ A character that specializes in levitation or magical flight might be able to persuade the GM to allow them to use Arcane instead of Athletics in this situation.

¹¹ Damage in Oubliette is abstract, not concrete. The damage is not made concrete until the victim declares how it is absorbed, which may make the incoming harm more or less dangerous than bodily wounds.

§7 Into the Fray

Fortunately, you have several options for absorbing the Stress of hits to stay in the fight—you can mark off **Stress Boxes** and/or fill in **Consequences**. The damage you have to deal with is sometimes reduced by an Armor Rating, which reduces the amount of damage you have to deal with by a particular rating. You can also **Concede** a Conflict before you're Taken Out, in order to preserve some control over what happens to your character. See Ending the Conflict^{p142} for the effects of conceding and being Taken Out.

Note: Stress and Consequences aren't "hit points," and damage doesn't always imply wounds and trauma. Damage is always "incoming" in that an attacker sends damage your way, and you absorb it however you choose.

§7.6.4.1

Absorbing Shifts with Stress

One of your options to mitigate damage is to mark off Stress boxes.

The best way to understand Stress is that it represents all the various reasons why you just barely avoid taking the full force of an Attack. Maybe you twist away from the blow just right, or it looks bad but is really just a flesh wound, or you exhaust yourself diving out of the way at the last second.

Mentally, Stress could mean that you just barely manage to ignore an insult, or clamp down on an instinctive emotional reaction, or something like that.

Resource Stress usually means that you are stretched

thin, have to make concessions to get what you need, or that you've blown through your reserves.

Stress boxes also represent a loss of momentum—you only have so many last-second saves in you before the end looms into view.

On your character sheet, you have a number of Stress boxes, each with a different Shift value. By default, PCs get a 1-point and a 2-point box. You may get additional, higher-value Stress boxes depending on some of your Skills (Physique, Will, and Resources), or Stunts.

When you take Stress, **check off a Stress box with a value equal to or greater than the incoming damage**. If that box is already checked, check off a higher value box. If there is no higher available box, and you can't take any Consequences, you're Taken Out of the Conflict. **You can only check off one Stress box per hit.**

Remember that you can only use boxes of the appropriate Stress track to absorb hits from a given source. You can't use physical Stress Boxes to absorb logistical damage, for example.

After a Conflict, when you get a minute to breathe, any Stress boxes you checked off become available for your use again.

Wilhelm knows how to stir up trouble. Engaged in a duel with some sort of preen agent, Wilhelm's defenses lapse, and he gets a +5 to Defend against the crimson creature's +8 Attack. He's taking a 3-shift hit.

Wilhelm, being of stout constitution, has 4 physical Stress boxes, but several are filled: [1][X][X][4]. He takes the 3-shift hit and checks off his 4-shift box: [1][X][X][X].

§7.6.4.2

Absorbing Shifts with Consequences

The second option you have for absorbing damage is taking a Consequence. A Consequence is more severe than Stress—it represents some form of lasting injury or setback that you accrue from the Conflict, something that's going to be a problem for your character after the Conflict is over.

Consequences come in four levels of severity—mild, moderate, severe, and extreme. Each one has a different Shift value: two, four, six, and eight respectively. On your character sheet, you have a number of available Consequence slots, as determined in character creation. Since your extreme Consequence replaces one of your Aspects, you don't necessarily need to have a slot for it.

When you use a Consequence slot, you reduce the damage of the Attack by the Shift value of the Consequence. You *can* use more than one Consequence at a time if they're available. Any leftover damage must be handled by a Stress Box to avoid being Taken Out.

However, there's a penalty. The Consequence written in the slot is an Aspect that represents the lasting effect incurred from the Attack. **The opponent who forced you to take a Consequence gets a free Invoke, and**



the Aspect remains on your character sheet until you've recovered the Consequence slot. While it's on your sheet, the Consequence is treated like any other Aspect, except because the slant on it is so negative, it's far more likely to be used to your character's detriment.

Unlike Stress, a Consequence slot may take a long time to recover after the Conflict is over. Also unlike stress, your base Consequences can handle damage of any type. This means that, if you have to take a mild Consequence to reduce a mental hit and your mild Consequence slot is already filled with a physical Consequence, you're out of luck! You're going to have to use a moderate or severe Consequence to absorb that hit (assuming you have one left). The exception to this is the extra Consequence slots you would get from good Physique, Will, or Resources are reserved for those particular types of harm.

§7.6.4.2.1

Naming a Consequence

Here are some guidelines for choosing what to name a Consequence:

Mild consequences don't require immediate medical attention. They hurt, and they may present an inconvenience, but they aren't going to force you into a lot of bed rest. On the mental side, mild Consequences express things like small social gaffes or changes in your surface emotions. Mild logistical Consequences likely represent lowered but not absent resources.

Examples: Black Eye, Bruised Hand, Winded, Flustered, Unusually Hungry, Cranky, Temporarily Blinded, Light Wallet.

Moderate Consequences represent fairly serious impairments that require dedicated effort toward recovery (including medical attention). On the mental side, they express things like damage to your reputation or emotional problems that you can't just shrug off with an apology and a good night's sleep. On the logistical side, they often represent serious loss of resources or major setbacks.

Examples: Deep Cut, Destroyed Products, First Degree Burn, Exhausted, Stalled Production, Drunk, Starving, Terrified.

Severe Consequences are emergencies, they're extremely nasty and prevent you from doing a lot of things, and will lay you out for a while. On the mental side, they express things like serious trauma or relationship-changing harm. Severe logistical Consequences express massive damage to infrastructure or completely wasted preparations.

Examples: Second-Degree Burn, Compound Fracture, Guts Hanging Out, Bankrupt, Crippling Shame, Trauma-Induced Phobia, Dangerously Malnourished.

§7.6.4.3

Extreme Consequences

In addition to the normal set of mild, moderate, and severe Consequences, every PC also gets one last-ditch option to stay in a fight—the extreme Consequence. Between Major Milestones^{P226}, you can

only use this option once.

An extreme Consequence will absorb up to 8 Shifts of a hit, but at a very serious cost—you **must replace one of your Aspects (except the high concept, that's off limits) with the extreme Consequence**. That's right, an extreme Consequence is so serious that taking it literally changes who you are.

Unlike other Consequences, you can't make a recovery action to diminish an extreme consequence—you're stuck with it until your next Major Milestone. After that, you can rename the extreme consequence to reflect that you're no longer vulnerable to the worst of it, as long as you don't just switch it out for whatever your old Aspect was. Taking an extreme Consequence is a permanent character change; treat it as such.

§7.6.4.4

Recovering from Consequences

In order to regain the use of a Consequence slot, you have to recover from the Consequence. That requires two things—**succeeding at an action that allows you to justify recovery, and then waiting an appropriate amount of game time for that recovery to take place**.

The action in question is an Overcome Action; the obstacle is the Consequence that you took. If it's a physical injury, then the action is some kind of medical treatment or healing. For mental Consequences, the action may involve therapy, counseling, or simply a night out with friends. Resource Consequences usually mean reorganization, recruitment, accessing new funds or caches of materiel, or something similar.

The difficulty for this obstacle is based on the Shift value of the Consequence. Mild is Fair (+2), moderate is Great (+4), and severe is Fantastic (+6). If you are trying to perform the recovery action on yourself, increase the difficulty by two steps on the Ladder.

Keep in mind that the circumstances have to be



appropriately free of distraction and tension for you to make this roll in the first place—you're not going to clean and bandage a nasty cut while Guild assassin ogres are tromping through the sewers looking for you. The GM will make the final judgment call.

If you succeed at the recovery action, or someone else succeeds on a recovery action for you, you get to rename the Consequence Aspect to show that it's in recovery. So, for example, **Broken Leg** could become **Stuck in a Cast**, **Scandalized** could become **Damage Control** and so on. This doesn't free up the Consequence slot, but it serves as an indicator that you're recovering, and it changes the ways the Aspect's going to be used while it remains.

Whether you change the Consequence's name or not—and sometimes it might not make sense to do so—mark it with a star so that everyone remembers that recovery has started.

Then, you just have to wait the time.

☞ For a mild Consequence, you only have to wait one whole Scene^{p127} after the recovery action, and then you can remove the Aspect and clear the slot.

☞ For a moderate Consequence, you have to wait one whole Session^{p127} after the recovery action (which means if you do the recovery action in the middle of a session, you should recover sometime in the middle of next session).

☞ For a severe Consequence, you have to wait one whole Scenario^{p127} after the recovery action.

§7.6.4.4.1

Recovery Skills

Which Skill is used to begin the recovery process depends on the type of Consequence.

Physical Consequences are healed with Medicine, or Alchemy, but in rare instances Necessities or Lore might suffice.

Mental Consequences are cured with Empathy, Entertain, Rapport, or Religion, though, again, Necessities might be able to provide the needed peace in certain situations.

Resource Consequences must be recouped with Scavenging or Business. There may be times where Strategy or Contacts can also serve. If you have a while, you might also be able to use one of the Arts Professional to make some money selling goods or services.

§7.6.5

Ending the Conflict

All conflicts end eventually, usually by one side being defeated or by the combatants giving in.

There are three main ways that characters exit a Conflict. They may **Concede**, they may be **Taken Out**, or they might **Prevail**.

§7.6.5.1

Conceding

When all else fails, you can also just give in. Maybe you're worried that you can't absorb another hit, or maybe you decide that continuing to fight is just not worth the punishment. Whatever the reason, you can interrupt any action at any time before the roll is made to declare that you Concede the Conflict. **Once dice hit the table, what happens happens**, and you're either taking more stress, suffering more Consequences, or getting Taken Out.

Concession gives the other person what they wanted from you, or in the case of more than two combatants, removes you as a concern for the opposing side. You're out of the Conflict, period.

But it's not all bad. First of all, **you get a Fate Point for choosing to Concede**. On top of that, if you've sustained



any Consequences in this Conflict, you get an additional Fate Point for each consequence. These Fate Points may be used once this Conflict is over.

Second of all, **you get to avoid the worst parts of your fate**. Yes, you lost, and the narration has to reflect that, *but you retain some narrative control over your character in the wake of the conflict*. Remember, though, that the victors are mostly calling the shots for the rest of the situation.

Conceding can make the difference between, say, being mistakenly left for dead and ending up in the enemy's clutches, in shackles, without any of your stuff—the sort of thing that can happen if you're Taken Out instead.

§7.6.5.2

Being Taken Out

If you don't have any Stress or Consequences left to buy off all the Shifts of a hit, that means you're **Taken Out**.

Taken out is bad—it means not only that you can't fight anymore, but that the person who took you out gets to decide what your loss looks like and what happens to you after the Conflict. Obviously, they can't narrate anything that's out of scope for the Conflict (like having you die from shame), but that still gives someone else a lot of power over your character that you can't really do anything about.

Note: Void-death is not within the power of your opponents unless that risk has been established beforehand through preposterously extraordinary circumstances.¹² If they don't just forget about you, they might kill you, but

¹² Remember, friends, stay away from Below^{p203}.

you'll just revive later anyway. At worst, they keep you alive and retain narrative control over your character for a while.

§7.6.5.3

Prevailing

And sometimes, you might actually win. If all your opponents have either been Taken Out or Conceded the Conflict, that leaves you the victor: you have Prevailed. You are now in control of the situation. You can't assert complete control over those who Conceded (who have likely escaped, or at least escaped your notice), but you can determine what happens to those who were Taken Out. How you handle this depends on your character and the situation; there is a lot of potential for cruelty in Oubliette, but even if your characters aren't averse to ensuring the demise of the fallen, much of the time there are other things to worry about.

§7.6.5.4

Dying in Oubliette

It should be noted that neither being Taken Out nor conceding a Conflict *necessarily* mean that a character has actually been killed, in and of itself.

Generally, those who were Taken Out are unconscious or severely wounded (or perhaps killed outright by whatever final strike took them out), and those who Concede are somewhat better off, but this is not always the case. Sometimes it's better to avoid the clutches of the enemy by taking a blow: your opponent can do what they want with you if you're Taken Out, but you might be escaping a worse fate in the temporary refuge of death, only to incarnate elsewhere, out of the enemy's clutches, some time later.

And remember, nobody stays dead for long in Oubliette. You'll be back anyway, somewhere, at some point.

§7.6.5.5

Death and Consequences

In Oubliette, when you die, you are reincarnated a period of time later, usually near where you spend most of your time, and without any specific wounds. While normally, your physical Consequences would persist for a number of scenes or sessions depending on how severe they are, reincarnation acts as a kind of reset to your most recent default physical state.

If you were not at peace with your death, if your death was a defeat, perhaps at the hands of your foes after having been Taken Out, **you mark one open mental Consequence detailing how you are slowly reaching the point of Breaking**. You may select any open mental Consequence

available to you. If none are open except your Extreme Consequence, you don't need to mark a Consequence. This mental Consequence cannot be absorbed with Armor, but it is recovered as normal.

If you accept your death—by way of Conceding a physical Conflict or simply by accepting the inevitable—you suffer no mental Consequences a direct result of dying.

Regardless of how you died, each of your your physical Consequences are converted into **Void Sickness** in the same slot. This is a general malaise that affects those who've been behind the veil. The recovery process for each **Void Sickness** Consequence begins as soon as you reawaken, with no roll required.

§7.6.5.6

The Breaking

The Breaking is an artifact of the mind, and as such it is tracked using mental Stress and Consequences. Breaking is not an analog to death via physical Conflicts: if you are Taken Out in a mental Conflict, you are Broken. Conceding a mental Conflict allows you to avoid this fate.

While it is often the endpoint for many in Oubliette, being Broken is not a permanent or irreversible phenomenon. Individuals move between the states of Broken and Unbroken many times over the course of their lives in Oubliette. Much of the time, outside influences draw someone back from the bleak. Other times, people slowly struggle free of the grip of the Breaking on their own. Most cases have aspects of both. Having allies who care for you and are willing to call you back helps a lot.¹³

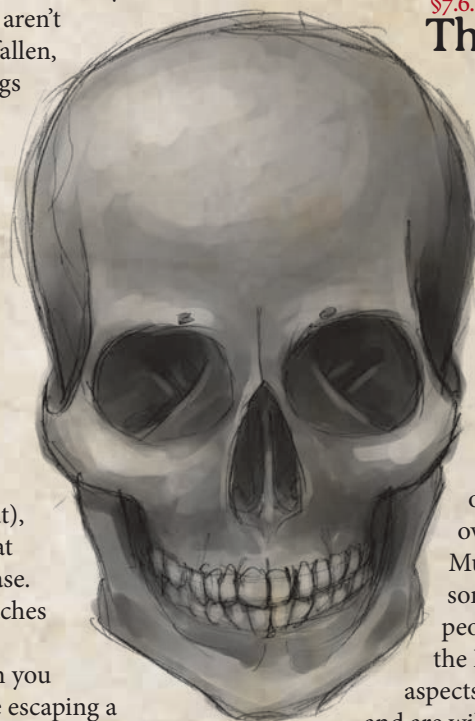
§7.6.5.7

Ruin

Your resource Stress and Consequences track the solvency, worth, accumulated wealth, and spending power of your character and their immediate logistical organization. Much of the time, your entire organization is not on the line in a given logistical Conflict. You probably have a portion of your actual total resources devoted to a given Conflict, allowing you to rebuild after being Taken Out. Recovering your Logistical Consequences functions as usual.

Sometimes, however, the stakes are higher. When you are Taken Out of a logistical Conflict in such a way that your entire panoply of resources is at stake, your opponent may put you into a state of **Ruin**, meaning that you have effectively no resources to speak of until all your Resource

¹³ From personal experience.



\$7 Into the Fray

Consequences are recovered. This can be Invoked against you once per session for free until you return to solvency. By analogy, Ruin is a step beyond even death, because it effects your external resources in addition to your internal ones.

\$7.6.6

Working Together

Though Oubliette can *seem* like a selfish, nihilistic place, the city is actually full of people working together in all kinds of diverse ways. There are three different levels of joint effort: teamwork, assistance, and mobs.

Note: These different methods can be applied to all three different types of Conflict, but you're likely to see mobs and assistance more in physical and logistical Conflicts than social ones.

\$7.6.6.1

Teamwork

Teamwork relies on the creation and use of Advantages. Several characters perform separate Create an Advantage Actions, feeding their Advantages to another character, who executes the main action. The participants may create separate Advantages, but often it is more expedient for several to create one together, granting it more free Invokes. Multiple free Invokes of an Aspect can stack, allowing the characters to create large bonuses for the executor of the action.

Teamwork is usually reserved for small groups of important characters, such as the PCs, or elite groups of named NPCs.

\$7.6.6.2

Assistance

Assistance is for larger groups of less important characters, all acting in the same Skill. The character with the highest rating gets a +1 bonus for each of the assisting characters.

Assistance is for smallish groups of tough NPCs, or single-Skill rushes where there isn't really time or organization to perform separate actions. A character cannot receive more of a benefit from assistance than their own rating in the Skill.

\$7.6.6.3

Mobs

Mobs are large groups of identical nameless NPCs. As long as it makes sense that the mob can work together on a roll, they receive a bonus based on their size to that roll.

In combat, mobs are treated as a single unit, acting as one single character would. Their statistics are based on the statistics of a single member, but are modified for the group:

- ⊗ They take up one or more Zones.
- ⊗ They roll Attacks and Defenses using the mob bonus.
- ⊗ They have bonus Stress Boxes based on their size.

Bonus	Size	Bonus Stress Boxes
+1	Handful	+1
+2	Group	+1
+3	Dozens	+2
+4	Hundreds	+2
+5	Thousands	+3



The Castle Itself

§8

Ah, our grand cesspit.

The hot, foul winds of the Murder Heat whisk north-west, blowing ash and soot all over Deathborne like gray snow. By the time those winds pass Celeste and reach Spearfield, they are bitter cold, lending the towers of the Roost a chilling, frosty menace. The many spires there break up the winds and leave the Interior calm and moderate in comparison. Rains are possible here, circulated between strange vertical currents caused by the miles of height disparity between Celeste and Fellmoor. The rains are good for Grandhall and Cutting, but

the baking heat just beyond burns them from the sky.

Oubliette, the Great Cage. The Prison of Desperation. The capital city of the nation of the lost, deep in the world of the forgotten.

It is the home of our nightmares, the writer of a billion tragedies, the mother who gave life to our strange death.

It is said that there is only one thing you cannot find in Oubliette: the way out.

Oubliette

The Bounding



The Plain of Clouds

I prefer a different maxim, one a little less pessimistic.

There is nothing you can't find here in Oubliette.

Oubliette itself takes the form of an enormous castle, hundreds of miles across, and piled miles high into the air. The towering Outer Wall provides the outer limit. What exists beyond the Outer Wall, no one knows. Inside the Outer Wall is a circular district called the Bounding that separates the Outer Wall from the Inner Walls. Inside these tumbled stones are the districts proper, where most of the inhabitants live. Within each district there are a number of smaller areas called wards and cells. Wards can still be the size of towns or cities themselves, and are often distinct from their surroundings. Cells are smaller areas still, the size of a city block, a single building, or even just a few rooms. Wards and cells are usually defined by a localized phenomena, either an organization, a structure, or an ongoing event that makes that area notable. The boundaries between these subdivisions are chaotic; they can be as fluid as the flow of traffic and goods or as structured and defined as solid barriers.

The districts range in safety from Grandhall, which is just a little more dangerous than the World of Life was, to Slair and Below, where the very air itself is deadly, and fates worse than death await even the gods if they are unwary or uncareful.

Most human immortals live in, or at least start their journeys in the "Interior," which consists of the districts of Grandhall, Cutting, and Spearfield. In the Interior, there's a chance that they can build their skills and learn the ways of Oubliette before encountering the dark powers that lurk just beyond their borders. The other districts are not uninhabited, however. Most are full of their own kinds of denizens, monstrous folk of unimaginable power that usually do not suffer interlopers to pass. This imbalance in the "human-ness" of the districts leads to a distinct "us and them" mentality. Much of Oubliette is described in terms of the human baseline, which rests almost at the very bottom of the grand scale of Caste that is Oubliette. Most humans are content to stay in the comparative safety of the Interior.

From the point of view of a Rabble-Caste humanoid peasant in Grandhall, it seems like most of the Broken are here. But this illusion is simply the effect of a sampling bias: Those who never leave don't know enough about other

areas to realize that there are even more Broken out in the dangerous districts outside the Interior, where violence, terror, and repeated deaths can make short work of even the most stout-hearted knight in shining armor. By the same token, many of the broken that lie outside the Interior are non-humanoid in shape or mindset.

§8.1

Areas, Order, and Hooks

This chapter lists the districts of Oubliette in order of risk. The early districts are generally safer, less violent, populated by less powerful creatures, and have less hazardous environs. The later districts are the opposite: dangerous, violent, powerful, and perilous. Each district is listed with an "approximate Caste" which suggests the average capability of beings found in that district. There will be variance above or below this Caste in specific wards and cells, but the approximate Caste serves to indicate what sorts of challenges you're likely to face there.

In each district section there are listed a number of wards and cells. Not all subdivisions are listed, new places and things are discovered, built, and added all the time, and old regions crumble or are torn down. The GM is encouraged to describe undiscovered areas within the districts as needed.

Each district, ward, and cell also has one or more "hooks" listed at the end of the section. These are small ideas and possibilities that can be incorporated into the game, expanded upon by the GM, used by the Players as backgrounds for their characters, or simply bits of inspiration for how to make Oubliette come to life. Hooks are like rumors, some may be true, others false, and others still somewhere in between.

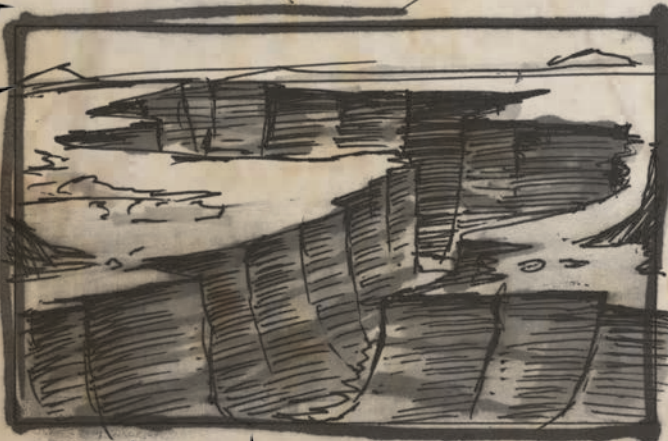
§8.2

Grandhall

After your first week, you learn not to look at the pits. There are bodies at the bottom of Grandhall, stacked hundreds of layers deep in a silent jumble, and you can see them from almost any tier of the district. Up close, you might notice that the uppermost ones are moving feebly, but nearly all of them are still alive.

Sometimes a crane descends and a goblin team hauls the least scrawny ones off to Butcherblock to be processed, but that death is at best a temporary release. The people in the pits have accepted starvation, mindlessness, and immobility as part of their identities. They will reincarnate there again and again, no matter how many times they are harvested.

If this bothers you, good. Don't let that feeling decay. Never let yourself stop caring about the world around you. The moment





you do is the first step on the road to the pits.

Dreg District

Grandhall is sometimes called the Foyer of Oubliette. It is the least-dangerous district there is, and while the quality of life leaves something to be desired, the inhabitants are usually civil with each other. Grandhall is known for its massive bazaars, hordes of garbage scavengers, and mobs of starving humanoid.

Environs: Grandhall is a district of stonework, plaster, wood, and light. Though the architecture is chaotic, with intersecting buildings and misplaced structures, most of the details are recognizable from feudal times. Grandhall has a certain airiness to it that is not found in other districts. Many buildings are stacked haphazardly on top of each other, leading to massive arches, open courtyards, hanging platforms, and the occasional pit that drops for thousands of feet down into the agglomerated slums. Most roads through Grandhall are more like a series of bridges.

Unlike most of Oubliette, it isn't terribly difficult to grow plants here; dirt is plentiful and seeds can be purchased from vendors in the many markets. Gardens and small farms exist, but they are viciously defended. Occasionally these gardens are targeted by the great god-like beings that stalk the Castle, scooped up in one shovel-like bite, defenders, gardeners, plants, and all.

Grandhall is also dirty. While the walls of many upper buildings are washed clean by rains, that washes detritus and garbage down into the lower levels, where it collects in great piles. These piles are the livelihood of the scavengers who dwell here.

Inhabitants: Most people who live in Grandhall are humanoid, goblinkind, or fae. One occasionally sees a starved hulk or rumpled preen, but on the whole, the denizens of Grandhall are not far from what one would have seen in the World of Life. There are also sizable numbers of beasts here, many of which are domesticated on

tiny platforms or in hidden cages. Edipedes, spongemeat, and eyeweed are all staples of the Grandhall diet,¹ and can be fed on the effluvia of the upper areas.

In Grandhall, the Broken are everywhere, laying on the streets, hanging from buildings, and packed into corners. Most are groaning victims of starvation, but there are piles of bodies at the bottom of every pit, where newcomers cast themselves when they decide they can't handle the bizarreness of Oubliette.

Culture: Though most of the inhabitants of Grandhall remain uninitiated, many factions have a strong presence here. The Guild has the most significant investment in Grandhall, where they operate a number of the biggest markets. The Draculeans keep a number of garrisons, but these exist to enforce the laws of Vlad, not protect the people. The Feeders and New World seek to better the standards of living. Ordo Sancti and the Thorns war over the minds of the locals. The Royal We pops up from time to time to demand improvements. There are even small governments that lay claim to certain valuable city blocks. Nevertheless, most locals lack either the skills or the desire to join one of the major parties.

Forces: Grandhall is noted (and valued) for its lack of dangerous wildlife. There are few monsters here, and those that exist are usually far less dangerous than those found elsewhere. Most people are little more than peasants, and their will is easily diverted. There is little to fear in Grandhall, unless you find yourself without food or payment for some.

That said, the Draculean presence is reasonably strong in Grandhall. Vlad's soldiers protect the border of

¹ "The Grandhall Diet" also refers to the tendencies of newcomers to starve to death looking for more appetizing meals.

Spearfield, but they also go on patrols to assert vampiric laws and customs on the people of Grandhall. In their own areas along the border, they kidnap folk unnoticed in order to send them to the Roost to be fed to the dragons. Occasionally, the wars between the Draculeans and the hulks of Stonewald also spill over into Grandhall, as do the gang wars of Cutting.

Hooks

A group of saboteurs has started hacking away at the lowest-level structures of a ward, and they've already toppled several stacks of buildings.

A new and surprisingly organized minor faction arises in Grandhall. The Little Kingdom inducts only the smallest Dregs and Refuse, but they have proved that their size is an advantage when stealing from the masses.

Unusually strong rains in Stonewald have led to a surplus of meat flowing through the Stockyards to Butcherblock. If you can scrape together a coin or two, you might be able to get a taste of real meat.

§8.2.1

Butcherblock

Rabble Ward

Spattered with dried blood, Butcherblock is where much of the meat consumed in the Interior is processed and packaged. Animals imported from Stonewald through the Stockyards are brought here for slaughter. This constant trade is crucial to supporting the Interior, where protein would otherwise come only from spongemeat and edipedes.

Butcherblock doesn't have the fancy, durable stone walls of the Stockyards, instead relying on lashed-together wood fences and piled walls of rubble and garbage to direct the animals. There are many slaughterhouses here, each competing for the best prices. Signs scratched and painted over with decades of numbers litter the in-chutes, vying for the attention of visiting merchants and herders. These butchers are fanned out across a few miles of space and are interspersed with ghettos housing workers. The Northern End is home to a number of specialized vampire abattoirs that handle animals in a different fashion for consumption in Spearfield. To the south are knackers' yards for animals that can't be sold to the middle and northern butchers. Only animals slaughtered here are actually consumed in Grandhall.

Between the zombie-like workers, violent and dangerous work, the slave-driving shift leaders, and the sounds of constant death, Butcherblock is a harrowing place. Most locals are anesthetized to the goings on, but the constant grind of the place wears on the soul eventually. High turnover is evident even in the management of this never-ending operation; bad deals get wealthy merchants demoted to work crews and years of devoted service might allow one to eventually purchase their way up into management in a

completely closed-cycle system.

Prices are steep largely because the merchants of Butcherblock know they can charge almost as much as they want for their products. Most care about little besides the smooth operation of their firm. Exhaustion and accidents don't matter as workers can easily be imported from the desperate masses of Grandhall. For their part, the workers are eager to snatch a morsel to go with the dusty blood they're fed on. Despite this limitless source of disgusting sustenance, there are always some workers anxious to escape the machine.

It is said that Butcherblock holds a monopoly on the meat of Stonewald because that is what the crime families of Everfair have decided. Rumors of back room deals and personal threats circulate every time one of the merchants tumbles from his perch and into the slave pens.

Hooks

An assembly of low-blooded vampires from northern Grandhall has come to Butcherblock to make a deal. They offer stolen goods from Spearfield in exchange for the "surplus" blood from the butchereries. The sellers are more than willing to take coin for this unneeded resource, but the workers, slaves, and serfs under them desperately need that nourishment.

Shipments are mixed up. Orders destined for Spearfield end up going to Cutting instead, where folk aren't sure about eating the bodies of other people.

§8.2.2

Circus Proximus

Fallen Cell

It may not be as grand a structure as the gaudy Circus Magnus in Spearfield, but it is the easiest mega-colosseum for everyone in Oubliette to get to, making Circus Proximus the *de facto* hub of the Castle's Dueling Circuit. The Circuit is one of Oubliette's highest forms of entertainment and one of its biggest businesses, and the gladiatorial combats hosted here take every form imaginable. Here, gourmands duel by eating live Clawballs. Mathematicians conjure numbers so imaginary that just squaring them sprains local reality. Knife-fighters bound at the wrist play a simultaneous game of mental chess, with healers standing by to ensure that victory is only decided by checkmate. Most fearsome of all are the matches between economists, who use fiscal theory itself as a weapon.

The stands of the Circus smell of stale lichen beer and warm sweat. Essences of Conflict and Glory drift in the air overhead, feeding off lingering scraps of those emotions given off by the day's audiences. There is almost always a crowd, no matter the time, and during major events it is a living, crushing wall of enthusiastic shoving. Down in the pit, where fresh sand is strewn between bouts, gladiators meet in desperate combat. The Circus does not restrict entry to events by race or any other measure than popularity and skill. The finest minds, blades, and ledgers in

the Castle come here to prove themselves, and on magical screens above each bout are projected simulations of past performances and career-defining deaths. Over the roar of the crowd, the feral cries of hotdog vendors carry, calling “edible meats! Edible meats!” Sellers promising more than that are rarely telling the truth.

Any kind of competition that can be imagined, and some that should not be, are hosted at their highest levels in the Circus. Every species and faction in the Castle has a champion somewhere in the pit and fans in the crowds. Visitors to the colosseum run the gamut from the bored heads of cartels sitting in private boxes with their trade partners to wide-eyed Dregs watching the sport from behind the windows of refreshment kiosks. Circus Proximus is sometimes billed as “the best place in the Castle to be an Eyeweed,” although no one has asked if it is worth the cost of being turned into fritters.

The Guild adore the Circus as one big talent show and routinely funnel a share of their profits into it in exchange for advertising and promotions. Magi also indulge regularly in the spectacle, as do some Wielders. Some Purehearts see it as barbarism, but their opinion is not popular and many remind them that none of the deaths being caused here are permanent. Coquille Roi show up as competitors in a bewildering array of arenas, perhaps trying to restore the honor they lost to the Draculeans, and Vlad has been trying to obtain a controlling interest in the Circus since it was first established. His intention is to buy it and demolish it, funneling the crowds back to Spearfield, but he has not quite realized that doing so would put him at war with the rest of the Castle.

Once upon a time, the Circus had a huge plaster ornament in its center: a cherub boy, stubby wings caught mid-beat as it blew into a trumpet. The ornament was removed when it was converted into a colosseum. It now sits in a storehouse, asking the maintenance staff who come occasionally to dust it questions that are hundreds or thousands of years out of date.

Hooks

An eight foot tall Edipede calling itself Legday is dominating the ranks in the wrestling competitions. Edipedes do not typically talk, and to date none have mastered the Art of Brawling, so the creature has attracted a lot of attention. Because of its winning streak, organized crime has also begun pressuring it to take a fall. Meanwhile, a group of men and women from the House of Revision watch its performances from the stands, rapt for entirely different reasons than the rest of the crowd.

A woman named Mars has been untouchable in the arena for the last three weeks, prompting rumors that she is a literal god of war. She insists that Mars is merely an abbreviation of her full name, Marsela, but after throwing a spear through a trio of hulks, stories persist.

§8.2.3

Euna's Goose

Rabble Cell

Euna's Goose is a well-hidden cell within Grandhall that holds fabulous riches. It is a popular target for thieves and newcomers who underestimate the strangeness of Oublette.

The cell itself is embedded in a labyrinthine warren of attached rooms on the west side of Grandhall, and it is disguised from the outside as just another set of tenements. Inside, past the camouflaged outer rooms, are chambers fit for a king, or in this case a princess. These rooms are filled with feather-stuffed furniture, dripping with gold and jewels, positively *encrusted* with wealth, and all of it is sitting right there for the taking. Unfortunately, touching anything of value within these walls causes one to become physically stuck to the object, which is as immobile as a concrete block. Many a burglar's body has been found in these sumptuous chambers.

There are only two inhabitants of this cell: Princess Euna, and her Golden Goose, of course. The Goose has golden feathers and lays golden eggs inside which are fabulous jewels. Princess Euna uses the Goose's feathers and eggs to create jewelry and artwork with the finest tools available. The Goose avoids anyone who enters, fleeing through the many rooms and hiding under furniture. Princess Euna, at least, can be reasoned with, but she does not take kindly to thieves and often sics the Golden Goose on them.

Princess Euna is open to negotiations and is willing to barter for her artwork, jewelry, and other items of wealth, but her prices are not cheap. Usually, she prefers payment in good food, tools, paints, and clothes. While the valuables in her chambers cannot be moved by others, Euna has no trouble handling her own items, and it is only after a deal is struck with her that one can handle such an object without being attached to the spot.

It is rumored that Princess Euna sneaks out of the cell every night, disguised in a dark cloak, to collect food for the Golden Goose, without which she would not be able to make a living. Whatever sort of food it is that the Goose requires seems to be obscure and difficult to obtain, because her searches sometimes take days or weeks.

Hooks

Vlad sends emissaries to Euna's Goose to collect wealth for a new member of his court.

A group of mages claims they know how to remove Euna's Curse from those who are captured by her goods.

§8.2.4

Everfair

Lost Ward

Everfair is a single humongous non-stop bazaar. Multi-layered and cacophonous, it is one of the few places in Grandhall where beings of real power pass through with

any frequency. Goods of all kinds, shapes, and values are bought and sold here, from the smallest electronic components to vast orders of beef to carts of scrap metal and billets of wood planks.

Everfair consists of seven huge building-piles and the bridges and suspensions between them. Around it is a nexus of roads and paths that lead out to all corners of the Interior. Inside, it is a mad profusion of shops, stalls, standing caravans, auction platforms, piles of goods, money changers, vaults, and ongoing deals. Hidden doors and disguised turns hide a multitude of secret cloisters where back-room deals are made, slaves are traded, drugs paid for, alliances forged and broken, and betrayals turned. Everfair is a veritable hive of activity, so densely packed with people that constant work is needed to keep it from collapsing.

Every corner of Everfair is packed full of shouting traders, thieves, brigands, dealers, kidnappers, guards, kidnappers masquerading as guards, and con artists of every stripe. There is very little room to walk, let alone speak at a comfortable distance. Most deals are shouted or screamed over tables or into ear of the other party, and a lot of knives enter a lot of guts. When shopping in Everfair, assume everyone else is out to get a little more out of the deal than you've bargained for.

Everfair provides a place where the normally immiscible factions can fraternize long enough to forge the kinds of secret deals that drive progress. Here, in the loud dark, wards are traded and pacts are the currency of the future.

While it's hard to get a sense of what's going on *at all* in Everfair, there is a distinct stratification that sorts the types of deals and trades that occur here. The higher up the stack, the less valuable the goods. Deeper down, one is more likely to find trades of favor than simple exchanges of goods. In the deepest levels there are infamous underworld auction houses that deal only in the most exclusive, wicked, expensive, and heinous wares.

Hooks

Absolution^{p239} is on the market.

Someone is offering a fortune to anyone who can discover the true identity of the Masked Buyer, an eight-foot puppet of veils who has a habit of outmaneuvering powerful buyers from Further Down the Stack.

The traveling Journal of Lucette de Ardes^{p305} is about to be auctioned off. Stories tell of a book so rich in the lore of Oubliette that owning it would be tantamount to omniscience.

Kaldrance's payments of Nether to Giral have stopped, and now the latter wants the former hunted down. Especially since Kaldrance seems to have been kidnapped already.

§8.2.5

Mirror Pool

Rabble Ward

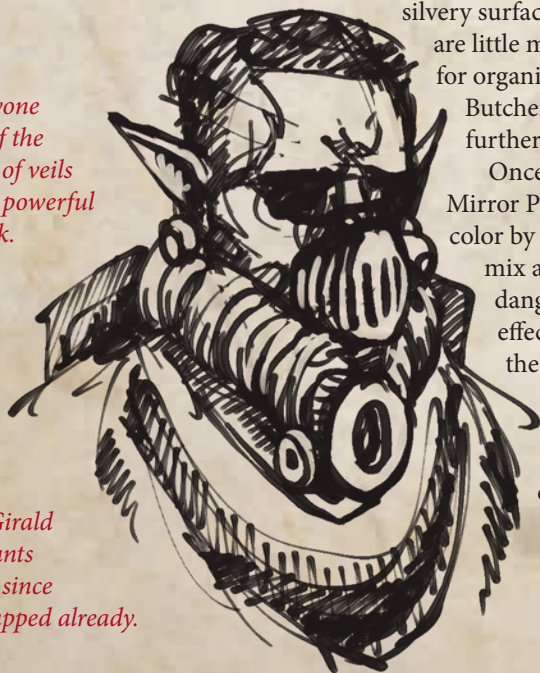
Mirror Pool is potentially the most civilized ward in Oubliette. The works of the Feeders, New World, Ordo Sancti, and even the Draculeans have assisted in the creation of an idyllic village that rings a small lake of liquid mercury. Life in Mirror Pool is startlingly close to the World of Life, except for the substance upon which the boats ride and the racial makeup of the locals.

Mirror Pool lies on a wide flat space clear of the usual Grandhall tumult of buildings. Smaller structures lead down out of the canopy of buildings like the understory of a stone forest. The land around it slopes down towards the south-west, leaving that side of Mirror Pool mostly unobstructed except for the shanties, docks, and shops along the edge. Though the surface of the lake usually appears as flat and still as a silver plate, the liquid is as viscous as water and splashes easily. The density of it means that even iron, stone, and lead float in it. Strange, colorful, deadly gasses do emanate from the lake, but they can be avoided if they are seen in time. Most buildings have windows that face the lake, but these are boarded up and sealed when the fog comes ashore.

Unlike the rest of Grandhall, Mirror Pool is noted for its diversity. There are specimens of nearly every racial group here, from mongers to koom. Regardless of species, the people of Mirror Pool usually exhibit symptoms of poisoning until they've spent enough time here for their bodies to adapt. Until that time they suffer from **Weakness of the Mind and Body**. Guests and traveling merchants wear special masks designed to filter out the fumes, and thick gloves to protect their skin from splashes.

While it is some distance south from the trade nexus that is Everfair, Mirror Pool does its own brisk trade, where goods can rapidly and easily be moved across the silvery surface of the lake on cheap barges that are little more than tarps. This makes it ideal for organizing and packing products from Butcherblock before sale at Everfair or further east.

Once every few centuries, the "waters" of Mirror Pool are dyed an insane turbulence of color by underground emissions. The colors mix and bubble, emitting powerfully dangerous gasses and producing strange effects on those who get too close without the proper protective equipment. The Magi descend and take samples and readings, claiming the liquids are highly prized alchemical components.



Hooks

She walks along the surface, resplendent in full chrome glory, the Lady of the Lake. Some say she will grant a boon to those of pure heart, or those quick enough to row out to meet her. Others say it's just the fumes.

Not all the traders who move through Mirror Pool are as scrupulous about cleaning and safety as the locals. A tremendous cargo of meat was dunked in the silvery liquid, leading to mass poisonings elsewhere in the Castle.

§8.2.6

The Eggs*Rabble Cell*

A vast, dripping forest of night-black eggs covers the walls and floor of this series of caverns. The eggs of Eggs range in size from no bigger than a teacup to the full height of a small, ovoid hulk. Ropes of greenish gel are draped over some sections, and careful examinations by the Magi have determined that the gel is not algae. Precisely what it is, they have not chosen to say.

The caves that house these eggs are nearly lightless. They are also cool and damp and smell not unlike a tanner's shop. They have been mapped in full, and have no secret passageways or secluded under-burrows that the Magi have been able to detect. Other lifeforms do not seem to coexist with the eggs, and the caverns are free from insects, rodents, and even colonies of bacteria and grist spore.

Secluded from the open areas of Grandhall, access to the Eggs is tightly controlled. A single tunnel leads to the underground galleries and the Draculeans maintain a constant guard over it. A small team of fully-armored vampires stands in a ring around the entrance, their halberds pointed towards the darkness, rotating out from their duties every six hours. Rumors abound that they have somehow been put up to this work by the Magi, but the guards are tight-lipped and this speculation remains unconfirmed.

Driven by Grandhall's almost constant need to find and exploit new sources of food, local merchants occasionally commission small groups of thieves and mercenaries to take samples from this cell. These treasure-seekers, disdainfully dubbed omeletteers, are usually repelled by the startlingly capable vampire guards. Those that do breach the cell have never been able to remove one of the eggs from it.

According to drunkards' tales told in the lower wards and around closing time at the top of the Everfair, each egg holds not a yolk but a concept waiting to be born. Exceptionally besotted merchants and ne'er-do-wells even claim that they have cracked open one of the eggs and found inside of it, still dripping with albumen, a tiny steamwork prototype for an unheard of invention or a new species represented in miniature. More sober market-goers share stories of an invisible presence, multi-legged and



ravenous, that stalks the cave system, preying on those who would try to carry off its eggs.

Hooks

A trio of omeletteers have fought their way past the guards, successfully stranding themselves inside the caverns. Their merchant friend, who put them up to this as a drunken bet, genuinely regrets the decision and will pay good money for their return, provided they are still among the living. There's a few complications, though. The first is that the omeletteers have been missing for almost a week. The second is that the merchant isn't quite on the level. He's ordered the omeletteers to each swallow an egg whole, in hopes that those eggs can be smuggled past the guardian in the covert confines of the human digestive system.

Three eggs turn up on an auction block at the bottom of the Everfair. Magi and Draculeans are now on the scene and, in a rare display of solidarity, are working together to stop the deal. Unfortunately, so is the invisible presence, leaving a slug-trail of destruction from one end of Grandhall to the other.

§8.2.7

The Sumeilugarion

Rabble Ward

The Sumeilugarion is a stupendously vast and absurdly complicated musical instrument. From a control room cramped with knobs, dials, keys, pedals, switches, and metronomes, a single player can produce an entire orchestra, piping music to dozens of nearby wards and cells.

“Old Keys,” as people call it, is something between a cell and a ward itself. The control room is located in the northern section of Grandhall, but the instrument is distributed throughout several nearby buildings, which house echo-chambers, percussion sections, banks of strings, a fleets of brasswinds and woodwinds, and the single largest organ ever constructed. When played, the entire ward vibrates with its power, and even without the sound-pipes to convey performances to listeners in nearby wards, it can be heard miles away.

The Sumeilugarion is not so simple that anyone can “pick it up.” Playing it requires mastery of conducting, instrumentation, acoustics, Babbage engines, Goldberg systems, computer programming, fuse-based electric shutoffs, and a dozen other areas of study. It must be set up in advance of each new performance, and such programming is an art in and of itself. Few people indeed can play Old Keys, and fewer still can be said to have mastered it. Five currently play it with any regularity, and a mute by the name of Fleuriel retains most of the play time.

Fleuriel plays romantic fantasies and popular fugues and is quite a celebrity. Lelam Kuriel is famed for industrious marches and the occasional waltz. Fromblett Broster tends to produce unique pieces of discord that no one likes but everyone remembers. Arbenfrius is known for Baroque symphonies and tortured operettas. Pnaggok prefers hymns, carols, fugues, and dirges, but occasionally puts together comedies, though how he does it is anyone’s guess.

Old Keys is inconceivably old. Some say that the instrument is original to the Castle, and dates back to the time before Oubliette was the way it is today. The players, professional and amateur alike, all agree that it has its own personality and moods, swinging from elation to uncertainty or depression as the years roll by, affecting the sound produced.

Hooks

Pnaggok puts together a piece about his homeland in the destroyed World of Gloom, but he doesn't get to play it: he is beaten to death in a racially motivated attack and his work is stolen. Patrons of the arts put a bounty on the unknown culprit.

A traveling mage calculates the upcoming date of Christmas. Celebrations are planned and religious fervor is in the air.

The Leading Five decide to put together a massively complex musical theater production, drawing the leaders of the major

factions to attend. It's been a long time since Vlad laid eyes on a Thorn pope that he didn't kill, and Ordo Sancti is planning to use the opportunity to their advantage. The production promises to be interesting, to say the least.

§8.3

Cutting

The district looks like it was formed by the progress of a massive plow blade, wrenching the soil up into rugged hillocks and leaving long, low valleys between them. That might have been how it got its name, but it is not how it kept it.

Bring a knife with you when you travel here, and know how to use it.

Rabble District

The folk of Grandhall would have you believe that Cutting is one of the most terrifying places imaginable. Its wards are full of violence and the streets are home to a kind of casual fighting found only in the least reputable kinds of taverns. Soldiers and knights flock here, eager to find someplace more interesting than the banal wasting away of Grandhall, and they’ve so far proved themselves ill-equipped to staunch the flow of blood in Cutting.

Environs: Cutting is built much the same way as Grandhall, but with less height and more rubble. There are still towers of stacked structures and topsy-turvy buildings scattered about like so many coals after a fire, but the land is somewhat higher and flatter than Grandhall. There are more open spaces, many of which are actually just layers of stomped-flat stone and rubble covering another layer of disordered buildings. From above, many parts of Cutting look like great stone terraces edged with little brown shrubs that happen to be buildings. Between these platforms there are thick knots of construction, mostly trade houses, granaries, and inns for passing travelers.

Like every other district, there’s more below the surface than there is above. Cutting is no exception in that regard, but there is a substantial portion of the underground here that is populated by “normal” folk. The soldiers, fighters, and bandits who reside here have pushed the goblins, fae, and monsters more fearsome deeper and deeper until a huge portion of the district is “safe” below ground. Now, all they have to watch out for is each other.

Inhabitants: Cutting is full to the brim with all sorts of men of strength. Archers, champions, combatants, knights, heroes, bandits, brigands, athletes, warriors, paragons, and paladins reside herein. It is a bath of testosterone, where arguments are handled with swords, a pat on the back often involves a dagger, and where people will take issue with you whether you’ve wronged them or not. On the upside, brotherhood and fellowship is common as well; it’s good to have an ally watching your back. On the downside, fragile facades break easily, and broken facades lead to Broken minds.

Cutting is also one of the most racially homogeneous



parts of Oubliette. Not only are most folk human, but most humans are white former-Europeans. Or at least look the part. The majority is quick to take issue with outsiders and those who look or act different, and sometimes they're even smart enough to throw you out before killing you. This applies only to the surface and upper underground layers, below that the usual chaotic mix of peoples can be found.

Culture: This district is home to several aggressive groups, most notably the many Gangs of Cutting, but also Ordo Sancti, Thorns, Marauders, and even a few Wallmen. Magi, Purehearts, and Feeders tend to steer clear of Cutting. The Vaultbreakers often make use of drinking dens in Cutting as places to meet outside of prying eyes.

To be sure, fighting isn't *everything* in Cutting. Sometimes, it's a means to an end. Resources are still needed to keep people fed and happy, and small bands are often the only way to assure these resources keep coming.

Forces: Various gangs control large sections of Cutting. None of them are particularly different in makeup or ambition, but they fight each other with the fury of a centuries-long blood feud. Some gangs are even powerful enough to stand against the occasional small Draculean invasion, particularly when assisted by Ordo Sancti or Thorns.

Hooks

A popular and frequently-used neutral tavern has been razed, and tensions are high. The gangs are out for blood.

Goblin engineers manage to collapse an entire ward by carefully wearing away the foundations. No one knows where exactly they came from or where they went, but Mubigild is a likely source. Even if it can be verified that the culprits were the Goblin King's minions, invading the Labyrinth on a blood-hunt is probably not a good idea.

§8.3.1

Knifeshire

Rabble Ward

In a district so caught up in constant upheaval, Knifeshire is a pleasant deviation from the disorganized bloodshed of gang-fights and back-alley stabbings. Indeed, this ward's bloodshed is some of the most *organized* in the Castle.

The rolling hills and rich valleys of Knifeshire are nothing like the tumbledown wilds of the rest of Cutting. Everything here is orderly, with neat roadways and even squares of arable land marked by perfectly spaced passes from hand-pulled scratch-plows. The sun here is bright through the tumultuous mists high above, and a surprising amount of non-hostile greenery grows along the roadsides. The farms are cultivated by dedicated communities and patrolled by columns of militia marching in orderly rows, and intruders looking for a quick bite are just as likely to find their mouths full of razors and poisoned needles from the fields of decoy crops that the locals plant.

The citizens of Knifeshire are somewhat insular, living for hundreds of years in their narrow communities with little—if any—contact with the outside world. Cultivating the barren soil of Castle Oubliette requires rigorous dedication to the arts of agriculture and many odd local superstitions have grown out of the farmers' tendency to spend most of their days with no one to talk to but for their crops. Some locals claim they can read the names of eternity in the skin of an onion. Others hold conversations with tomatoes. The militias of Knifeshire are more levelheaded, but many of them speak private languages known only to the other fifty or so men in their unit. Vulgish is a distant memory to them, and outsiders are demons to be chased off, not other people at all.

Because of its relative wealth of food, Knifeshire is a regular target for raids by the Gangs of Cutting—as well as sometimes by the Draculeans, during particularly lean seasons. Surprisingly, the discipline and ferocity of the Knifeshire militias have kept the ward from falling into any other faction's hands. Rarely, Knifeshire denizens will trade with outsiders. These occasions are called “Vittlemoots” and are held only under the light of a harvest moon. There, the solemn-faced locals exchange scant handfuls of their hardy seeds for farming equipment, medicine, and stacks upon stacks of weapons.

Because of the rhythm and monotony of the average Knifeshire citizen's daily life, there are rituals for everything in this ward. There are songs to chant while plowing the field. There are rhymes to whisper while threading needles into beds of decoy-crops. It is customary to chant the name of the person that has wronged you most while threshing, and if that person is someone from your farming village, you are required to dance with him under the next full moon to bury your grievances. And if an outsider happens upon this dance, there are wooden posts overlooking most fields, just waiting to be occupied by fresh scarecrows.

Hooks

Vittlemoot has come. Once again, men and women will gather from all over the Castle for the chance to buy the seeds of drought-resistant cabbages and blight-proof beets. The Feeders have an interest in this event but, due to long-sour relations with the people of Knifeshire, are looking for a few charismatic representatives to go on their behalf.

The urban legend that Knifeshire waters its fields with blood is making a comeback. Anyone with an ounce of sense dismisses it as ridiculous. The logistics alone would make it unfeasible. It would be much more lucrative to sell all that blood to the Draculeans. Still, the adopted daughter of one of Cutting's mid-sized gangs has gone missing near Knifeshire and there is a bounty out for her safe return.

§8.3.2

Sanitarium

Rabble Ward

This addition appeared only a few decades ago, shockingly recent in the eye of the Castle. It is a vast complex of buildings, halls, chambers and medical rooms that seems to be far more advanced than much of the rest of the city. The Sanitarium (named by those it brought with it into Oubliette) appears to be a kind of torture center that was employed under the guise of a criminal rehabilitation facility. It was used to keep the insane and provided a place for experimenters to test hypotheses on human subjects. Its halls are filled with chaotic yelling and manic giggles since it is entirely filled with the mentally incapacitated.

Despite appearing to be a single, contiguous structure from the outside, the Sanitarium is actually a sprawl of mismatched corridors and rooms, sometimes jammed

together at broken angles or fused with impossible geometry. There are outdoor walkways and courtyards that look up into a sky that is definitely not Castle Oubliette's, and the entire complex is bigger inside than out. Lighting is infrequent as—in the deeper reaches—is gravity. Water and food, however, seem to manifest in certain cells on a regular schedule. They last there for several hours before fading out of reality, prompting the denizens of Sanitarium to congregate around set “meal times.”

While everyone in the complex has their own flavor of insanity, the Sanitarium's inhabitants are also sometimes quite lucid. Some are aware of their issues and believe that the ward is actively working to help solve them. Others have drifted into delusion and catatonia, sometimes dragging fellow inmates along with them. More than a few white rooms are full to bursting with quiet patients, all of which are staring at the same point on the wall. Still other areas have their own forces of “orderlies,” these being patients who all share the belief that they are being employed by the Sanitarium to keep order. To a man, they treat newcomers as “escapees” and set upon them, dragging them if they can into the depths of the complex.

The inhabitants of Sanitarium have few voluntary interactions with the outside world. Nearly all of them are unable to leave, but a scant few spend just enough time there that they can escape, then travel the other districts of the Castle, spreading the word that the Sanitarium is a place where the sick at heart can go to get well. Occasionally, the Draculeans will sentence particularly heinous lawbreakers to internment in the Sanitarium, but this is done rarely as the soldiers used to transport these prisoners are sometimes lost inside the structure.

One of the most chilling Aspects of the Sanitarium is its hold over its inhabitants. Those that spend too long in this ward find themselves incapable of leaving, even by death. There is a legend that it is possible to break the Sanitarium's grip on you by finding something called the Administrator that lives at the heart of the complex, although if any of the inmates have found it, they haven't returned.

Hooks

Night after night, in your dreams, you find yourself standing on the crumbling front steps of the Sanitarium. A week ago, you realized you had begun sleepwalking. Clearly something is calling to you from within.

A well-liked Draculean noblewoman, following a brief bout of fatal poisoning, reincarnated within the Sanitarium. She was able to fight her way free, but she left behind a treasured necklace and dreads the thought of her own jewelry becoming a part of the place. She claims she lost it in one of the outbuildings near the entrance.

Rumours abound of a link between the Sanitarium and a place called Hali: a strange, airless palace full of glittering treasures. The Seers, of all people, are manufacturing bubble-helmets and preparing to mount an expedition.

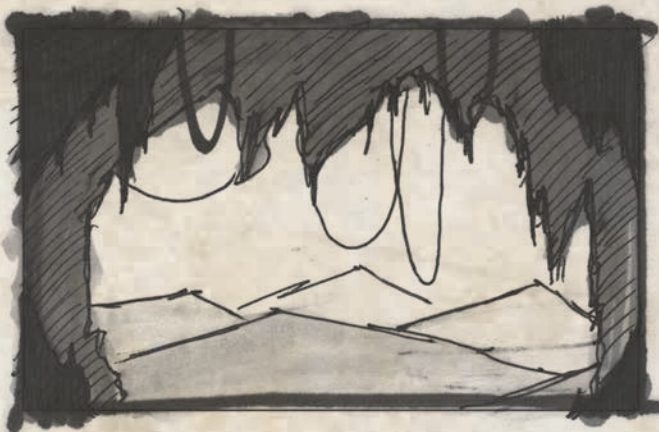
§8.3.3

Toehold

Rabble Cell

One of the Skyspider's titanic legs is planted here, right in the middle of the Cathedral City of Priory. It has been a long time since the Castle-straddling arachnid has moved even an inch, and beautiful red-granite towers ring the area around its leg. The shadow of the spider leg serves as a timekeeping device for the entire city, and the locals can tell how late in the day it is based on which districts have gone dark. No one seems particularly worried that the great beast overhead might stir from its aeons of inactivity and absent-mindedly kick over everything they have built.

Priory is a bustling metropolis, with representatives from many factions in evidence. Most common are the warrior-priests and battle-deacons of Ordo Sancti, and sermons are preached nightly from the towers nearest the



spider. No matter how fearsome the Castle may seem, goes the closing hymn's refrain, it is as nothing before the power of faith. Spider motifs adorn much of the city's artwork and the locals do a spectacular business selling spidermarked swords, breastplates, and sigils to the pilgrims that throng through its gates.

Despite the close scrutiny of the Ordo's soldiers and holy men, several major cults have taken root in Priory. Most of them venerate the spider, but a tight-knit handful of freerunning fae and koom called The Blade That Sheds have declared war on it. Their stated goal is to climb the spider, find its weakpoint, and kill it. The damage that this would cause to the Castle, if they somehow succeeded in their aims, would be catastrophic and the Ordo are forever chasing them away from the ringed granite towers.

More peaceful than the Blade are the Reverent Sons, who wear red robes and preach openly about their beliefs. They are led by, inexplicably, a Taiwanese wyvern who dresses in the red and gold parade armor of a Roman legionaire and calls himself Pontifex Ex Stilio.

Priory does a brisk trade in relics, curios, and miracles, but it is also one of the rare sites of cooperation between the Ordo and the Seers. The Bighats come to see the spider, taking measurements and listening to its leg hairs. Accustomed to the creature comforts of the Observatory,

they rain money and magic down on the city, staying in fine, stone-ceilinged, gothic hotels. Much of the profit is tithed right back to the Crusaders—who can safely claim that no wizards are paying them. They are merely profiting off of the religious education of wizards.

It is said that the Ordo have several master craftsmen in their employ whose task is to carefully saw away slivers of spider-chitin—once every several years. These shards are dark brown, extremely hard, and completely inflexible. When set with magic hilts that allow them to be gripped safely, they make peerless blades for the Ordo's elite. No one seems to be worried that this harvesting operation might wake up the spider.

Hooks

A host of mites, insignificant in size compared to the Sky Spider but a good deal bigger than an adult human, have come cascading down the leg and are wreaking havoc in the center square. An important Guild mage's husband is trapped in the nearby Sanctum Hospitium hotel.

Members of the Blade have successfully made it onto the spider's leg. Now the Ordo are hiring a team of adventurers to chase them down before they can do any damage to it. Unbeknownst to both parties, the Cistern Spider is emerging from its lake. The time of mating draws near.

§8.3.4

The Vale of Dens

Fallen Ward

The southwest side of Cutting features a steep series of cliffs and bluffs that lead down to the Climbing Hundred region of the Bounding. Along these cliffs are caves and hollows where all manner of monsters come to hide. Many creatures of ancient repute gather here, where they are far enough away from the bustle of the city yet close enough to snatch a meal.

The Vale of Dens is composed of several levels of southward-pointed ridges and valleys. Subtle game trails zig-zag up and down the cliffs and valleys, connecting caves like a spider's web. Streams trickle down the valleys, allowing plants to grow, and the beasts that dwell within guard their territory viciously, permitting these plants to become quite large and impressive by Oubliette standards. In some valleys, fruiting trees and bushes are used to lure unsuspecting humanoids close enough for attack.

The monsters of the Vale are mostly historical in nature. Ogres, minotaurs, wyverns, drakes, trolls, lamia, oni, and many other types of creatures inhabit the Vale of Dens. No humanoids live here for any considerable length of time as only the visibly strong and ferocious are left alone long enough to find and establish a den.

The creatures exclude other inhabitants, jealously guarding their territories not just from outsiders but from each other as well. Not all are completely uncommunicative, and some can even be reasoned with or beguiled. Others

will sooner snap your face off than listen to you speak, but that doesn't mean they're unintelligent.

Theoretically, there is a reason that so many classical monsters have gathered in one place. They are drawn to the area like migratory birds. Some speak of "Mother and Father," possibly referring to such terrible beings as Typhon and Echidna. May the Veiled King have mercy upon us if they are right.

Hooks

They were right.

§8.4

Mubigild

Any streetcorner fop will tell you that Mubigild is deeper than it appears. They speak of the great mines and underground cities as though these are revelations. They may even think themselves clever with their double meanings.

You may even encounter self-proclaimed historians who weave fabulous tales of the long-lost treasures of ancient Mubog. Some will even sell you maps.

I tell you beware all these crooks. Those that aren't simply oblivious braggarts are dangerous swindlers out to lure you into the dangerous, maze-like depths where their compatriots can take you for all that you have.

Rabble District

Mubigild is a district of industry, though you wouldn't know it looking at the place from above. The blasted, tumbled wasteland is full of pits, cave-ins, sinkholes, and craters. It is evident that many thousands of years ago, this was a densely populated area. Some cataclysm wrecked the land with such savage ferocity that the surface remains mostly barren, almost eleven millennia later. But underground, industrious miners have been picking away at the remains for almost as long.

Environ: To surface-dwellers, Mubigild looks like a vast wasteland. Only the borders with Cutting and the Murder Heat are cleared of rubble, which has slowly been quarried away. Long, dusty roads traverse the surface, dotted with tiny outposts and vacant markets.

But Mubigild is much more than meets the eye. Though the surface was rapidly picked clean of valuables within the first decades after the destruction of the ancient district of Mubog, the compacted underground regions are dense with riches, just waiting to be excavated. Some of what appear to be craters above are actually abandoned strip mines. More workers trickle in every year, fueling an ever-expanding network of tunnels and underground mines.

Inhabitants: The very word "Mubigild" evokes images of avaricious goblinoid swarms, tides of snickering faces in the dark, merciless work bosses, and tatterdemalion industrial equipment cobbled together out of spare bits of wood and twisted metal junk. As Spearfield is the land of vampires,

Mubigild is the land of goblins.

In spite of the mischievous and antagonistic nature of the "rulers" of Mubigild, there are still huge numbers of humans, fae, low-blood vampires, hulks, and essences here as well, the vast majority of which work mines that compete directly with the warrens of the Goblin King. These "outsider folk" are not usually welcomed by their gremlin rivals, who regularly sabotage competing interests.

Culture: Though not a faction *per-se*, the King's folk are a much more unified group than other mobs of goblinkind. Though the King bestows no particular honors—only orders—the goblins themselves invent new titles, designations, and monikers, and they fight over these invented honors with the kind of malicious cleverness that goblins so aptly personify.

Largely oblivious to the tribulations of greenskins, human-led mining companies continue to push into goblin territory from both sides of the district in search of more riches. Mergers, acquisitions, and hostile takeovers are common, as are mercenary raids and tunnel-collapsing sabotage.

Forces: The King's goblins do their best to run off anyone foolish enough to directly interfere in his business, and what a business it is. The Goblin King controls the deepest, most valuable mines, and moves fabulous riches out into other parts of the Castle. Though they would hate to admit it, much of the wealth flaunted by the Draculean elite comes from the filthy hands of gobs toiling away in sweaty pits deep below Mubigild. But riches aren't the only thing that the King deals in. He is an avid alchemist and the strange and ancient powers he wrests from the depths of ancient Mubog are prized among Magi, Seers, Transcendents, Wielders, Revisionists, Draculeans, Coquille Roi, and even Ordo Sancti.

While the King does not suffer these factions to interfere in his activities, he does permit smaller, lower-Caste groups access to the underground treasures of Mubigild, apparently because it amuses him.

Hooks

A small mining company unearths an ancient Mubog citizen who has been trapped in the depths for almost 11,000 years. They're not prepared for this sort of thing.

Goblins catch a number of Sodalitas Clostrum discussing secret details of their eternal mission, but no one believes them.

A case of crystallized sugar candy is liberated from the depths, but it won't last long in the hands of goblins.

§8.4.1

The Arena Maze

Fallen Ward

The Arena Maze is a combat game and amusement designed by the Goblin King purely for the purpose of

entertaining guests. The gigantic region consists of thirteen separate “organs”, each with thirteen paths. Upon the multi-layered whole lays a curse that traps those who die there, preventing escape by reincarnation.

Each of the organs is a completely unique terrain. One is hedge-maze filled with lethal poison thorns and flowers. Another consists entirely of reflections, lamps and glass panes. Another is made of stone and blocks that must be moved and rearranged to proceed through. Another is simply a large, wide-open room where each step muddles the mind and memory. The Goblin King rearranges things and staffs these organs with goblins who interfere with the maze runners.²

Runners belong to one of three camps. The “Fowl” are people who have somehow incurred the wrath of the Goblin King and are placed in the Maze with the goal of escape. “Foxes” are people who have volunteered to enter the Maze in exchange for a prize. “Hounds” are residents, monsters and creatures that exist to complicate the explorations of Fowl and Foxes.

The Maze is not intended as a simple navigation puzzle. Instead, it is more of a battle to the death set in a confined space where escape is more difficult than physical domination. While the Goblin King enjoys watching people agonize over their decisions, this particular space is designed for blood combat. It is regularly stocked with all sorts of hunting creatures, from mercenaries and goblins to hellhounds and basilisks. He regularly invites influential persons of high-Caste to watch the bloodsport.

Sometimes, to up the stakes, the Goblin King distributes treasures or maps to the Hounds, then tells the Foxes and Fowl about them. Sometimes, he tells them about these treasures without actually putting them in play.

Hooks

A special game is held. Somehow the Goblin King has induced Longtail^{p304} into the Arena Maze and offers a fabulous prize to anyone who can catch the creature.

The King replaces all Hounds with mimics. The apparently-safe Maze promises to be highly entertaining.

§8.4.2

Foreman’s Pick

Lost Cell

Once simply a place for mine bosses to select day-workers for the mines, Foreman’s Pick is now a thriving trade community that does business with the Murder Heat, Cutting, Fellmoor, and parts of Mubigild further abroad.

Foreman’s Pick is a town made of rubble. Stone domes like beehives dot the area, and cobblestone tradehouses arch over the main roads to collect taxes. Laborers still come

² This is possibly the most sought-after position in all of goblin-dom.

here for work, sleeping in “coffin beds,” which are little more than people-shaped holes in the rubble lined with garbage and rags. To the north are a number of goblinfolk forges where ill-gotten ore is turned into crude tools for the greenskins under the ground.

Despite the town’s proximity to the Labyrinth, there are very few kobolds, hobgoblins, orcs, dwarves, or goblin-kind who inhabit Foreman’s Pick. The tinkers and smiths on the north side keep their pinched faces and long noses covered, and are never seen without a number of carved-stone charms and amulets against control. Otherwise, the folk of Foreman’s Pick are mostly humanoids traders and withered laborers from the Murder Heat. Almost every expedition into the mines of Mubigild starts or ends in Foreman’s Pick.

While not as avaricious as Everfair, Foreman’s Pick is a thriving center for a specific kind of trade. Large amounts of expedition supplies, excavation equipment, and lost treasures pass through this spot every day. Often there are also goods on their way west from the Murder Heat as well, to be exchanged for food originating in Knifeshire or Butcherblock.

It is a well-known fact that the Goblin King does not suffer the intrusion of outsiders lightly. Here in Foreman’s Pick, nearly every stone is carved with spells against detection and enchantments of independence. Such charms are sold by peddlers who claim their wares will protect a body from the displeasure of the one who lays claim to these lands.

Hooks

Deals start going bad, goods start going missing, and valuables start walking off. It seems the charms and wards don’t protect against the non-goblin agents of the King after all.

Nomadic Bohemians spontaneously gather from the wastes of Mubigild and descend on Foreman’s Pick for an impromptu promenade.

Goblins appear at the borders of Foreman’s Pick. They’re just standing there, absolutely still, not saying anything or even reacting to threats. Whenever you turn your back, there are more of them.

§8.4.3

Labyrinth

Lost Ward

The Labyrinth is, in truth, a sunken metropolis. Civilization has been bled from these buried streets and galleries, and of the vast crowds that once gathered to live and work in this part of Mubigild there are only traces. Litter covers some of its promenades—magically preserved handbills advertising an election that may never have taken place. Other city blocks have been picked over by the careful hands of the goblins and all their detritus has been sorted, cataloged, and plundered.



The passageways of the Labyrinth are tortuously complex and almost impossible to navigate because of their dimensionality, ranging from five to twenty levels in a given cell. Municipal skyscrapers, carved from stone and still bristling with gargoyles, lie amidst the rubble. Some of them are even still oriented upward. Expeditions to search their penthouses are sometimes mounted by the Magi, and on the occasions that they have not run afoul of the Labyrinth's native fauna, troves upon troves of crumbling papers have been plundered.

The Labyrinth is the natural home of several varieties of creatures, including goblins and mongers, and the footsteps of both can be heard echoing through the twisting halls and stairways. There are also quite a few isolated tribes of koom, pnai, grist, and fae that have set themselves up in the far underground. Mostly these people keep to themselves, crafting their clothes and weapons out of the artifacts left in the cell by the ancient people of Mubog. Occasionally the tribes come to violence, leading to constantly shifting territories.

The Labyrinth is a treasure trove for the Guild, who thrive off of the constant (if not extremely lucrative) escort contracts for parties wishing to explore the depths. Much of the upper reaches have been charted, but Guild promoters in topside taverns are careful to focus on the stories of hidden beds of riches discovered after just a few minutes of hunting. The goblins, bizarrely, object quite vocally to these stories. There is nothing of value in the Labyrinth, they claim. Then, eyes sparkling darkly, they quickly reel off one of the thousands of tales of expeditions that dug too deep and simply vanished.

Legends tell of a goblin kingdom in the Labyrinth, but it always seems to be just around the corner.

Hooks

The Bookbinders, a Labyrinth tribe of men and women who fashion their garments from the tomes that line the shelves of an enormous underground library, are at war again with the Firemoths. This time they have decided to see their rival tribe utterly extinguished. They have sent their most trusted daughter, Weird Fiction, to the surface for help.

Blindfolded and wrapped in sensory-dampening magics, foreign dignitaries are being led underground by the goblins—apparently of their own free will. Where they are being taken is still unknown, but attempts to tail them have been ambushed by gibbering cascades of goblins. An important fraternity in Grandhall would like to know more and is arranging to have a few independent contractors appointed as dignitaries.

§8.4.4

The Nether Mines

Fallen Ward

Spread out like spider webs below the lowest levels of the Goblin City

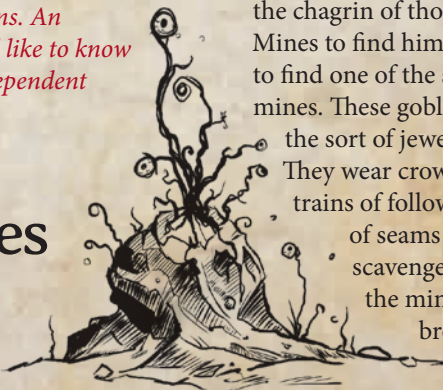
in the Labyrinth, the Nether Mines are tunnels carved in search of even greater riches. The exports of these mines are tremendously exotic materials such as crystallized life, living crystal, liquid shadow, and the eponymous Nether. The machinery needed to extract these valuables is complex and varied, ranging in scope from enormous pneumagic drilling platforms to solitary poets with sponges. Depleted veins pockmark the upper tunnels and there is a robust community of scavengers and smugglers dedicated to picking over the leavings of last century's major operations.

The upper tunnels of the Nether Mines are full of the trappings of industry. Minecart tracks sit abandoned with the dark or else race with cackling goblins. Equipment lockers are lost for decades beneath cave-ins. Explorers who dig through the rubble find pickaxes and blasting charges still in perfect condition and a vigorous resale market thrives in layers above. Further down, the signs of civilization thin.

Here the elite goblin quarrymages do the real work of extracting the most valuable of substances. The dangers of such operations are well known, but the secret to their success is as closely guarded as the locations of the most priceless veins. Careful analysis is made before each cut, as the Nether here flows like viscous amber. Inside these slow rivers of energy are trapped strange and terrible things. Things such as cities. Nations. Astronomical models of solar systems, all rendered with unsettling realism. Only the most careful gemcutters are allowed near these treasures, lest an errant chisel carve out a world.

Goblins are practically a part of the environment of the mines, given their numbers here. On the surface, their population is merely overwhelming. They skulk and fight and steal stray livestock from the primarily non-goblin mining companies that have set up there and are regarded in turn as pests. Miners cuss at the goblins or joke that at least they keep the Clawball population down, but for the most part they pay no attention to the creatures, treating them as a kind of obnoxious scenery. Occasionally the head of a company will propose a systematic extermination of the goblins, at which point their miners will usually grow very quiet. Executives that do not immediately laugh off the idea typically resign their post after the unanimous walk-out, strike, and in some cases beating that follows.

The Nether Mines are primarily controlled by the Goblin King, who in turn does business with other high Caste parties. He is sworn to secrecy about his clients however, to the chagrin of those who venture all the way into the Nether Mines to find him. Wealthy visitors are encouraged instead to find one of the several goblin dignitaries that walk the mines. These goblins are dressed in rich purple robes and the sort of jewelry that might befit a Roman senator. They wear crowns of gilded leaves and travel with large trains of followers scampering behind, all living off of seams of ancient meat or whatever they can scavenge from the subterranean cafeterias of the miners. The dignitaries claim that they can broker important deals on behalf of the kingdom, although whether they



actually have that authority is still hotly debated.

Veteran miners claim that for any concept you can imagine, there is a deposit of it here. Sometimes they do this while holding up a nugget of starlight, or whispers, or nostalgia. Newer prospectors spread much wilder stories, hoping the hyperbole will get a grin from their seniors. They say that the Nether Mines are connected to the fall of Mubog. Or that the whole Castle is just a branch of a giant tree and you can see it if you break through the bottom of the mines. Sometimes they say that you can find the Goblin King's court by tapping on the walls and listening for the places where the echoes do not go, although the veterans are not amused by this last one. Newcomers quickly learn to stop repeating that rumor.

Hooks

An incredibly lucrative pocket of fury has been found in the upper tunnels. Unfortunately, its emanations have ensured that everyone who tries to exploit it ends up joining a vicious brawl in the adjacent shafts. Miners killed in the fighting have been reincarnating immediately—right next to the ore deposit. The Seers are taking an interest.

Someone has quarried a chunk of amber the size of a house and brought it to the surface. Within the stone is an intricately detailed castle. It looks a lot like Oubliette.

*A small crevice has been found that leads to a thousand-foot drop, which may in turn lead *Below*^{p203}.*

§8.4.5

The Word Mines

Forsaken Ward

Once the greatest library of ancient Mubog, and thus the cosmos, this ward is now a mining complex full of dangerously unleashed and volatile magics. Extracting usable texts is a challenge like no other: the entire ward is a maze of barely-contained arcane potential, ready to spontaneously evaporate the castle.

Composed mainly of ancient decayed wood, rotting leather, and stacks of magically-enchanted pages, the Word Mines are spectacularly unstable. Slippage routinely causes cave-ins that trigger violent detonations and rearrange the entire ward. Even accidentally *looking at* the wrong page can have untold chaotic effects on the local reality.

Explorers foolish enough to venture into the Word Mines are rare. In their defense, each group is better-equipped than the last, but precious few escape, and only a fraction of those return with anything useful. What they do return with is extraordinarily valuable, but those who succeed swear off of further exploration. They say that there are figments there, ephemeral, momentary beings, like ghosts from ages past who care nothing for the concerns of the current denizens of the Castle, let alone modern explorers.

The Magi theorize that the essences trapped in the

Word Mines were inside the Grand Library when Mubog was destroyed, and that the wards and enchantments on the Library protected them, somehow transforming their spirits into the forms we see today. Because of this, they are incapable of adapting to this “new” state of disarray, and are constantly wandering through the stacks, looking for something familiar and triggering countless effects in their wake.

It is no secret that the Word Mines are likely to contain every bit of information ever held in Oubliette. If it were not for this, no one would bother with this lethal place. Hundreds of rumors continue to circulate about various books and tomes that one might be able to find here, from tales of how the Castle was built and who built it, to treatises on the metaphysical nature of the World of the Forgotten, the epics of the World of Gloom, the very first Sunless Bible, and even self-referential publications about Oubliette itself.

Hooks

*A strange modern textbook titled *The Advanced Principles of Interdimensional Physics* is uncovered. The material is incredibly dense and seems to require a PhD to understand, but the name itself is enough to draw interested parties out of the woodwork to wage secret wars over control of the book.*

Someone uncovers a book detailing the early days of the Draculeans, the war with the Coquille Roi, and the several people who have called themselves Vlad.

*Another text of fearful provenance is uncovered. Called the *Summoner's Grimoire*, it seems to be full of methods not only for invoking demons, angels, and horrors from beyond, but also with numerous methods, techniques, and spells for the express purpose of crossing between the Mortal Plane, the Subtle Plane, and the Supreme Plane. Instantly, a war of unprecedented violence erupts across Oubliette as hundreds of groups and factions and millions of inhabitants struggle to acquire the priceless book.*

§8.5

Spearfield

The Draculeans gave it order, and in return they took from the district more than its freedom.

They took its kindness, its very soul.

They taught it that peace can only be found under a tyrant's yoke.

Lost District

Spearfield is the land of vampires. The entire district is ruled by Vlad Țepeș, who commands the Draculeans. They enforce his will at all levels of Spearfield society, from the highest courts to the lowest dregs. Such stringent control has led to a prosperous district that is highly populated and



wealthy, but also rife with scandals, treachery, maneuvering, and xenophobia.

Environ: Spearfield imports the finest stonework from all over the Interior, and employs thousands of craftsmen, masons, carpenters, and decorators. The result is a Baroque district of ornate, unique construction, where creature comforts for vampires are ubiquitous. Covered walkways, blackout curtains, shops for veils and silks, night gardens, and markets for humanoid meals are all common. To all outward appearances, Spearfield is the most cultured and civilized of districts.

But even Spearfield is built on top of *something*. Below

the fabulous streets and the quiet underground halls and even deeper crypts, exists a stratum of abandoned, exiled, and banished creatures that eke a living out of the rubbish thrown away by the vampiric elite above. Cramped towns and villages seep through the tunnels and vaults deep below Spearfield, where the high-bloods refuse to tread.

Inhabitants: The vast majority of Oubliette's high-blooded vampires live here in Spearfield, where strict rules of class and political affiliation drive an ever-changing social landscape. Surprising as it is to outsiders, most are not actually Draculeans. The Draculeans are a military organization operating directly under Vlad's rule. Dozens of other minor factions exist in high-blood society, where alliances shift and betrayals are common, but none of these groups has the military tradition of the Draculeans.

Vampires are not the only members of elite society in Spearfield. Many therianthropes, humans, and dragon-folk have positions within this ecosystem as well. Some hornfolk, koom, and marionettes are employed by the elites, but are themselves rarely honored.

Deep below, out of the prying eyes of the elite, the rejected gather. Here one can find nearly any race or species one cares to imagine; non-vampire newcomers who incarnate in Spearfield are driven either out or down. Goblins and fae form the noisy background of races, but often accept outcasts of any breed.

Culture: Vlad and his Draculeans rule Spearfield without a doubt, but the nobility holds substantial power as well. Their policies and agreements shape public opinion, allowing them a measure of power against those who rule them. Fond of petty maneuvering and inconsequential infighting, they

rarely find common ground on which to create new policies that might oppose Vlad's will. This is perhaps part of his designs.

While the underground villages have no plans to push back against Draculean hostility, there are small cabals of egalitarianists in society above who shelter the unwanted from judgment.

Forces: The Draculeans act as both a militia, and a police force, and in fact there are branches within their organization that handle each type of situation. The militia executes the will of Vlad via law and force on factions,

districts, and invaders, but the police force has a much harder job. In addition to cleansing the streets of Spearfield of the unwelcome and unclean, they must also keep society's elites from tearing each others' throats out.

Fortunately for Vlad, the Draculeans have been doing their jobs for many millennia, and the district is mostly free from dissenters. Only rarely do Thorns or Ordo Sancti interfere in Spearfield. The most recent issue has actually come from the historically-allied district of Deathborne, where the Bonehorde has been massing on the border. So far, the Draculeans have not yet taken this threat as seriously as they probably should.

Hooks

A dozen rival vampire houses are putting together a grand masquerade ball. Luxuries far in excess of the usual are imported, and the houses are even inviting dark beings foreign to the district. Conspicuously, one name is absent from the list of invitations: Vlad.

The great migration of the bladebirds has begun. Flocks the size of small wards darken the skies, dancing and wheeling past exterminators. Drunkards have started a rumor about "Super Ultra Mega Macro Avinubis" flights, but these are dismissed out of hand.

The Circus Magnificus has announced the next Game of Throngs, where in the top five duelists will be granted titles in the court. Participation is mandatory for all low folk in Spearfield, even the under-people.

§8.5.1

The Court of Vlad

Forsaken Cell

Bordered on one side by the Plaza of Reconsidered Decisions and on the other sides by a series of high walls, the Court of Vlad is a large square with hundreds of rooms around its edges that is loosely based on the palace at Versailles—of which Vlad was reportedly quite fond. It has absurdly elaborate decorations done in gothic style and features several chambers for audiences with specific factions or races. Much of the administrative function of the Court is indoors, but the wide outside areas are the parts that visitors tend to remember. The Court's open-air gardens are under heavy enchantment, with careful series of charms overhead filtering the sting from the sunlight. They house immense ornamental fountains, private bowers, and vast beds of roses. Despite the size of the Court, servants are never more than a few steps away, waiting to offer platters of canape, glasses of bubbling white wine, or the veins in their neck to any guest in attendance.

The Court is exquisite and carefully kept, but it is at its most beautiful in the evening. When dusk has barely begun to purple the sky, the gardens come alight with thousands of floating white spheres. They hang just overhead, like

close-pressed stars, and bathe the estate in a warm, pleasant glow. The courtiers are also at their best-behaved in the early evening. As the night wears on, their habitual excesses begin to tell on their surroundings. Bloodless corpses are left sticking half-out of rosebushes. The sharp scents of magic and fear drift on the air. Occasional screams rise over the low buzz of party chatter. Regular visitors are completely inured to this, but newcomers are sometimes overwhelmed. Rarely do they make the mistake of trying to intervene in the vampires' entertainment, and their passing unease is typically something to be tittered about during the next evening's festivities.

The Court is the main chapterhouse for Vlad's army of Draculeans. It is also a hive of visiting emissaries, displaced royalty, economic delegations, backstabbing, and treachery. Keeping order over the Court is like policing a barrel of cats and, on the surface, no one tries especially hard. Less well known is the fact that Vlad has hundreds of dedicated agents among the courtiers, many of which have chosen to work for him in addition to their other masters. Their job is not to act as spies, reporting on the movements and conspiracies of Vlad's rivals, but to smooth out interfactional tensions and prevent open warfare at the Court. They are overworked and underpaid but without them, they are certain the Court would be on fire by next nightfall.

While much of the politics of Oubliette revolve around Celeste, Vlad's plays for power led him long ago to relocate the seat of his rule to Spearfield, if only to show the masses that his leadership represents a distinct shift from the way things were done in the past. Since then, the Court has been an incredible hub of activity. Districts from all over the Castle send their best diplomats to mingle in the gardens, negotiating trade treaties, truces, and sometimes the terms for a lucrative little war. In return, the Draculeans' intelligence services have their pick of gossip from all over Oubliette.

The worst kept secret in Spearfield is that there are many sub-factions vying to take over Vlad's spot in the Court. What is far less known is that there are actually vampire Great Houses that are capable of doing so. They are led by fearsome, incomprehensibly ancient entities that have lurked in the histories for eons prior to the rise of the Draculeans. Some even believe that they are using Vlad as a figurehead or mouthpiece to direct changes on an even more expansive field.



Hooks

A thin, blond-haired waif of a girl known only as Absolution is a regular guest at Vlad's parties. She is treated with high esteem and great care despite not appearing to be the representative of any particular power in Castle Oubliette.

The representatives of two powerful and diametrically opposed Grandhall gangs have been fighting publically as a cover for their private romance. Unfortunately, as their romance deepens, their fights have been getting more intense. Waits Upon The Vine, one of Vlad's agents among the courtiers, is worried that they might soon come to outright violence. She is on the lookout for outsiders who may be willing to intervene.

Bertrand, a handsome servant, claims he saw a guest unhinge her body and devour one of the Seers in attendance. The guest then remolded her features until she looked exactly the same as the Seer had. Bertrand hastened away, but not before she spotted him. He is not sure who she is or what she intends to do in the Seer's guise, but he is certain that it does not bode well for the Court.

A quiet, dark-haired man in an impeccable tux has been showing up to the nightly galas. He does not drink or socialize, but all the guards watch him. Vlad takes great pains to not be in the same room with him. Who could this stranger possibly be?

§8.5.2

Dragon's Roost*Eminent Ward*

A ward of Spearfield commended to dragonkind, the Roost is comprised of several territories close to Celeste with tall towers and plenty of space for winged reptiles to make their homes. Despite millennia of habitation by dragons, the Roost is in surprisingly good repair. Well-paid and exceptionally nervous stonemasons are brought in regularly to fix the clawmarks, scorch-stains, and impact-shattered flagstones that are a byproduct of the dragons' daily activities. Some of the towers are alabaster palaces with floors upon floors of neatly arranged tribute, all under individually labeled glass cases. Others are tilting, crumbling ruins with treasure-heaps of priceless goblets and tapestries drooling out the windows—which is exactly how their occupants like them.³

Dragon's Roost is cold and windswept, even on the surface where flightless drakes, wyvern kits, and other unfortunates gather. Younger dragons find the arctic gales to be invigorating, while older wyrms curl up in treasure-insulated bowers and sleep away the worst of the winds.

³ Dragons are very particular about the aesthetics of their hoards, those of the Roost even more than most.

The Dragons of the Roost largely prefer their own company, suffering adventurers rarely and fools never. However, they gather like cats at feeding time when the Draculeans' food carts come in. They have a very regimented pecking order, and the largest dragons eat their fill before the others are even allowed to approach. The dragons do not need to hunt, although a few like to, and this has contributed to a small community of survivors living just beneath the surface of the ward. The leftovers from various feedings huddle together in the dark, slipping out at night to scavenge the surface for edipedes and lichens. Owldrags, Nichtwurms, and gloomdrakes—all naturally nocturnal—regard this as great entertainment.

Vlad styled the Draculeans (and indeed, himself as well) after the dragons of his homeland, and has had a close alliance with the majority of them for millennia. Such is his devotion to his allies that Draculean footmen routinely make raids into Deathborne and Grandhall for slaves to feed to the dragons. On the dragons' side, however, this alliance is far more strained than any of the Draculeans suspect. The Roost has no natural herds of prey animals to forage and many of the mid-sized dragons privately chafe at having to take second or third pick from the feeding carts. Being delivered long caravans of daily tribute is all well and good, but moderation is not a draconic virtue. Neither is cooperation with other dragons. Only the insistence of the oldest, strongest wyrms is keeping the lid on a massive dragon diaspora that could litter the entire castle with ravenous apex predators.

The dragons deign to speak only rarely with outsiders and so most of the stories about them come from the Draculeans. This lends the tales a decidedly nationalistic bent. Off-duty soldiers claim that the dragons adore Vlad. That the winged creatures would gladly devastate any district at his command. Civilians privately scoff at this, although the notion is unsettling.

Hooks

To while away the long hours, the dragons have invented a game. It involves complex rules and a surprising bit of mathematics, simulating groups of adventurers as they explore caverns, ruins, and mausoleums across Castle Oubliette. Winners receive a small share of treasure. Losers are barbecued and eaten. Generally, the dragons invite survivors and escapees from the Draculean slave carts to play, but the game's popularity is beginning to grow elsewhere in the district.

Smokemaw the Begotten, an enormous brown dragon, has grown tired of his quarters in the Roost. He is moving into Vlad's place. Vlad has not yet been informed of this decision.

The Draculeans finally have need of their reptilian allies, and that need is dire. Unfortunately, the dragons of the Roost aren't interested in their entreaties.

and performances, and each gallery story above contains a number of specialized chambers designed to make guests comfortable. The Harem caters to all forms of indulgence, and it is said there is a room in the Harem for anything you could think to do.

Vlad's Harem is now directly managed by a young-looking therianthrope boy who goes by the name of Alphonse. Though he owes much of the Harem's independence and protection to the anonymous benefactor, all other improvements have been his doing. He does not permit abuse of the staff and seems omniscient of everything that goes on in the bounds of the Harem. No rudeness or slight goes unnoticed. However, those who are willing to abide by the rules and can put up the coin find that heaven is indeed very close.

The staff of the Harem come in all shapes, sizes, races, and genders, and all are well educated in a variety of subjects thanks to a library discovered on the higher levels. They cater to all sorts of requests, many of which are not carnal in nature. Games, conversation, philosophy, music, and dancing are all popular recreations. When not with a client, the staff are free to pursue their own hobbies or professions.

Many of the staff of Vlad's Harem remember the time before Alphonse, when they were unwillingly preyed upon by the high-blooded vampire elite, and they do not remember this fondly. Alphonse himself started as a dreg trapped in the Harem but rapidly rose to power using his wits and cunning to raise a rebellion that managed to keep the Draculeans at bay long enough for the benefactor to step in. Since then, the most skilled and enigmatic staff have slowly graduated up to a new facility called the Bordello of Infinite Delights.

Hooks

The return of Vlad approaches. The benefactor hasn't been heard from since the messenger arrived, and the staff are busy trying to ensure the security of the building, but it may be a fool's errand against such an opponent.

Alphonse and the rest of the staff are putting on a party for a celebrated entertainer who is being inducted into the Bordello. The party itself is free to attend, but one must come in their finest clothes. Services are available but not free.

A dark and handsome stranger comes to the Harem, holding a black card that apparently grants him limitless service. Though he treats the staff well, he acts like he owns the place.



§8.6

The Bounding

"The witch asked for my words, but I am not very good with words. Not when they are written down like this; a record that might argue with my future self."

"I will try to speak only in truth, so I will say this: the Bounding reduces you until you are leanness and purpose. Anything else, you must cling to it tightly and pray that the wasteland never grows hungry enough to take it from you."

—Alouette

Fallen Region

One could think of the Bounding as the *lack* of district specificity. It is a vast wasteland that lies between the Inner and Outer Walls of Oubliette. Beyond the Inner Walls there is so little food and so much space that the Bounding usually appears to be completely lifeless. Nevertheless, there are people and creatures that stalk this land, as well as sites of great interest.

Environs: The Bounding consists almost entirely of stone. The Outer Wall is miles high, blocking sight beyond the limits of Oubliette. The land slopes up towards the Inner Wall, which is mostly far enough away from the perimeter that catching sight of what lies outside is futile. Much of this land is runoff from the major districts, and the Bounding adjacent to a given district usually has similar qualities. In some places, the Inner Wall is still visible, though it is usually miles within the ever-expanding area of the districts, which have long-since spilled out into the Bounding.

The land itself is craggy, rocky, and broken. Great storms of dust blow through the Bounding, covering and desiccating anything growing on the surface. There are many natural-looking caves there, though, where brave people can take shelter from the stinging winds. Some of these caves lead to precious sources of water deep underground. Others lead to the dens of unassailably-large and powerful creatures.

Inhabitants: The Bounding is home to few. The population density of this district is equivalent to that of a desert. Tiny tribes and clans of Wallmen stalk the karst-like wastes, picking at the stones and digging the barest meals out of the dirt. Hulks and beasts are the most frequently seen, though there are some mongers and hornfolk who also eke a living out of the grit.

Most districts in Oubliette have an ecosystem that includes a lot of unnoticed refuse and dregs at the very bottom. These prey species are mostly absent from the



Bounding, where you have to look very hard to find edipedes or fungus to eat.

Culture: Because of how difficult it is to find food in the Bounding, most inhabitants have adopted one of two strategies. Some gather large flocks of scavengers and butcher them for food. This allows them to have a stable supply of nutrition, but makes them vulnerable and can be tiresome to the kinds of people who become Wallmen. Others prey upon anything they can take, feeding on scavengers, the herders' flocks, or even the herders themselves.

Wallmen clans are the most advanced form of society that persists in the Bounding. There simply aren't enough resources to support lifestyles more advanced than hunting and gathering. Among these groups, oral history is the pinnacle of entertainment.

Forces: Small tribes tend to steer clear of large clans, which generally move out towards the Outer Wall, where water runs and small animals are more plentiful. The clans, in turn, give way to the larger dominant predators that stalk the wastes, hunting tribesmen like a cat catches bugs.

Hooks

A portion of a district of the Interior sloughs off into the Bounding, carrying a comparatively limitless supply of food, mostly in the form of bruised and battered people. Clans and Tribes go to war over control of the feast.

A handful of Ancient and Divine Caste beings selects a vacant region to settle a dispute without leveling any important structures. The battle promises to be spectacular.

§8.6.1

The Bone Cairns

Forsaken Cell

Out in the trackless expanses of the Bounding, with only the dust and sky for company, spirituality thrives. One of

the stranger faiths of the Wallmen involves building massive piles of bodies against the outermost wall. Followers of what they call the True Religion heap the bones and flesh of their dead against the cold stone, and over millennia the Cairns grow. A few are high enough that they are nearing the top. Others are no more than a scattering of sunbleached bones, no sooner begun than they were abandoned. Virtually none are known to the inhabitants of the Interior.

The tallest Cairns rise for miles, with bases almost as wide. At the bottom, there are mostly bare bones. Small animals congregate to pick over these, rooting about in the outer heaps for the choicest bits. Further up, there are bodies putrefying in the heat of the Bounding. Flies circle and swarm in immense clouds, attracting birds, spiders, and things not unlike barnacles that have long, lashing tongues. Past the cloud layer, where the atmosphere begins to thin, the stacked corpses are preserved perfectly. Nothing feeds on them, except for the occasional predator from on top of the wall.

Each Cairn is attended by its own tribe of Wallmen, each with their own specific culture and rituals surrounding the construction of the bone mound. Some allow only prey animals to be used as building materials. Others require that their Cairn be constructed from the bones of their enemies. Still others insist that their Cairn only contain the bodies of their tribesmen. These particulars aside, each Cairn is treated as holy ground by its tribe and trespassers are not suffered lightly.

Recently, several of the tribes with the grandest Cairns have undergone a kind of revelation. They claim they no longer need to collect specific kinds of bodies. Any will do. These tribes have sent representatives outside of the Bounding to buy corpses in the Interior. The merchants of Grandhall and Spearfield, always happy to exploit a new market, are puzzled. Transporting the bodies from the Climbing Hundred to the outermost wall is not an overnight journey, and there are plenty of other tribes and predators who would be happy to swoop down on the weeks worth of food that those corpse carts represent. Still,



the True Religion adherents persist and, for every dozen that fail in their trek, one makes it through.

A few Seers have heard about the Bone Cairns, and privately they are worried. They are not certain about what lies on the other side of the outermost wall, but theories range from another stretch of howlingly empty space to crimson armies of demons. Whatever it is, insist these Seers, it is not a risk that the Castle ought to bear. They have begun to make overtures to the Guild about getting a small militia together to tear down these structures.

Hooks

Alouette, a Troll who follows the True Religion, is in town to buy corpses. She is also hiring mercenaries, but will explain patiently that they are not allowed to approach the Cairns. A nondescript woman in forgettable clothing approaches the mercenaries and asks them to do exactly the opposite of that.

Scorpioness, the leader of a noteworthy gang in Cutting, has been murdered. Her discarded body has been sold to the True Religioners and is now on its way to the Cairns. Unfortunately, Scorpioness needs her corpse to make a case against her attacker: a powerful merchant from Spearfield. She is looking for capable fighters to help her intercept the convoy.

§8.6.2

The Climbing Hundred

Lost Area

Most of the inner walls that protect the districts from the Bounding are sheer and monstrously tall. Some verge on thousands of feet of slick stone. Only in precious rare instances can one find simple passage over the walls, and it's usually via ancient ropes or even older tunnels dug through the rock. The Climbing Hundred is a section of the Bounding south of Grandhall and between the Henge and Cutting where the walls have toppled enough that stoneworkers could build paths over them. These paths

are miles long passes between mountains of stone and are little more than grimy, worn down lips in many places, these paths provide the easiest way into the Bounding and beyond the walls.

Compared with the outer Bounding walls, the innermost ones are clustered very tightly together. Thus, the Climbing Hundred is made up of both crumbling slopes of rock and comparatively short desert valleys between them—‘comparatively short’ in this case meaning only a couple dozen miles for the ones closest to the Grandhall border. There is greenery here, although not much of it, and rodents, birds, and insects all nest within the slopes themselves. Dew sometimes gathers in pools between the rocks and a scattering of hardy, unappetizing lichens grow in the shadows.

The Climbing Hundred is a melting pot where industry and survivalism meet. An incredibly brisk business around the reclamation of stones and rock-dust has sprung up amid the wreckage and wealthy taskmasters from Grandhall drive teams of slaves to survey, cut, and cart the best of the pieces from the fallen walls. Many of these slaves are hulks, often purchased from the Wallmen who visit this area. Others are shipped in from the markets in Grandhall or the Murder Heat. Everything from dirt-stained preens to chipped and battered marionettes can be seen toiling under the mist-shrouded sun. Occasionally, Wallmen will sell themselves into slavery, careful to specify the length of time that they can be enslaved for during negotiations. When their new owners inevitably renege on the agreement, insisting that slaves have no right to set themselves free, these Wallmen take their own lives, safely reincarnating out in the Bounding. Recently, taskmasters have started putting new slaves in magical stasis for several years to ensure that they incarnate only in the Climbing Hundred. This has strained relations with the Wallmen, and raids from the Bounding wastes are growing more common.

Merchants from Spearfield and Grandhall occasionally set up shop in the Hundred, selling tools and weapons to the Wallmen and entertainment to the taskmasters. More

recently, a few have begun marketing wares to the slaves. These goods include medicines, poisons, rations, and cheap chapbooks on the Arts Martial and wilderness survival. The other vendors scoff at this. After all, what does a slave have to pay with? The entrepreneurs, however, do not listen. Heavily laden with bags of blood, pieces of spirit, and bottles of transfused fury, they are too busy laughing all the way back to the Draculeans.

Rebellions in the Hundred are not uncommon, but they are typically small in scope. As such, the ward has gotten a reputation for stability. Settlers are even moving there, hoping to set themselves up as middlemen in the lucrative stone trade. Lately, the Hundred has been very peaceful indeed—in the same way that a volcano gets before roaring and vomiting up a sky full of ash.

Hooks

Bentcomb, a preen from the very large Bonegaunts clan of Wallmen, has been kept as a slave past the end of his contract. He has also been placed in a long stasis, preventing him from returning to his people in death. Bentcomb is a valuable worker, and his owner will not sell him. However, the Bonegaunts have been massing near a break in the inner wall and it is clear that they mean to have him back one way or another. Bentcomb's owner has contacted the Guild for intermediaries, as have the Bonegaunts.

The Climbing Hundred has been rioting for the last five days. Most of the taskmasters and merchants have been put to flight. Next door, Grandhall is worried. Much of the Castle depends on cheap stone from the Hundred for its building materials, but nowhere more than Spearfield. If the ward does not stabilize soon, the shifting market prices may drive the Draculeans into another bout of expansionism. Meanwhile, merchants, gangs, and displaced taskmasters are all building up their own private armies, making ready to claim the ward in their names.

§8.6.3

The Gate

Ancient Ward

Beyond the Climbing Hundred, high on the outer curtain walls of Castle Oublette and hidden by millennia of discarded and mossy stone, there is a door. It is an unassuming door, often overlooked by any such creatures that might encounter it. This ancient wooden door is the only remaining path to the Bounding Gate. Beyond that door lies a magnificent and grand staircase that descends the miles down into the Plain of Clouds, and eventually below it. Between the door and the stairs is an enormous wrought-iron gate, the feature for which this ward is named. It gives no obvious signs of enchantment, but it is shut tightly and charred, wind-preserved bodies dot the area around it.

Like most of the Bounding, the area around the Gate is desolate but for a few tufts of scrub grass and a handful

of pools of sour, metallic-tasting water. Even the tribes of Wallmen that migrate through the area rarely stop here. The door that leads to the iron gate is located high upon on the outer wall, about a half mile off the ground, and the way up to it is a tumbledown sprawl of broken rocks. Climbers would need incredible strength and endurance to scale the approach—and perhaps a troop of artillery mages marching behind them. Hungry, feathered things live atop the outer Bounding wall and they are not shy about supplementing their diet with the occasional explorer.

The Gate is not an inhabited area, although sometimes it draws the interest of the Interior. On very rare occasions, the brightly colored tents of expeditions can be found here, empty and flapping in the wind. The Wallmen are quick to carry these off, scrounging everything from untouched provisions to wooden stakes and rope. The tents they turn into clothing and carry-bags. The rope is teased apart into threads for sewing, and any bones they find are boiled in the sour water of the pools to make a gritty, gelatinous broth.

Every couple hundred years, a dusty, starving man or woman will stumble into the markets of Grandhall, claiming to have been a part of the first expedition to ever discover the Gate. They rant and they rave in perfect French, occasionally asking for directions to Mubog or other unlikely places, until eventually they catch the interest of the district's scholars. These scholars note that the stranger's Vulgish is very old—completely indecipherable to modern speakers—and interest grows. Eventually the Seers or the Magi or another prominent faction agrees to accompany the stranger to the Gate. They assemble a party and send it out into the Bounding, where it is never seen again.

Lost for two millennia, the Bounding Gate was once the primary exit of the Castle, but was buried in a disastrous collapse of part of the Wall. This information is known to a scant few in the Castle and, were it to be more widely known and believed, would probably prompt an exodus into the Plain of Clouds. Provided anyone could figure out how to get past the iron Gate.

Hooks

The Magi are seething over the loss of an expedition to the Gate. None of its members have reincarnated. None of the parties sent to look for them have found anything but empty space. It has been five years since the original expedition departed. Growing exasperated, the Wizards are commissioning another team to look for this fabled "wooden door in the wall."

§8.6.4

The Lava Flats

Forsaken Ward

Because the Bounding slopes down towards the Outer Wall, lava from the Murder Heat flows down into this space constantly. Even a tiny trickle is enough, over thousands of years, to fill a significant portion of the Bounding with black

pumice fields and lava tube caves.

The Lava Flats fill nearly the entire section of the Bounding that borders the Murder Heat. Great rivers of solidified black lava striate the northern and southern portions, while the center is composed of a tall plateau of piled pyroclastic debris which is shot through with drops, holes, and lava burn-throughs. Deep below magma still flows out of volcanic fissures in the side of the Murder Heat.

The Flats are avoided by most Wallmen, but are home to more anti-social elemental denizens. Fire giants, phoenixes, ash elementals, efreet, and salamanders are all known to stalk these plains. A handful of elementalists also spend time in this region, communing with the desolate, blackened landscape and occasionally seeking the strange stones issued from the crushing, infernal depths.

Only the largest, strongest, and bravest Wallmen enter the Lava Flats, and they only do so if they have good reason. More often, creatures from the Murder Heat come down to scavenge among the mafic flows. There is no food here aside from other creatures, making the landscape more desolate than it would otherwise be.

Some believe that given the eternity of Oubliette, lava from the Murder Heat will flow down the Lava Flats and fill the entire Bounding. Others reckon that before this happens, a sort of land bridge made of basalt and scoria will allow people to reach the top of the Outer Wall, or even perhaps push it over with the force of millions of tons of rock.

Hooks

Strange people begin appearing out of flows from further up. They are completely intact—apparently unharmed by the rock-melting heat—but completely naked and amnesiac. Magi theorize these Lava People are a new race to Oubliette.

A lava lake forms at the very base of the Outer Wall, calling all fire-creatures from miles around like an oasis in the desert.

A terrible substance called “corium” breaks the surface of the Lava Flats. Being anywhere near it causes strange burns and a rapidly lethal sickness. This would be no more dangerous than the usual flows except for the fact that it is sentient.

§8.7

Fellmoor

The Castle’s garden is a ravenous sort, feasting on visitors and rendering its freshest mulch from attempts at settlement. A visiting poet laureate, from someplace called the Empire of Southern North Amerigo, described it best with a line from one of her pieces: “the woods are hungry, dark and deep.”

Every year Fellmoor’s borders stretch and its foliage thickens. I think it grows the more we feed it. One day, it may simply swallow neighboring Grandhall.

Fallen District

Fellmoor is the closest thing to a temperate forest that exists in Oubliette. The polluted waters of Celeste and Deathborne flow down to this low point at the center of the Castle, carrying with them evil magics and hideous power. On the banks of the rivers, lakes, and marshes of Fellmoor, colossal trees and man-eating plants protect themselves with cruelty that borders on the sadistic.

Environs: Next to the soaring towers of Celeste,



Fellmoor appears to be a great pit. The land slopes inward, down towards Cistern, but eons of stone and debris make it impossible for the rivers to flow directly down to the bottom. Instead, they twist, snake, and fork around obstacles, leaping down waterfalls and punching holes through the stone to flow underground.

These waters provide sustenance for a bewildering array of fearsome plants. Nearly every surface is moistened by mists, and every wet surface is home to some form of moss, lichen, or weed. The wet dirt is covered in spiked, poisonous plants that nourish themselves with the bodies of the fallen. Groves of trees keep their leaves out of the reach of folk below by growing blade-like bark. It's as though an evil faerie god decided to torment Oubliette further by placing deadly temptation just out of reach.

Inhabitants: Fellmoor has its share of intelligent creatures, being home to a number of settlements, but more unusual than these are the profusion of strange beasts which have adapted to the waters and foliage of Fellmoor. Great crabs, burrowing insects, and twisted fish populate the land, often in good numbers. The trick is figuring out which ones are lethal and which ones are not.

While the food may be poisonous and bloodthirsty, it's not impossible to make a living in Fellmoor, if you know what you're doing. Settlements of humanoids often import food from outside, or employ a series of intermediate stock animals to process the wildlife into something edible.

Culture: Several factions have presences in Fellmoor. The Feeders operate a number of ranches and farms here, usually importing their own livestock at great cost. The Magi have towers here as well, where they can make use of the surplus energies flowing out of Celeste and Deathborne. The New World is constantly trying to find ways to domesticate the bizarre new species of the district, and Ordo Sancti has churches here, apparently for no reason other than because they can.

Fellmoor is also home to a number of exotic creatures besides "normal" citizens. Here, in the hateful forests of Fellmoor, there are entire cultures of dark fae who shun the world, and their siren songs are even more deadly when the water runs with venom. In addition, there are many communities of both koom and pnai who find that the malevolent flora reminds them of their homeworld.

Forces: Fellmoor itself is hazardous enough that most of the time the factions that lay claim to territory in Fellmoor don't have the time or desire to fight other factions over it. Territory is easily gained and lost, subsumed by tides of foliage. Better to keep an eye on the forests, lest the plants, animals, or fae inhabitants decide to overrun the defenses.

Most of the locals now know not to antagonize the forest, but travelers and invaders are not so careful. Occasionally, dirt farmers from Grandhall or Cutting come into Fellmoor to try to stake a claim. It always ends the same; a brief but hideous feast followed by a period of quiet, happy forests.

Hooks

Something falls from the hazy heights of Celeste into the forests of Fellmoor. The thing burns all foliage it touches,

withering plants and trees around it and creating a zone of deadness that not even the fae will touch.

Flayed-open ghouls from Deathborne begin tumbling over the waterfalls. When recovered, the survivors remember nothing, only the crush of bloody bodies and the joy of conversion. The waters of Fellmoor seem to have cured them of something terrible.

§8.7.1

Bonebracken

Rabble Ward

With rolling hills and dry, arable land, Bonebracken is a great temptation to the farmers of Cutting. Unfortunately for the men and women of Knifeshire, the plants here have staked their claim first. The foothills of the ward are lush and treacherously wild, as if the flora are themselves Unbroken.

Coilrush briars snake underfoot, winding around the feet of their prey. Their thorns excrete a powerful paralytic, and hapless victims soon draw breath no more. Nearby, beds of mandrakes hum aimlessly to themselves, awaiting the footsteps of a passing fool. Cannonade Blossoms make use of the scientific principle of ballistichory to fling sharp seeds the size of a human head for dozens of miles. When they land, these projectiles drive furrows in the dirt, plowing themselves into the loam. Over the course of the next few hours, another adult flower blooms. It is edible during this brief interim, and quite delicious really, but the window to harvest it is brief. After three hours, its stalk becomes woody and inedible and it makes ready to fling its own payload skyward.

Communities next to Bonebracken live under a state of constant siege. Whether they are dealing with the Fireviolets' lunar migration cycle or having their fields shelled by Cannonade Blossoms, the northern border of Cutting has a reputation for hardiness that no one else in the district can match. In rarer cases, tiny plantations spring up inside the ward. Often manned by locals, and practicing some of the most aggressive forms of agriculture in Oubliette, they slash and burn at the encroaching brush, plant small beds of tubers and gourds amid the ash, and hold fast while the hills wage war with them. Few of them last very long, as the plants that ring them seem to adapt to their presence, evolving new patterns of attack until at last they slip the settlers' defenses and drive them out into the wilds.

Citizens of Cutting can make a profitable living, leading travelers across this hostile zone. Many are honest men and women, but a few see no harm in asking for a spontaneous raise halfway through the hills of Bonebracken. Several prominent Thorns, named appropriately, also pose as guides, deliberately



stranding travelers in the worst parts of the green hell.

Though not intelligent, some predatory plants have evolved in Bonebracken that can kill even full grown men. These short, spiky plants have hidden barbs and hooks that are almost impossible to remove without help. They are fibrous and deeply rooted in the stone, and they exude a poisonous oil that will cause anything stupid enough to try to eat their broad, knife-like leaves to retch everything up. The section of open courtyards that these plants occupy inspired the first explorers, who named the ward in honor of the skeletons readily found amongst the vegetation.

Hooks

A party of researchers from the New World have been looking into colonizing a corner of Bonebracken. Unfortunately, the plants have colonized them instead. The expedition members seem no different than they did when they went in, save for a faint, sweet odor, but their insides are packed with vines. They are returning to their order's stronghold to report on their findings. A week after they arrive, their skin begins to bud with yellow roses.

The Feeders have identified an edible bug, the Amblemoth, that is responsible for pollinating most of Bonebracken's conventional plantlife. Eager to breed this quick and harmless source of protein, their well-meaning scientists have released several cartloads into Knifeshire—where the tiny creatures, no longer kept in check by their natural predators, are busy kicking off a famine.

§8.7.2

Cataracts Vitae

Fallen Cell

Where the Celeste River and the Spine River meet, they collect in a large pool. There the waters mix just before plunging four thousand feet down the Cataracts Vitae and into the Fell River. The Spine, which emerges first from the ground in the depths of Deathborne, carries with it the bleak energies of the district. Where it mingles with the pure, cold waters of the Celeste River, a strange alchemy unfolds. The Cataracts, long rumored to be magical, have had this conclusively proven true by a massive gathering of Seers, Magi, and Ordo Sancti many aeons ago.



Unfortunately, samples of water taken from the falls lose their potency over the course of only a few days. This has resulted in a massive power-struggle for control of the cell and both sides of the Cataracts are now overlooked by the fortresses of the Sancti.

Far below, the vales teem with toothy, reptilian life. Its shores are bordered by jungle and shrouded in low mists. The unfortunate few who, exhilarating in the healing waters' touch, cast themselves over the edge are given a stern reminder that they should keep their composure after winding up in the belly of whatever mosasaur or omnicrocodile finds them in the drink.

The Sancti keep strict control over when pilgrims are allowed to trek across the narrow stone ledge carved beneath the upper falls. The stones are slick and fatalities are occasional, but those that make it to the other side are cured of ailments both worldly and supernatural. Of course, the blessed are expected to make a donation to the Order on both sides of the falls, and those that are not in the favor of the Crusaders are occasionally denied access. For the desperate, a thriving community of vendors and climbers have set up shop lower on the slope. They sell relics, trinkets, and genuine or spurious bottles of Aqua Vitae. Every so often, the Ordo descends on this ramshackle community, trying to drive them away, but most escape into the jungle or across the falls and begin rebuilding only a few days later.

Several major wars in Oubliette history have been fought over the falls, with control passing between the Magi, the Draculeans, and the Ordo Sancti. The Ordo, despite not having anything like the toughest soldiers of the Magi or being able to muster anything like the number of troops that the Draculeans can call up on a whim, have hung onto their purchase here with a dogged tenacity. The fact that they allow the highest-ranking members of the other factions to take the waters freely also helps safeguard their stewardship over the Cataracts.

The strange properties of the Falls of Life seem to relate to the inherent magic of Celeste as well as the inherent life-force present in the blood that flows in the Spine River. The Cataracts Vitae can restore life and cure almost any ailment, but only as they fall. The waters above and below have no such properties, mystifying scholars. Among the Seers, many theories about the falls abound, but the most worrying is that they are somehow tied to the process of reincarnation in the Castle. If the falls were ever to stop flowing, it is possible that every soul that dies in Oubliette could be lost to the Void.

Hooks

A labor project in Deathborne has choked the Spine down to a thin trickle, and its effect on the waters of the Cataracts is strange. Across the Castle, the dead are springing instantly back to life, sometimes in the guts of whatever is digesting them. Unable to eat other citizens without explosive repercussions, the poor, hungry masses of the Castle are hungrier than ever.

Mama Locust, a withered old crone, has paid the Order's

toll and walked beneath the falls. The places where her hand brushed the water now run black, and all who touch these anomalies fall dead. Attempts have been made to find Mama Locust and make her put the Cataracts right, but they are being hampered by the Ordo Sancti, who insist that she is a holy woman and not to be bothered. Far below, in the vales, aquatic predators are slowly fusing to one another, becoming a single, terrible lizard.

§8.7.3

Cistern

Rabble Ward

Unfathomably deep and bone-chillingly cold, the Cistern is a small lake centrally located in the middle of the Fellmoor basin. No living person has been able to find its bottom, but there seems little point to that quest when the freezing waters of the lake teem with life. Crabs and eels and massive, dripping spiders the size of grown men are dredged regularly from the sharp dropoff just beyond its shores. The spiders are particularly delicious.

In addition to a thriving sprawl of fisheries, Cistern has several lakeside villas that—on good days, at least—actually resemble something like the Old World. These resorts offer fine dining, carefully escorted swims, a limited warranty against dying while on vacation, and all the creature comforts that a citizen of Oubliette could reasonably hope to expect. Of course, these services all come at a considerable premium, and it is not unheard of for some people to labor for decades just to afford a week on the edge of the Cistern. Apart from the villas and the fisheries, there are also many dozens of miles on unoccupied shoreline, where nothing but amphibious predators and the occasional



hermit live.

Both the Draculeans and the Guild maintain villas here. Strangely, so too do the Purehearts. Sweetwater, their foremost spiritual training facility, is just a few miles down the shore from Aigues-Mortes: Vlad's private estate. Rumors sometimes circulate about parties hosted by one villa for the other. Draculean courtiers especially love these stories, as they reaffirm their private belief that everyone would rule like Vlad, if only they could.

Most of the interactions between the Cistern and the rest of the Interior are driven by its fishing operations. Wagon trains from Grandhall and floating delegations from Celeste routinely stop by to fill their holds full of barrels of preserved crabs and spider legs in brine. Goblins from Mubigild come trailing battered sacks of salt, charging a high premium for the thick crystals that fill each bag. Occasionally, a merchant guild or Cutting gang will try to catapult itself into the big-time by taking the ward. During these brief but bloody conflicts, the fishermen put aside their grievances and summon towering elementals from the lake, scattering the invading warbands into the neighboring swamps of Fellmoor.

While Cistern has many huge fish to catch, it also has progressively larger monsters the deeper one delves into its dark maw. There are reports on the water's edge of monstrous things thousands of feet down that actually span the entire width of the Cistern like trap spiders. Beneath them, the Cistern Spider waits. Folded up tight in the cold and quiet, its body is as big as a cave system. Its unblinking eyes watch the surface, as if awaiting some kind of signal. Legends still persist of the last time it came out of the lake. Back then, Mubog was still a district.

Hooks

*A group of Russian cosmonauts, who between them speak barely a word of Vulgish, have shown up on the shore of the lake and built what appears to be a thick iron submarine. Painted on its side in bright scarlet letters are the words *красный октябрь*. The cosmonauts seem to be making ready to embark—although where they mean to go and what they hope to find there are mysteries that baffle the nearby fishermen.*

For the past twelve days, clouds of pus and viscera have bubbled to the surface of the western edge of the lake, poisoning the fish there. The Seers are worried that the Cistern Spider has somehow taken sick and are terrified of the disruption it could cause if it dies and reincarnates. They are commissioning a team of mages, elementalists, and gill-breathers to Journey to the Center of the Spider.

§8.7.4

Eden

Eminent Ward

Deceptively named, Eden is indeed a place of plenty, full of life and richly gardenized with succulent fruit. The

problem is that it is populated by some of the most vicious and defensive fae in Oubliette. Breaking the elaborate protocols of the ruling elves is not just a death sentence; such *faux pas* are likely to invoke curses that persist for eons.

Set among the verdant terraces of northern Fellmoor, Eden acts as a net for catching southward energies from Celeste. Most of these energies are absorbed and transformed by two enormous trees. The Tree of Life, thickly overgrown with vines, is a mile tall and towers over the cliffs of Fellmoor. The Tree of Knowledge is three-quarters the height a little higher up and closer to Celeste. Both trees are the centerpoint of hundreds of ley lines and many walking-runes. The rainforests around them are thick and strong, the most flourishing in Oubliette.

The jungles of Eden are rife with dangerous fae. Sirens, dryads, nymphs, mermaids, melusines, pnai, and all manner of elves and sprites are present here. Though they are few in number, each is a power unto itself. While Eden was once home to both the courts of the fae, only the Unseelie Court remains, having cast out the unworthy and inferior. They permit only the most beautiful, witty, cunning, and polite into Eden.

The Unseelie Court rules Eden with an ironwood fist. While they constantly bicker and fight amongst each other, they are quick to capture or destroy intruders, who invariably desire the fruit of the Tree of Life, the Tree of Knowledge, or both. This isn't because the nature spirits here desire to protect the Trees, but simply a pragmatic response to interlopers who have no business in the ward. Only those invited may pass within unmolested, but invitations are nearly unheard of, and once inside one must be extraordinarily careful not to upset the magnificent and volatile inhabitants.

Supposedly, there are many ways to secure invitation into Eden. One rumored method involves impressing the lesser fae colonies of the Interior. Another says that one must catch an Eden fae and answer three riddles. Yet another claims that freely offering the finest wine and the richest foods may induce a positive response. There are as many rumors as there are fae in the forest.

Hooks

Hordes of undead from Deathborne invade along the walls of Celeste, tearing down trees and shredding plants as they attempt to spirit away fae for the experimentation of their lich master. Deathborne is about to find out how dangerous the denizens of Eden truly are when angered.

It is time for the Greatsongs again. The choir of the forest is decidedly more ominous than it was when the Seelie Court contributed, but nevertheless the strains of this symphony of passion draw in the great from far and wide, like cattle led to the slaughter.

§8.8

Stonewald

In some ways, the Bounding is less daunting. Apart from the walls, which are so high as to be useless for reference, there is nothing to provide a sense of scale in the wastes. In Stonewald, there are nothing but reminders of your own insignificance.

The shaggy cows that the giants herd can stand easily twice as tall as a man, and they are like mice beside the larger giants. The truly huge hulks, it is rumored, all sleep beneath the grassy hills, forming the foundations of the district.

Fallen District

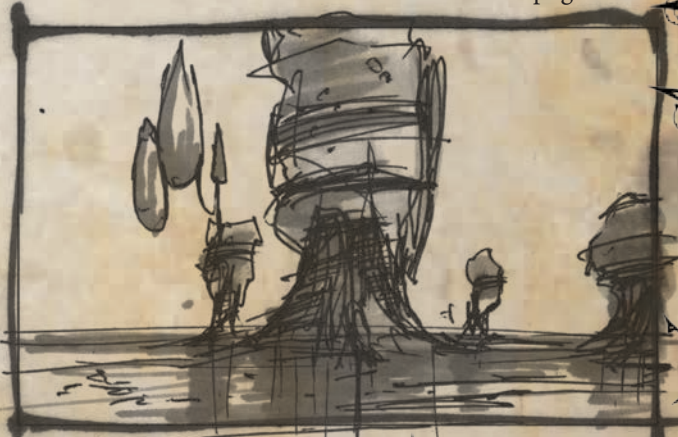
Stonewald differentiates itself from the Bounding in one important way: plant life. Lichens, mosses, short grasses, and bushes are present here, where depressions in the land and high walls to the north and east capture enough rain to bring life to the area. Stonewald is otherwise an arid scrubland where hulks build monolithic stone structures, herd urus, and fight for land rights.

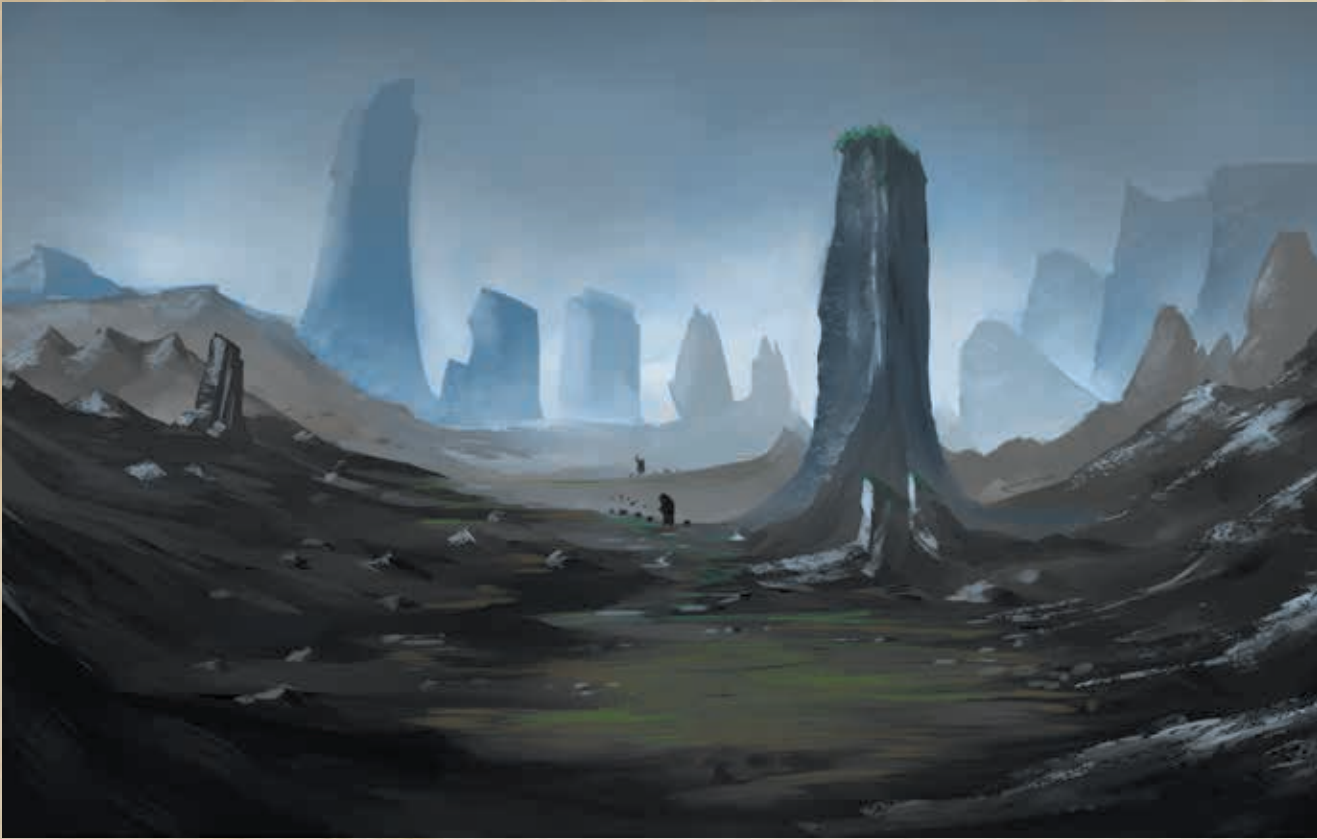
Environs: Stonewald is shaped like a series of wide, parallel valleys running east to west. Small rivers start high in Grandhall and Spearfield and carve down towards the Bounding. The giants who live here spend centuries carefully diverting and splitting the rivers so that the water is spread across as much land as possible to feed the scrubland. Plateaus dot the landscape, sometimes reaching high enough to collect vapor from low-hanging clouds.

Though Stonewald is a wide-open district, it is scattered with numerous humongous megalithic structures, some of which are so colossal that they dwarf even the greatest unfinished steles of ancient Yangshan and make certain great monoliths of the Roman Empire look like toothpicks. Some such structures are barely even recognizable as works of intelligent life, being so large they appear to be nothing more than unusually geometric plateaus.

Inhabitants: Most of the inhabitants of Stonewald are either hulks or beasts. Giants, trolls, ogres, and titans ply the steppe, herding flocks of cattle that appear comically small at their feet.

Aside from the hulks and their flocks, there are some mongers, therianthropes, and dragons that have taken up residence in the vast lands of Stonewald. Human pilgrims





often undertake journeys to some of the wards of Stonewald, but they rarely stay longer than that.

Culture: The hulks of Stonewald permit guests but despise invaders. They are withdrawn and antisocial, and are more likely to simply leave than answer questions from outsiders. They meet only rarely, and it has been a thousand years since a major construction project was attempted.

Interlopers are more common along the borders with Grandhall and Spearfield. The larger inhabitants usually avoid these areas unless absolutely necessary.

Forces: While there is little faction presence in Stonewald as a whole, along the borders there are a few notable exceptions. The Draculeans have long been attempting to push the boundaries of Spearfield into Stonewald, but the giants and trolls who man the towering, crenelated defenses have stood the test of time. On the eastern side, near the Stockyards, Feeders and members of New World have taken a different tactic. They trade useful goods to the giants in exchange for precious meat from the herders. Much of this meat is auctioned in Grandhall to be transported further abroad.

Hooks

Great hammers are liberated from ancient tombs. Chisels the size of trucks are pulled from the rubble. The hulks are building a new monument, though no one yet knows for what reason.

Rumor has it that some nameless low-blooded vampire refugee managed to scale the Northern Wall, sneak past the titans defending the line, and make the trek all the way to

Arthurstone and back without being apprehended. The giants deny this.

§8.8.1

Arthurstone

Fallen Cell

Very near the edge of Stonewald, in the foothills as the land rises to meet the Bounding, there is a small cell called Arthurstone. Here lies the very rock from which the legendary king drew his sword. The stone itself is hidden amongst the cliffs, but it provides a strange magical power that is very useful to those crafting weapons of great potency. It is believed that an ancient pagan god was sealed in the stone at the onset of Christianity and has remained there ever since.

The site of the stone is surrounded by rocky scree and roamed by a handful of enormous predators. Giant crag cats that feed on aurochs and ground sloths make their dens in the slope and leave fresh scratch marks on the weathered rocks. Massive birds drift high overhead, their talons aching for the bones of elephants.

The Ordo Sancti regularly sends its most promising members to have a go at the stone. Ages ago, a low-ranking deacon stuck a badly forged shortsword into the indentation in the rock. Arthurstone's natural magics asserted themselves and the blade became stuck fast. Since then, a number of other wags have stuck weapons to the stone. Now it bristles with daggers, crossbow bolts, maces, and an M1 Garand affixed by its bayonet. Even the simplest contact with the stone is enough to bond a weapon

to its surface, and visitors typically pull at each of the weapons before leaving in frustration.

Fights over the stone are so rare as to be almost unheard of. While enchanters and blacksmiths do benefit from plying their trade in its presence, the hulks of Stonewald discourage permanent settlements near the stone. So too do the crag cats and rocs. Occasionally, groups of Purehearts gather here to sing to the stone—something no other faction tries. It is unclear if they are trying to communicate with the stone or else find the exact frequency that splits it, but either way they do not linger around it for long.

Most of the Castle's oldest inhabitants have tried to pull a weapon from the stone, but a few of them have not. Arcane Fireheart, of the Purehearts, has tried and failed—to much mocking by the Draculeans. Those same Draculeans insist quite loudly that Vlad has never tried, that he never will try, and that he has much better things to do than to go to *Stonewald* of all places. Rumors that run contrary to this official position are quickly silenced.

Hooks

A young hulk shepherd, new to Oubliette, is drawn to the stone by the sounds of screaming. There he finds a vampire hammering on the stone with his fists, cursing the heavens, and swearing vengeance on all the fates that are conspiring to deny him his due. The shepherd is quick to flee, but not before the vampire notices him. Draculean troops are now swarming across Stonewald, looking for a shepherd boy.

Tabitha, a talking smilodon, claims she once saw a girl start to pull a blade from the stone. It came away easily, shedding rock dust as it went, but the girl suddenly panicked and shoved it back into its granite sheath. Tabitha does not know who the girl was, but insists loudly that her meat was the most delicious thing that she had ever eaten.

Though no one has ever seen them try to pull a weapon from the stone, many have seen the shadowy meetings between Gawain and Mordred. After each of these meetings, the stone's power grows and the surface of it seems to reverberate with the wailing song of metal under stress.

§8.8.2

God's Ghost

Rabble Cell

This gargantuan monolith contains several cave passages of varying lengths. The winds from the area whip past and cause a deep, low whistle as they hit the monolith. The whistle is notoriously eerie, as it often appears to be speaking. The vocalizations of the monolith range from incomprehensible mumblings to random but understandable words, to the very occasional coherent discussion. It is believed that the monolith is somehow a mouthpiece for the Abrahamic God, hence the name.

The singing contours of the rock are weathered and rough, making climbing them easy, although few people

choose to live here. There are lichens and bits of moss to feed off of, but being inside of the structure is deafening. Every wind-carved channel resonates with the Ghost's voice, and one good storm is usually enough to rupture eardrums for miles around as the stone shouts prophecies to the plains.

New members of Ordo Sancti are often quite taken with this place, spending days in prayer here as they try to decipher God's instructions for them. Some go quite mad, seizing on specific bits of contradicting decree and trying to follow it to the exclusion of all else. Others become disillusioned when God begins repeating seemingly random strings of numbers, sometimes droning on for weeks. The majority simply decide that God's wisdom is too vast to be understood by any one mind, and that the ramblings of the monolith make sense, but not to mortals.

On rare occasions, members of the Sodalitas Clostrum gather here under the full moon, trickling in from their stations all across the Castle to stand in a circle around the Ghost. As God discusses tactics, or philosophy, or the proper way to grill a hamburger, the Gate Keepers lift their voices in unison and begin to sing. God goes quiet for a while after that, and only resumes speaking after they have left.

The Magi have gone to war with the monolith twice in recorded history. Both times, before they could launch an attack, their soldiers were overcome with impossible feelings of nostalgia for places they had never been and people they had never known. Both times, they swore never to assault the stone again.

Hooks

A human boy named William is claiming that the Ghost spoke to him and told him that he is to be the new leader of the Ordo Sancti. Several major figures in the Order are taking his side. Solar Love is not amused.

The hulks of Stonewald are building a massive bronze funnel, selling whole herds to fund its construction. When it is finished, Spearfield and Grandhall will be able to hear God's voice—so long as the amplifier is aimed at them.

*The Ghost is now on its third straight week of Gilbert and Sullivan's comic opera, *The Pirates of Penzance*. Something must be done.*

§8.8.3

The Stockyards

Fallen Ward

The hulking shepherds of Stonewald are mostly preoccupied with keeping their own bellies fed, but often it is easier to trade for tools than to make or find them. Because of this, there is a small ward on the border of Grandhall where the giants bring their flocks to trade. Here, at the Stockyards, hulks bargain cattle, goats, and the like for metal tools, seed, spices, and wood.

The Stockyards are a bloody, squealing stone maze that is usually packed with the terrified bodies of livestock. The walls of this maze are ten to twenty feet tall and just as thick, allowing the smaller humanoid merchants to set up shop right there above the livestock, and permitting the giants to step from wall to wall easily. Rickety bridges span the gaps, leading to a tortuous and involute multiplex puzzle. Gates and traps lead to pens, carriages, and roads out to Grandhall. A number of wood and stone buildings have been built right over the top of the cattle-maze for the comfort of the normal-sized vendors.

Because many of the actual shepherds prefer their privacy, they often enlist smaller trolls or ogres to bring salable animals to market for them. These intermediaries work with the merchants to make deals happen. Because of the numerous partners involved on each side of the deal, these negotiations can become both highly lucrative and quite dangerous.

While well-known and regarded merchants from afar might be able to negotiate some sort of temporary settlement, the established parties often bully newcomers out of the best deals. Competition is fierce here, and many of the business dealings are done between ancient rivals who have such carefully groomed reputations that they can nearly predict the outcome of a deal as soon as they know who they're working with.

The ancient maze used by these cattle hands and merchants actually forms some kind of vast rune structure that may in fact still be active. Because parts of it are always empty, no one really knows what would happen if blood flowed through the entire glyph.

Hooks

Once in a great while titans walking the deepest Bounding steppes bring in a beast of truly astounding proportion. These animals are always a cause for celebration and feasting, but afterward the merchants spend even more time drinking, to forget the terrible deals and promises made.

Someone has poisoned all the animals over the course of the night, and the hulks are on the verge of tearing the ward apart to find the culprit. They would like to blame the Draculeans, but for once there are none in the area to accuse. Eyes turn inward, to each other.

§8.8.4

The Well of Lilith

Forsaken Cell

This beautiful cenote is haunted by the lamentations of a disembodied female voice. She sounds quite upset, and has continued to sound that way since anyone can remember. The limpid blue waters are salty, but well worth it. Sometimes the voice takes on an ethereal form to argue about religious philosophy with intelligent visitors.

Hidden behind a ridge, the Well is geologically stable, and is clearly sealed water-tight at the bottom, where

thousands of glistening crystals catch the light and fill the cenote with a pleasant glow. While removing these gems does not seem to bother the spirit trapped here, extracting them without annoying her is a challenge.

The Well of Lilith is a popular watering hole for the hulks who graze their animals in the region, but they could care less about the voice within, which apparently causes the voice great consternation. It is said that the best time to speak with Lilith is after she has already denounced the previous visitor.

Lilith will speak with anyone who visits, and starts conversations with more than four out of five. About half the time she twists the conversation into a tirade against God, whom it is clear she despises. Other conversations indicate that the spirit is egalitarian, an ancient inhabitant of the castle who suffers from overpowering loneliness.

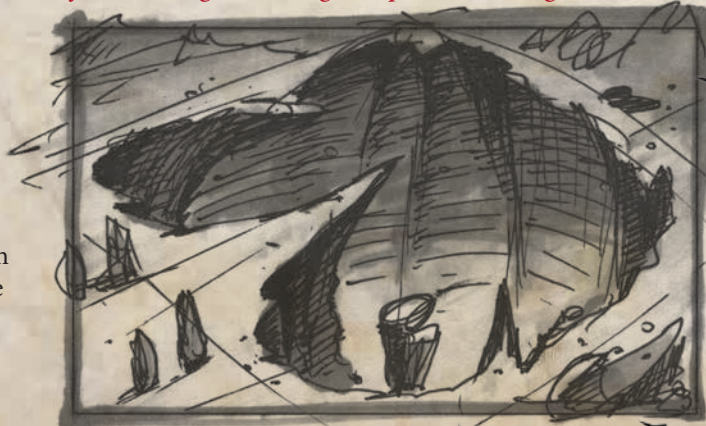
Some believe that Lilith is in fact *the* Lilith from Hebrew mysticism, the original wife of Adam who refused to be subservient. This follows with her religious tirades, but has never been directly verified by questions answered. Others believe that she is some form of ethereal confluence of religious concepts, tying perhaps the Saint in the Well, Lilith, and Eve together in one unfortunate locale. Generally, the spirit of the Well refuses to answer specific questions about her past, and is equally glib about her present predicament.

Hooks

Real, live angels begin landing near the Well. They throw spears of light in, hoping to collapse it. When that fails to complete the task, they begin to call on greater and greater powers before the local giants and titans take issue with their disruptions. If they can't solve the problem themselves, they may well send for the assistance of other parties.

A cryptic figure cloaked in black visits the Well. While present, no others can approach. After an unheard conversation, the figure leaves, permitting others to approach again. Lilith seems calmer, and a little more at peace after this.

A young and naive member of the Transcendence Club comes to realize that the waters are the tears of Lilith. This revelation rocks him, and he goes on a small crusade to rescue her from her fate. Through contacts in the Guild, he arranges all sorts of new investigations, magical, spiritual, and logistical.



§8.9

The Murder Heat

There are kiosks on the edges of the district where merchants will enchant your wares against spontaneous combustion. I suggest you bring this book to one of those.

Try out the climate-regulated asbestos body-armor while you're at it.

Forsaken District

Sintered tiles line the streets. Baked-brick and adobe walls insulate against the ambient air temperature. Some days the gray clouds rain lead, or maybe tin. The roar of industry and flame is never-ending, forcing people

to scream or sign to each other. The smart use magic to protect themselves, and the tough have to grow ceramic scales to survive. Perhaps this district once had a name. Now it is simply known as the Murder Heat.

Environs: The Murder Heat is a nearly-molten place of constant change, elemental chaos, fumes, stone, and metal. Magma below flows up out of lava tubes and runs relentlessly down towards the Bounding. Generally speaking, the Murder Heat looks like an active volcanic basin with buildings crowding the highest and coolest parts. Heat is both a hazard and a resource here, but it is ever-present at some level. Wood eventually catches fire, meaning almost everything is carved from stone or built of metal.

The Murder Heat is an anachronism of ancient dome-structure buildings and advanced construction techniques.



Innumerable different strategies have been adopted across the district to escape the heat that emanates from the ground. Some buildings are built up on stilts or blocks, while others are heavily insulated on all sides. Some regions are simply avoided, as they are either too unstable or too noxious to be useful. Other regions are loci of other elemental forces completely; it's not unheard of to find giant crystals of solid ice hissing as steam buffers them from the surrounding air.

Inhabitants: The people who choose to live and work in the Murder Heat are a strange breed. Most quickly develop some form of resistance to the ambient temperatures, and race is basically immaterial in the face of the overwhelming danger of the environment. While there are many humans, goblins, mongers, dragons, and hornfolk here, the most at-home beings are essences, many of whom develop elemental tendencies if they didn't have them already.

One would think that the environment itself is the most dangerous aspect of the Murder Heat, but this is not the case. The wastes around Molten Heart are stalked by savage native elementals that exist only to consume intruders, and great wyrms bathe in the liquid metal pools below the surface. Stranger things still lurk in the ashen, cataclysmic lands to the north.

Culture: Most of the civilized inhabitants of the Murder Heat make a living by somehow tapping into and using the endless flames. Industry is popular, and there are many places where discarded or wrecked metal objects are sorted to be melted down into fresh billets. Others work the forges themselves. There are also arcanists who channel raw energy to do their bidding. No civilized person stays here without a good reason, and even uncivilized monsters sometimes decide it's too much to deal with.

The Murder Heat is also home to several phenomena that would seem to indicate that Oubliette itself is somehow alive. Molten Heart, for example, pumps magma into tunnels that lead to far distant districts, though no one knows what for.

Forces: Few groups dare interfere with the natives of the Murder Heat. They are tough as nails and possess unusually powerful weapons, not to mention their natural resistance to the insane heat of the district. While there is much wealth to be had here, invasions and attempts to assert dominance over the workers usually last no longer than the time it takes for the intruders to burn up.

Hooks

A tunnel complex in Mubigild accidentally taps into one of the major magma arteries, bleeding heat away from the southern half of the Murder Heat. Forges cool and solidify, and for once the ash clouds part, leaving workers uncertain of what to do. The unprepared miners will have a lot of work to do when they reincarnate.

Geologists claim that an enormous volcanic eruption is imminent. Calculations suggest it may destroy the entire district unless something is done to contain or channel this power.

§8.9.1

The Ashmounts

Eminent Ward

Proximity with Slair has corrupted this ward of cinder, clinker, and ash, making it a comfortable home for demons, devils, and fiends from the malevolent depths and distances. The tortured, blasted hills lend this area an air of evil that matches the inhabitants.

Perpetual ash storms and charnel house winds from the Molten Heart obscure the eponymous Ashmounts which tower thousands of feet over the craggy, shattered landscape. The ground is strewn with sharp volcanic glass and clinker shards which cut the feet. Ash piles obscure crevasses and soot covers the inhabitants, helping them blend in. Among these mountains of cinder and dust lie the indolent shapes of long-dormant infernal machines and sleepy abominations that never saw use in the war against God.

One hesitates to call the inhabitants of the Ashmounts "people." More frequent terms include creature, fiend, and demon. Though some are humanoid in shape, their ideologies and moral systems are so vastly different from most humanoids that they appear completely alien in outlook, to say nothing of the sleeping made-things and their lethargic, unfamiliar minds. There are a few mongers and goblins that pick through the Ashmounts, but these are usually itinerant scavengers who would rather sleep over a kiln than rest within the bounds of this ward.

Much like members of fae enclaves, the creatures of the Ashmounts each have their own systems of morality. For them, eating the wrong kind of meat, leaving one's head uncovered, or even speaking the name of the wrong god may be mortal sins worthy of swift and complete punishment. Some seek to punish or tempt intruders, while others are roused to terrible rages simply by laying eyes on someone who does not bow to their own personal dark deity.

The nature of the demons of the Ashmounts seems to indicate that they have migrated from somewhere else, perhaps where God and the Devil do perpetual battle. An adventurous and powerful mage might be able to bind one of the lesser creatures to temporary service, in order to extract information about this hypothetical distant land from the creature.

Hooks

Shuddering in its eternal slumber, one of the great dead abominations turns over, destroying the foundations of an Ashmount and sending demons raging across the Murder Heat. Productivity drops, the miners of Mubigild slow, and the Lord of Spearfield turns his eyes east.

Ordo Sancti arrives to cleanse the area of evil, but they seem to have no idea what lurks beneath their feet. Regrettably, they have brought many new recruits and mercenaries to assist them.

§8.9.2

The Foundry

Lost Ward

A roaring hive of activity, the Foundry imports metals from Mubigild and fashions them into useful items to trade with the other districts in return for food. The Foundry produces weapons, tools, structures, and armor for the rest of Oubliette. Each cell in the Foundry manufactures a different sort of good. Items are often referenced to the cell that crafted it as a way to gauge its worth, and competition between the taskmasters of different cells is the closest thing to a pastime in most of the ward.

The Foundry is constantly functioning, and the ringing of hammers and the roar of poured metal echoes even beyond the borders of the ward. The constantly running forges and foundry cells are powered by and provided with heat by way of a complex and highly volatile system of ceramic pipes that break down frequently and spill molten rock and metal all over. To a newcomer, the Foundry looks less like a series of factories and more like a grotesque iron honeycomb, hissing with steam and clanking with the labors of unsafe machinery. Investors from outside the Murder Heat are occasionally brought in to inspect their holdings, but most leave quickly—the rubber soles of their shoes puddled on the floor behind them.

The inhabitants of the Foundry are a hardy bunch, having long ago either adapted to their working conditions or spiraled into a series of deaths that caused them to be shipped out of the district with smoking debris on the dross-carts. They work back-to-back twenty-four-hour shifts without batting an eye, then trudge across the district for a few hours of roasting sleep on the Racks. Some go for weeks without a drink of water, subsisting off of steam and their own sweat. Others micro-nap as they fashion powerful weapons at their stations, stealing a second of shut-eye every third hammer-stroke. To the people that live here, outsiders are an outlandish curiosity. Weakness is not derided in the Foundry the way it would be in Deathborne or Spearfield, but only because the locals find it hard to imagine people that are not acclimated to working in 400 degree temperatures.

Almost every faction that raises soldiers has an arrangement with the Foundry. No one else in the Castle can mass-produce weapons and armor as quickly or with

such a high degree of attention to their clients' details. Other smiths and machinists can complete smaller jobs, serving local customers as needed, but when the Sancti are anticipating a war, they send a runner to the Foundry. As a result, a small trade has sprung up around the expats and trade-representatives from the rest of the Interior. The locals only vaguely understand the things that outsiders might need for comfort, and every third tavern or bar boasts its own hot springs.

There are paths through the ward that do not take visitors into the outflow from industrial steam and magma vents, but these safe routes can change hourly as every cell has its own internal venting schedule. Sometimes laborers are trapped at their workstations by overlapping patterns of outflow. Sometimes taskmasters do this by design.

Hooks

The workers of Eisenfirst, a private forge specializing iron products, have been trapped at their post for over a year now. Some of them have begun to fuse with their workstations, their supervisor occasionally glows blue-white, and nearly every inch of their cell is stacked with high-quality swords. When the magma flows keeping them pent up finally clear, the whole forge goes dark so that the workers can have a night on the town. Shambling, soot-smearred, and inhuman, they totter towards the stir-fry restaurants downtown with a year's pay each to blow.

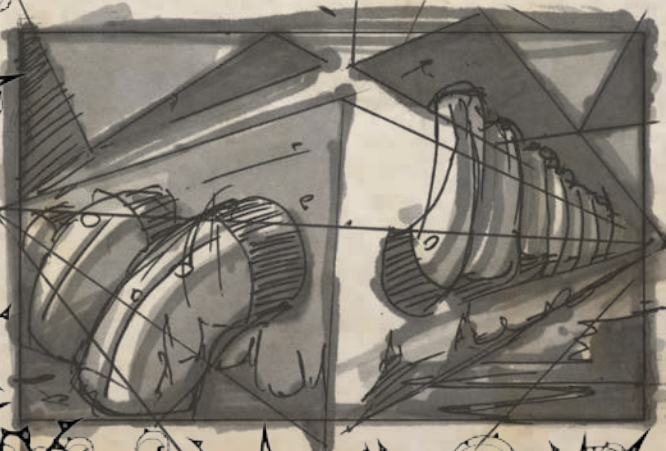
Androgeria has finally met his match. The Divine-Caste lothario has decided to romance one of the Foundry's forges. At first the workers panic, expecting the bizarre seductions of a god to interfere with their production-schedule, however it soon becomes apparent that Androgeria's intended conquest is not them but the forge itself—which seems to have developed a budding sentience over the last five hundred years. The forge, which calls itself Scarlet, has a fondness for Victorian romances and watercolor paintings and Androgeria is tearing his hair out trying to figure out how to get into its metaphorical pants.

§8.9.3

Luxipandia

Eldritch Cell

Amidst the fires and ash of the Murder Heat lies a strange storm of violent forces. Deep in a caldera carved by the tremendous winds that surround it, Luxipandia is a bizarre confluence of elemental forces apparently powered by some ancient magical accident of absurd proportions. The path to the cell is littered with elemental anomalies—such as bits of frozen lightning, seething pools of liquid frost, and gravity-vapor—but the climate inside the caldera is stranger still. Even Elementals, generally at home in the baking wastes of the district, are torn apart by the forces at work here. Sometimes they are recombined again, a few minutes later, deeper into the cell, only to vanish as their essence is rent asunder.



Luxipandia has been raging for eons, and not even the Seers claim to know how the storm got started. It does not seem to be the product of normal volcanic activity—although magical volcanic activity remains a possibility. Much of the surrounding land is scoured by gusts of molten lead or saturated in radiation. The lifeforms that do flourish near the cell are as adaptable as any bog-creature in Fellmoor. However, instead of growing gills and webbed feet, they have learned to shift effortlessly between states of matter. Not strictly Elementals, they are fascinated by visitors who—as a rule—generally do not survive their interest.

The Magi have a fondness for Luxipandia, journeying into the Murder Heat to stand and watch the maelstrom in silent robed clusters. This does not seem to be a research activity for them, though. They do not leave behind any monitoring equipment and they do not take any measurements. No group stays more than an hour or so, after which they depart with new looks of determination written across their features.

Luxipandia occasionally emits small cyclones from its core. These change-storms sweep across the ash-flows and glowing lava beds, shredding reality as they go. Creatures caught in them are spontaneously mutated, with repercussions that sometimes persist past death. Terrain is likewise transformed. Neighboring wards have taken to employing Forecast Shamans to study the anomaly and predict when a ten meter wide and seventeen mile long swatch of the district is going to be turned into sulfur. Or lithium. Or Faberge eggs.

Luxipandia is the home of a being called Lucitera, a burning figure of lava and metal. It stalks the vortex in search of magical energy, sometimes negotiating, sometimes attacking indiscriminately. Some believe that Lucitera is actually the magician responsible for Luxipandia.

Hooks

A change-storm boils out of the heart of the vortex, transfiguring a passing slave caravan into diamonds. This does not impair the slaves in any way, and after they finish drowning their captors in a lava flow, they realize they have become the most sought-after labor force in Oubliette.

The Third Eye of Jupiter, long absent from the Castle, has dropped in to visit Luxipandia. The inhabitants of the Murder Heat shrug and continue working in their now helium-rich, lightning-infested environment.

Lucitera, after weeks of slight deviations in her route around the caldera, leaves it entirely. She is headed for Celeste and witnesses, before they are summarily destroyed, claim that she is whispering the name of a Magi—one who is now quite highly placed in the organization.

§8.9.4

Molten Heart

Forsaken Cell

This region of the Murder Heat is a gaping cavern open at the top to the surrounding landscape. The cavern is a natural furnace and a constant column of superheated air rises from its maw. If one can get close enough to look into it one can see the Heart itself, a great writhing, boiling sphere of molten material at the bottom of the cavern. It slowly pulses and emits a steady roar as it twists in the soupy magma of the cavern floor, causing many to believe it alive in some way.

More so than any other area of Murder Heat, the air of the cavern is scorching, reaching temperatures reserved for rocket engines. Small meta-fires occasionally break out along the rock floor as magic itself combusts, emitting puffs of ozone which themselves burn. Visitors unfortunate enough not to be Murder Heat locals or under heavy enchantment find their clothing flashing to cinders and their skin sizzling away within moments of stepping in front of one of the blast-furnace tunnel-mouths that lead into the cave. Even fire Elementals swelter here, darting uncomfortably around the outskirts of the cell.

While humans and other flesh-based lifeforms rarely set foot in the Molten Heart, there is a council of Elementals that tends to its business here. Essences of Void, Fire, Death, and Civilization gather to discuss culture, politics, and whether the compacts they made with one another in the World of Life are still valid. Outsiders are not welcome at these meetings.

Working in conjunction with the local essences, the New World has tried to run heating pipes from Fellmoor to the outskirts of Molten Heart, across Deathborne, and into Celeste. However, the distance covered by the pipes is long and almost impossible to patrol. Almost every tiny kingdom, clan, and two-bit protectorate on the way has installed a tap in the seams, ensuring that very little of the superheated water makes it to Celeste.

No attempt has ever been made to stop the heart, but a handful of Seers hypothesize that inundating it for several months with siege-strength ice magics might be enough to extinguish it. Some conjecture this it will merely alter the elemental properties of the district, while others believe it just might kill the Castle itself.

Hooks

The Draculean Charcuterie Club, composed of the sons and daughters of several minor vampire aristocrats, has decided to take a trip to the Molten Heart. Coming with them are three cartloads of cages for around six hundred cats total, to be used in an informal cooking competition between Maisey-Ray, the club's president, and Augustinius—its treasurer. The Purehearts, through a well-placed informant, have gotten word of this and are looking to intervene.

The Molten Heart has developed an arrhythmia—apparently

due to something a man dressed in skins whispered to it. Now every million seconds or so, it jets out an arterial spray of living magma. The magma has assembled itself into a number of distinct molten beings, each as hot as the heart, and they are wandering out across the Murder Heat, asking bystanders what their purpose is and why they were born.

§8.9.5

The Obsidian Fields

Eminent Ward

The Obsidian Fields are what happens when the energies of Slair mix with the magics of Deathbone. Though this ward is ostensibly part of the Murder Heat (on account of its volcanic activity and elemental influences), it seems to share more in common with its dark neighbors than with the flames of Luxipandia.

A land of extrusive magma and volcanic glass, the Obsidian Fields glisten darkly in the meager sun of Oubliette. Sharp blades of black glass jut up from the surface of the Fields, each surrounded by a pile of fractured blades sharper than razors. Hills of this material fill the land, making traverse loud, treacherous, and bloody. The air is surprisingly chilly for a ward of the Heat, owing to the strange forces that crystallize magic out of the air.

Undead ghouls and creeping shadow creatures dominate the Obsidian Fields and watch visitors with glossy, black, sclera-less eyes. Black caravans cross the area between Slair and the Gouge, trading magics, slaves, materials, and tools. Where these materials go and who uses them is mostly a matter of speculation; the merchants buying them from Deathborne are simply go-betweens for the involved parties. They have long since learned to keep their questions to themselves, not because the danger, but because of the sickening truths they are liable to uncover.

The sinister, dark inhabitants of the Obsidian Fields are so powerful when roused to anger that it's almost impossible to conceive of them as what they actually are: the dregs and refuse of a land of far greater power. They are slaves and escapees, refugees from Slair and the darkness that lies within. Their lives mirror the struggles of Grandhall, but on a scale so preposterously distant that it seems nonsensical on the surface. They pick through the knives of black glass, always searching for the barest



fragments of power, which they eagerly gobble down if they're lucky enough to be alone when they find them. Travelers are a particularly succulent source of nutrition, but the godlike leavings of Slair are nervous of approaching newcomers and do so reluctantly.

Tales say that the demons of the Ashmounts and the traders of the Obsidian Fields are both side effects of some demonic construction going on within the evil domain of Slair. Only the denizens of that district can answer that question; for their part the caravans and merchants are only transporters of goods, not the end users. The slaves that populate the Obsidian Fields are loath to communicate; it seems they remember the chains and whips of their masters more than their own words.

Hooks

The constant weathering and flaking of the Fields has exposed a diamond the size of a man. The treasure is so absurd no one knows what to do with it. Yet. But gathering eyes are turning towards each other as pieces are set into play for the greatest prize of the century.

Traders come across an unexpected church in the middle of the Obsidian Fields. No one yet knows whether it is newly arrived in Oubliette or if it was simply constructed in a shockingly brief time because no one has yet been brave enough to go inside. The sort of church that belongs in the Obsidian fields is not likely to be a pleasant one.

§8.9.6

The Racks

Lost Ward

Most find that the heat of the Foundry is simply too much to bear for extended periods of time. When workers can no longer stand it—or their shift is actually up—they trudge miles back to the Racks, a bedroom community just close enough to make the trek worthwhile, and just far enough away to make the heat bearable.

This ward is made up of dozens of stilted buildings made of metal bands and supports, so that air can flow through the entire structure. Uncomfortable bunks fill endless halls and leather scraps are hung for privacy. The higher the level, the cooler the air, and the more expensive the bunk. At ground level are a number of pubs and drug dens where the workers go when they are not sleeping off the effects of heat exhaustion and fatigue.

The endless shuffle of weary bodies gives the Racks a miserable, despondent air. Though these workers are not slaves, by the time they are able to return to the Racks for rest, they are nearly Broken by the arduous work of the forges. A lucky few make it into fortune and become the proprietors of the bunkhouses, inns, and parlors, while others make their way providing services directly to the weary. Both of these options are profitable and more comfortable than working the forges.

Most of the bunkhouses in the Racks require authorized

work contracts before allowing guests to rent a bed. Space is at a premium and the administrators can't afford to give out beds to anyone but the most trustworthy workers. Proprietors are always looking for help building new bunkhouses, however, and will pay for the work, though not as much as the taskmasters of the Foundry.

The Racks weren't always an option, and in fact, the first ones were built over the top of fields where workers used to simply collapse into the dirt. Legend has it that the construction of the bunkhouses was inspired by futuristic ways of storing horseless carriages and aircars. Some of them are even mechanically powered and can swap entire bays of bunks into and out of "sleeper storage" areas.

Hooks

The dry air that comes up from the volcanic vents on the ground below suddenly ignites, blowing furnace-like heat up into one of the bunkhouses, cooking many alive. Beds will be on sale afterward.

A storm blows in from Fellmoor. Blessed rain cools the aching, steaming bodies stacked in the bunkhouses, bringing joy and elation until the symptoms of poisoning begin to appear.

§8.9.7

The Kilnguard

Eldritch Ward

It might seem absurd that the Murder Heat would have any kind of a military at all. Only the insane would invade the district. On the other hand, "rational" is not always a good descriptor for the various powers of the Castle, never mind that many are quite capable of crafting enchantments or talismans for their troops. While there is more than enough room in the Heat for every temperature-adapted, radiation-resistant extremophile to live there comfortably without needing to kick anyone else out, ownership of the district would be profitable, and this draws the eyes of the occasional molten sorcerer or ceramic warlord. To defend the Heat against these intermittent threats, the Kilnguard exists. A series of bulbous border-forts, they ring the northwest perimeter of the district, angled generally towards Deathborne and Slair. Each of the forts is manned by a bored crew of golems and dragonlings, who mostly play dice with one another while they wait to be invaded.

Like the rest of the Murder Heat, the domes of the Kilnguard are sweltering. Their outer shells deflect the worst of the convection currents emanating from the Heart, but they also ensure that the inside stays stifling and claustrophobic. Once per day, just after sundown, the domes vent themselves. The plumes of vapor that rise into the sky at dusk can be seen from distant Celeste. While the soldiers inside claim that the unique design of the domes keeps them from ever being caught off-guard, and that no outsider could handle the temperatures and boiling humidity long enough to infiltrate their ranks, the growing collection of spies in the domes sweat and swelter and

pray for the day when they get to kill their apparently unbothered superiors.

Morale is an unsurprising problem in the Kilnguard. The tedium of waiting, more than any other factor, is responsible for Breaking the occasional soldier. Some troops dream of life in the Foundry. Others long for a good internecine war with the neighbors. Organized brawls between domes are not uncommon, although the sheer savagery of them is frowned upon by the Foundry cells that pay their wages. Every so often, more cunning guardsmen will try to provoke an inter-factional incident in hopes of having someone to fight. Generally these efforts are ignored, but the hulks of Stonewald did once famously smash every fort in the line before going home scorched and solemn to resume tending to their sheep.

The greatest conflict the Kilnguard has ever known is, in fact, an ongoing cold-war within the ranks of the Guild. This power struggle has been under way since the moment the guard was formed. The Guild considers the guard's duties to be the perfect job. There is regular pay, minimal risk, and no chance of failing the contract. In a world where "get my shade kitten down from this tree" sometimes turns into a war between the Magi and the koom, genuinely low-risk postings are the organization's safety net. The problem is that the guardsman leadership stubbornly refuses to submit to the Guild. Because of this, the guard ranks are riddled with competing agents and operatives who actively oppose any real military action that might come to the Kilnguard, in the hopes that the guardsman will eventually disperse out of boredom.

Despite being perfectly suited for the task of housing the guard, the kilns were fully formed when the citizens of Murder Heat first found them. Shrugging, they moved in, sharpened their weapons, and waited to see if anyone else wanted to lay claim to their land. No one did.

Recently, with the arrival of the koom, the domes have taken on a new significance. Visiting koom *recognize* these structures. Some flee immediately, to be found days later shivering in the wastes of Deathborne. Others scream incoherently for the destruction of the kilns. Still others demand quietly to know why the Murder Heat's people permit them to exist. So far, no koom has actually explained why he or she feels so strongly about the domes.

Hooks

To the guard's absolute delight, undead invaders are massing on the border with Deathborne. However as one week drags past and then another slouches by, it appears that these rotting soldiers have no intention of attacking the kilns. The guard, champing at the bit for a fight, are almost in mutiny.

Elemental Sandra Worthington, fireproof anthropologist, has made some headway on deciphering the strange script found in the older parts of the kilns. It references a place called "Ares", with red soil and a distant, aching sun. Sandra is relatively certain she can reconnect the kilns to this place, and the guard agree that that might not be boring. The Cryptarchy are scrambling to find agents who can stop her.



§8.10

Deathborne

So long as you don't play around in local politics, this can be one of the safest places in the Castle.

That is, so long as you discount the roving packs of ghouls, uncategorized ephemera, massing presence of the Bonehorde, hungry ruins, and Undead Lords on annual recruitment drives.

The few that manage to find safety here form small, isolated communities that pay their taxes early, lock their doors securely at night, and do their damndest to stay out of the gaze of the Lords.

Forsaken District

From the point of view of mundane citizens of the Interior, Deathborne is as close to Hell as can be imagined. Tales tell of a land where evil dead stalk the streets, tearing horrified fugitives limb from limb. The truth is far less savage, but no less dangerous. Deathborne is indeed home to creatures that whose mere appearance would Break the minds of Interior rabble, but they are not mindless

aberrations. They are cunning, relentless, and utterly ruthless. The games they play put to shame the political squabbles of the high-blooded rulers of Spearfield and make the plans of the Guild look like the directions of an amateur stage production. Their savagery is the least of your worries.

Environ: Deathborne itself is a sprawling land of soaring towers, rambling crypts and mausoleums, and Gothic cathedrals. Like the putrefaction of bodies, the decay of structures is obviated with terrible forms of magic. Workers are few, and many spires and basilicas are kept standing through sheer force of will as their foundations crumble below them. Many parts of Deathborne have been reconstructed using the bodies of the dead or dying, giving the place its name. This necrotecture is the style in which many of the strange shrines of Deathborne are made. Ashfalls from the Murder Heat and rain from Celeste are omnipresent, and the climate is usually frigid.

So thick are the necromantic forces and enchantments on this district that they affect not just the weather, but even the rules of reality itself. Magic hangs in the air like a thick fog, and at certain times of the day, spiritual connections between things can be seen with the naked eye. Here in Deathborne, the dead are sometimes returned from the void, experiments probe the mysteries of Oubliette, and

macabre masters of life and death wage long, secret wars against each other.

Inhabitants: The denizens of Deathborne mostly live up to, if not surpass, their reputation. Ancient, moldering corpses walk here, wielding cataclysmic magics that can end an army. At their feet are mindless Broken slaves that perform work deemed not precise or important enough to be done by magic. Essences, therianthropes, vampires, grist, and koom make up significant parts of the population as well. Some lords even keep settlements of humans, goblins, or fae for the purpose of worship.

There are now two forms of Undead^{P44} stalking the ornate, bone-decorated catwalks of Deathborne. The first have always been here. They are comprised of once-mortals who have long-since given up on sustaining their bodies, and they are unimpressed by the newcomers. While they are theoretically no different from other Unbroken, their mutations have gone in the direction of ghoulish decay. The other group, True Undead, are recent additions who sustain their forms purely through magical means. These desire no sustenance whatsoever, but do not return from the void after destruction.

Culture: The plans, counter-plans, schemes, and designs of the lords of Deathborne are orders of magnitude more complex than those of even the Draculeans. To these undying minds, entire wards are simply pawns in the game. Wit is king: armies of the exanimate, fabricated cults, and unique abominations constructed from the bodies of great fiends, these are all merely tools, levers to move one's opponent.

While the underclass is usually aware of the complete dominance of these dark and powerful lords, their plans, movements, and motives are as inscrutable as the stars in the sky. Once here, few manage to ever escape; the curses and wards placed on them by the lords of Deathborne are so subtle and insidious that they seem to defy reason.

Forces: The Lords of Deathborne disdain nearly all factions that would attempt to interfere in their own domain. Not even the Draculeans would dare to set foot in the realms of the Lords. Only the most clever and audacious Guildsmen even think to do business here. Both Ordo Sancti and Thorns have thrown away vast fortunes worth of assets attempting to gain even the barest foothold in Deathborne.

The only external factions with any presence here at all are the Magi, Wielders, and Revisionists, all of whom operate facilities here that are key pieces in the games of the lords. Only a handful of non-undead sorcerers are powerful enough to construct towers here without interference, and this only serves to aggravate the residents.

Hooks

A hurricane of mystical chaos forms during a particularly violent exchange of necrotic energies. The storm is self-sustaining and seems to be drawn toward loci of magical energy. Within its bounds, the rules of metaphysics are warped, producing effects completely unheard of.

Sometimes the lords of Deathborne grow weary of their own company. In a bizarre turnabout, a powerful lich has offered the position of general to anyone, human, undead, or otherwise, who can prove their value as a conversation partner.

§8.10.1

Blanc d'Arbre

Lost Cell

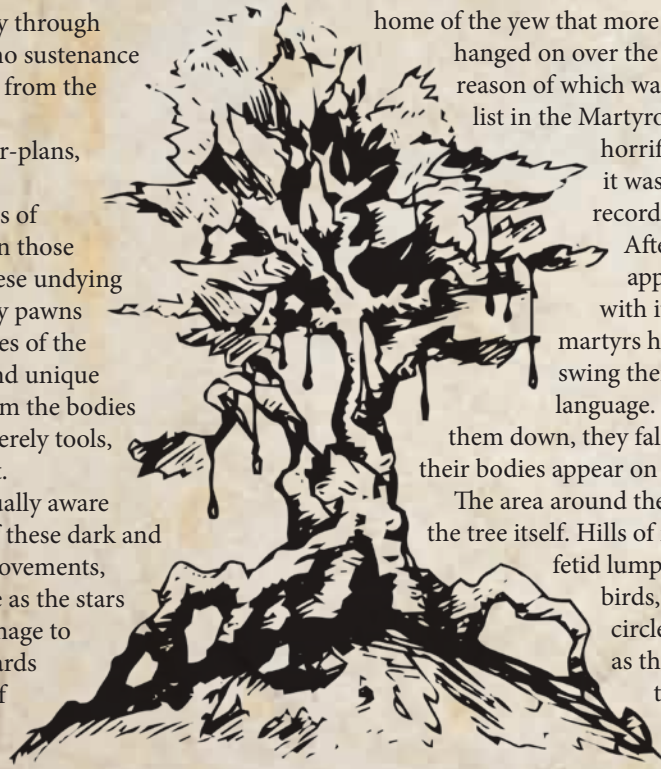
Known in French as White Tree, Blanc d'Arbre is the home of the yew that more than a hundred people were hanged on over the course of a fortnight, the sole reason of which was to build a more impressive list in the Martyrology. The massacre was so horrific to the people of Gaul that it was stricken from the church records and never spoken of again.

After a few generations, the tree appeared in Oubliette, bringing with it the tormented souls of the martyrs hanged in its branches. They swing there still, moaning in their dead language. When the rare samaritan cuts them down, they fall lifeless as exact replicas of their bodies appear on the branches of the tree.

The area around the Arbre is no less horrific than the tree itself. Hills of mingled flesh and stone rise in fetid lumps from the landscape. Carrion birds, themselves made of carrion, circle in the sky. The locals, such as they are, live either amid the twisted boughs of the nearby Fae Enclave or in barrows in the hills. Small cults of pallid ghouls emerge from

their musty corridors every night, dusted with grave dirt, to bay at the moon. Passing Lords of Deathborne sometimes stop to listen to their operettas.

Thanks to its position near the Celeste border, the living are sometimes found in Blanc d'Arbre. They come as pilgrims, as merchants, as scavengers and priests—and generally that is also how they die. The locals, those that need to eat, rely on the tree as an important source of sustenance. The berries that tip its branches are too sweet for their taste, but they draw the living like a lure on the end of a line. In the past, a few roguish ghouls even set up a small business here, bartering berries for living meat. Their peers quickly chased them away, considering this kind of behavior to be beneath the Undead.



Now, Blanc d'Arbre is a din of conflicting religions and sects, all laying claim to the tree itself. Considered by some (obviously not the martyrs) to be a miracle, the tree produces berries, and though most of the entire tree is severely poisonous, the flesh of the berries is good to eat, making it one of the very few sources of sugar in Oubliette. Currently, the tree is most heavily contested by two factions: a nearby fae enclave ruled by the Marquess of Blightsreach, and a tiny but brave cadre of Purehearts. Led by Esiah Raveley, these Purehearts are constantly and desperately looking for a way to remedy the saints of their ailments, but they are often run off by packs of screaming, rotting elves.

The House of Revision has an exceptional interest in the Arbre and its local chapter has taken to conducting experiments on it when they can secure the site for a few minutes. They have tried and failed to graft bodies onto it, hoping to find a way to siphon off the tree's curse for their own rituals. They have also taken core samples—all of which ended up being a viscous, transformative ink. Even a drop of it on a person's skin is enough to overrun them with hundreds of thousands of lines of minute script, and the Revisionists have temporarily given up on bombarding the tree with lightning strikes and conducting mass sacrifices at its roots to study these living documents. Translations show these inky scrawlings to be as diverse as they are ominous. They range from disastrous biblical apocrypha to unprovable prophecies of distant afterlives to the incriminating journals of powerful religious leaders. If knowledge of this gets out, it could spark another False Rapture.

Hooks

An important Revisionist has died and ended up on the tree. However, instead of crowing about his breakthrough, all he does is roll his wild eyes, scream that he's sorry, and beg for death's release. The other Revisionists, puzzled and disappointed, are going over his notes.

The Purehearts has found out what the other factions are using to coerce Raymelie the Torturer into plying her trade. Apparently, they are threatening to bring her before the Arbre. Not to torture her, or sacrifice her, or to do anything at all to her, really. Just showing her the branches and the bodies of the martyrs that hang among them is enough to break her will. Her bleak arts have been seeing a lot of practice lately.

§8.10.2

Empty Pages

Forsaken Ward, Designed by Roger Smith

This library has been left untouched. Looming vast and fathomless out of the necrotecture, it stands as a whole and complete building made of aged wood and stone. The front steps are marble. Columns line the way in. Musty air flows out of the open doors, and for a moment the whole structure seems like it's breathing. Like it's alive.

Many visitors come to Empty Pages, intrigued by the

stories about the place. They journey from Gloomhome or distant Grandhall, enticed by rumors of underground troves of forgotten lore, all untouched by goblins. What they find inside are rows upon rows of bookshelves, the contents of which are entirely blank.

The library is richly appointed, with thick old carpets and still burning chandeliers. No obvious efforts have been made to reclaim much of the wax or fabrics. Perplexed, those visitors journey deeper, into a maze of underground vaults, circulation chambers, and sunken storage areas. The deeper a person goes, the more scattered bits of text can be found in the shelved books. Eventually, at the very bottom, there are complete tomes, missing only a handful of words apiece.

Occasionally, visitors might hear clacking footfalls proceeding down the marble passageways or see shapes watching from wooden balconies. These belong to bone golems, tall and spindly, that shelve and switch books with indefatigable purpose. The golems are fast, efficient, and very unkind to intruders, and they gather storerooms full of bones to replace their own parts as time wears them away. Directing the movements of the bone golems is a creature called the Archivist, which is never found far away from the site of a recent battle or other disturbance. It looks like a tall, gaunt, hairless man in a pristine white robe, although its fingers are too long and its mouth has gone missing. From beneath its robe stretches a pale, fleshy umbilicus that snakes away down the corridors and deeper into the library. Attempts to follow this cord to its terminus have been made, but the library itself seems to resist the effort, as none have succeeded.

Empty Pages is unsettling, even for a Deathborne locale, and the Undead Lords have mostly issued decrees to keep away from it. They do not actively prevent others from visiting, nor do they make an exceptional effort to warn them away, but each neighboring Lord keeps constant surveillance on the library, in case it should ever decide to wake. Vaultbreakers and Guild members are occasionally found in isolated groups in the middle or lower levels—often trying desperately to figure out how to leave—and Seer agents sometimes establish temporary basecamps on the ground floor. When they fail to return from their own expeditions, these campsites remain abandoned for decades—or at least until the bone golems



tidy them up. The Magi have an organizational policy never to interact with Empty Pages. Their official party line is that it is a distraction, but their higher-ups are profoundly uncomfortable discussing it in any greater depth. In particular, they do not like to talk about their own party of researchers that disappeared into the lower levels—now several thousand years overdue.

It is said that the library is alive. That it has a personality, or an objective, or at the minimum a *hunger*. It wants visitors. It wants adventurers. It wants to draw them into the depths so that it can shuck the knowledge out of their heads like an oyster from its shell, pouring it into the waiting books for storage until it can all be properly digested. Tales are circulated between people in Grandhall bars of massive books that scuttle about on spindly legs, slamming shut on those who try to read them, or novels so vivid that they draw you inside, reducing your entire existence to a few slashes of ink and a minor role in the plot. There are even stories that Empty Pages can be accessed from any library; that if it wants you, it will open up a door among the books and invite you in. These last ones are probably superstition, as they are impossible to substantiate.

Hooks

The Draculeans have put up a contract with the Guild. Every armload of complete books brought to them from the library will be rewarded with a minor title, administrative rights for a city block in lower Spearfield, and membership in their faction. So far, no one has claimed this reward.

You awaken in a library, your heart beating loudly and the taste of cardboard in your mouth. You do not remember who you are or how you got here, but from the other end of the stacks you hear the slow padding of bare feet and a hiss as something impossibly long is dragged across the carpet. Your pulse thunders in your head. Through a gap in the shelves, you can see the edge of a white robe.

§8.10.3

Gloomhome

Forsaken Ward

The elaborate architecture, the disturbed skies, and the twilight darkness of Deathborne reminds many koom of the great metropolises and wondrous memorials of their homeworld. Those enamored of this district have slowly eked out a ward of their own, refashioning it in the image of their antediluvian realm. The result is a section of Deathborne that is notably more exuberant than the rest.

While the atmosphere may seem superficially similar, what Deathborne lacks, when compared with the World of Gloom, is life. Koom have brought countless species of plants and animals salvaged from their homelands to this place, making it something between a conservatory, a zoo, and a madhouse. Thick, creeping vine-trees connect newly-constructed buildings, and everywhere there are bio-luminescent flowers, strange plants, and alien creatures. Visitors often say it's like stepping into another world,

which is rather the point.

Gloomhome is mostly populated with koom, pnai, and the animals they managed to rescue from destruction. The koom and pnai of Gloomhome have surprisingly civil interactions here, considering their history in the World of Gloom, but both groups are clearly able to let bygones be bygones. The koom initially permitted the native undead to enter within the bounds of Gloomhome, but in recent days the interference from the lich lords has become too invasive, so the gates are mostly shut unless one can convince the guards to permit passage. Once inside the ward, one finds a relatively peaceful and thriving community.

Gloomhome is a pleasant place beset by enemies. The undead masters of Deathborne are long past trying to stop the koom, but they are not above using Gloomhome and its inhabitants as pawns in their games. In response, the citizens have hired out for both gloom-folk and life-folk champions and guardians to stand in the way of the schemes of the undead. Further defenses have proved necessary lately, as the rise of the Bonehorde threatens their western border. This has led to a number of interesting new tactics, from pnai hordebreakers who draw off the malice and rage of the invaders, to grist anti-bodies who supplant or mitigate the infection with their own.

Building Gloomhome has been nearly as much work as the Sky Pylons of the Yok'ka. It has taken ages to accumulate the remaining specimens of gloom-kind, and pushing back the forces of the undead has been no small undertaking. In this process, Gloomhome has made a number of new enemies. Nevertheless, they are still interested in stealing, liberating, or purchasing any artifacts or entities that originate from the World of Gloom. Nobody seems to know how they are financially backing up their new acquisitions.

Hooks

Tensions rise as gloom-folk residents begin reporting dream plagues that are at first attributed to rogue pnai. Soon, evidence surfaces that these night terrors might be the result of ghost spies, not mutinous locals.

Officials seek intermediaries to find and invite Longtai^{P304} to Gloomhome. They hope that the poor creature can find some measure of peace in this familiar place, but catching up to it will be challenging, to say the least.

A famous and influential artist known for replicating the homeworld has gone missing. Gloomhome puts up a reward for any information about the disappearance. They suspect nearby Lords of Deathborne for the kidnapping, but are uneager to lay the blame on their powerful neighbors.

A Sunless Bible is found in a cul-de-sac garden, sparking a kind of inverted witch hunt more violent than anything in recent memory. Most koom and pnai of Gloomhome had believed The Sunless Church^{P61} destroyed. The possibility that it persists even after the demise of the homeworld is beyond repulsive to the survivors.

§8.10.4

The Gouge

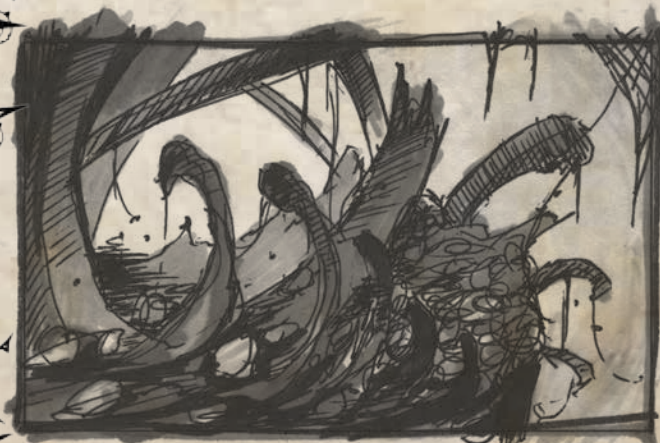
Fallen Ward

A swath of Deathborne close to the Murder Heat, the Gouge is a relatively dangerous ward where people have an unnatural tendency to lose their eyes. The mechanism for this is unknown, though some suspect that there is a plague unique to the ward that causes great pain to the eyes, inducing most to tear them out themselves. Others believe that there is a single creature that does all the work, prowling stealthily and removing the eyes of anyone it comes across with intact vision. Either way, the effects of Gouging horrify many of the denizens of Oubliette (a population not known to shock easily) because they persist across multiple incarnations.

The Gouge itself is a long furrow in the topsoil (or one might say the skin) of Deathborne. It runs cavernously deep in some places, and much of it is covered in crude huts and the half-built skeletons of larger structures. Necrotecture is in evidence and often those skeletons are literal. Perhaps the most striking aspect of the ward is its comparative quiet. But for the low whistle of the wind through the Gouge, most of what can be heard is slow, arrhythmic tapping. The sounds come from many hundreds of gnarled hands tapping independently on stone, wood, or bone. Some of the locals use this as a method to communicate with each other. Others use it to coordinate their hunts.

Regardless of the mechanism, the almost all inhabitants of the Gouge are without eyes. The Eyeless, as they are known, seem feral and wild at first but are actually extremely intelligent and cunning. A common mistake is to believe the Eyeless are blind and, sadly, many visitors never recover from it. Whatever else the Gouging does, it turns many of its victims into predators. They might roam alone or they might run in packs. Some speak to their victims. Others are perfectly mute. They can originate from any race and are reputed to include at least one Essence of Eyes. Taken out of the ward, they scream and kick and beg to be returned. As of yet, a reliable cure for their condition has not been developed.

The Undead Lords of the district mostly leave the Gouge to govern itself, which has given locals license to claim it is “safe” for outsiders. Safe, in this case, being a deceptively



relative term. Because of its remoteness from Spearfield, and because of the nature of the Gouging, the Draculeans are fond of depositing incurable rebels and agitators here. A judge who passes down a sentence of Transportation And Gouging is taking a very tough stance on crime and, compared with eternal imprisonment in the palace dungeons, is both keeping state expenses low and reducing the risk of guerrilla raids by the ne'er-do-well's friends on the heart of Draculean power.

Fae Enclaves also sometimes send representatives to the Gouge, although this is seen as less of a punishment and more of a foreign exchange program. Gouged fae look almost deliriously happy, smiling from their ruined faces as they set upon newcomers, eagerly sharing the blessings of the ward.

Hooks

An unusual blight is striking the eyeweed of the Castle. The plant's eponymous organs are showing up ruptured or missing. Some of Oubliette's unfortunates would not mind, as they prefer the fibrous, woody sections without gooey gelatin to interrupt it, but the New World is concerned. Most of eyeweed's protein comes from its eyes, and the effects of malnourishment are already showing in the lower classes of many districts.

The House of Revision has long been interested in the Gouge, but a new wave of heavily-armed research teams has been triggered by the emergence of the Bonehorde. Revisionist representatives are being tight-lipped about how these two things are connected, but at least one of their laboratory techs has been dropping phrases like “memetic retrovirus” and “pseudo-deific convergence” while drunk.

Some say that the Gouge is the work of one scorned woman. She waited for a thousand years in Deathborne, knowing her husband would come and rescue her from Hell. But, of course, he never did. The ghouls laughed at her, and all who saw her knew her shame. Enraged, she took away their ability to see. On cold nights, when the wind blows low and moaning through the deepest reaches of the canyon, it is believed that she can still be seen, particularly by the Eyeless. The Revisionists are offering quite a reward for her capture.

§8.10.5

Skull Keep

Eminent Ward

Whether actually constructed from the once-living skull of a titanic dragon or simply a work of stone and earth, the Skull Keep is an astounding sight. Raised up hundreds of feet above the skyline, the Keep features an open maw lined with all manner of weapons set into the path that leads up inside the cranium. Within the candle-lit vastness of the skull, the Keep is full of all sorts of trade goods, making it one of the most eclectic and exotic bazaars in Oubliette. The Draculeans have been attempting to take over Skull Keep

for many, many centuries, but all it has availed them is a nasty disposition on the part of the locals.

Newcomers to the Keep—even bitter, jaded travelers long-inured to the strangenesses of Oubliette—are so frequently brought to a stop by the sight of its markets that the Commerce Lords of the skull employ a team of burly trolls and marionettes to unjam the processional that leads into Ovoid Square: the first stop for most visitors. Awestruck shoppers are whisked away to viewing balconies made of hardy fungus to stare to their hearts' content at the sea of transactions unfolding before them. When they have their composure back, they are carried down again to join the surging throng of foot-traffic in the square's streets—after a nominal fee and a porter's tip, of course. Nothing in the Keep is free, but money, goods, and gossip flow so freely here that it is said the average local engages in a thousand trades a day—and those before breakfast. Some of the finest economists the Circus Proximus has ever produced come here to make their fortune. Nearly all of them leave without a single puddled taper to their name.

The skull's inhabitants have a saying: “a person rich in candles is rich in all things.” To understand this saying is to understand the people of the Keep.

Each market stall burns with its own array of wicks, and the wealthier the merchant, the brighter their corner of the bazaar blazes. Tallow is extracted from deposits inside the inner reaches of the skull, where an over-worked and underpaid cabal of necromancers coaxes it out of the fallen dragon's bone and preserved flesh in an endless glossy tide. It is then shaped by the Chandlers, a secretive order of goblins who are rumored to double as bankers and economists. Lastly, it cycles through the halls of the Lords of Commerce, who use it to buy the choicest wares from among the stalls of the ward. The vendors who are blessed with such a purchase are so blindingly, momentarily rich that they buy whatever they wish, then retire to a life of secular power outside of the skull. As the tapers trickle across the marketplace, they are traded and burned, gradually increasing in value until the next day begins and a new batch hits the market.

While there is no love lost between the Draculeans and Skull Keep, other factions are equally chilly towards Deathborne's bastion of mercantilism. The New World see the layered bazaars and secluded markets of the skull as a wasted opportunity: a place where the resources of the Castle go to mingle with an endless, slopping tide of wealth, rather than being *used* to make anyone's lives better. The Purehearts and the Ordo rightly view the Keep as a den of iniquity. Magi and Seers claim that this is the second best place in Deathborne to be gouged, and the House of Revision inexplicably keeps trying to revive the skull. They insist that this is a worthy cause, and that the fully reawakened Market-Dragon would rule the Castle justly.

The Cryptarchy disagree.

Hooks

The secretive council known as the Lords of Commerce are in a bind. Every last drop of fat has been wrung out of the skull

and Yul Dhar^{p367} has been enforcing an embargo on new candle-making materials. Soon the markets will dry up and tens of thousands of cut-throat economists will be let loose on the rest of Oubliette. They will have to find another way to make their candles, but how?

The impressionable Angel, Eri, has somehow found her way into the incense-reeking disorder of Skull Keep's markets. Determined to fix the unhappiness of the ward's many visitors and vendors, she has come to the conclusion that everyone would be content if they just had what they wanted. Unfortunately, early attempts to get people to simply give one another their possessions haven't been panning out, so Eri has decided to accumulate all the wealth in the Keep and then hand it out herself. If left unchecked, she will become the most powerful mob boss that Oubliette has ever known.

In the course of a single night, all of the Keep's taxmen have been replaced. Many of them look the same as they had before, but for the new garments they wear—tuxedos of human skin, ties made of braided fingers, and thick leather ledgers with the imprints of faces on the cover. Apart from this unsettling conversion, taxes have not increased. In fact, import tariffs on magical speaking horns are down almost 80%. The new collectors are unctuously polite, unsettling to watch, and completely unbribable.

§8.10.6

Sorcidae Aeternae

Fallen Ward

In a vast, rotting plain on the Spearfield side of Deathborne lies this fallen titan. A common rodent blown up to the size of a city, the Evershrew has been dead from a grievous wound to its guts for many thousands of years. Wrapped in a complex tangle of necromantic magics, the shrew's flesh does not putrefy. Instead, the holes left when pieces are cut away slowly replace themselves over the course of weeks. Meat separated from the shrew ceases to regenerate after only a couple of minutes, but the death-energies imbued in it cause intense muscle cramps and headaches in anyone who tries a bite of it in desperation. Here the hand of the Lords of Deathborne is well concealed. The inhabitants of the Sorcidae believe themselves above the



influence of these fetid masters, and proclaim their freedom a bit too loud to seem confident in the claim.

It takes a certain staunchness of mind and steeliness of bowels to live among tunnels that narrow every day, downhill from amateur construction-surgery at the edges of a giant artery. A single miscalculated swing with a scalpel-pick can be enough to flood whole sections of the shrew with stagnant blood and thrashing, hungry parasites. The internal architecture of this ward is always changing as residents abandon failed excavations *en masse* to settle again in safer quarters. Staying behind in one of these shrewborne ghost-towns means fighting a losing battle against the slow regrowth of the mammal until it eventually entombs the unlucky miner in cold, swaddling flesh. The communities that thrive here are fiercely interdependent, relying on constant labor to keep oxygen flowing and their escape routes clear. The results of their group labor are a tide of hacked-away shrew meat that is ferried back out to Deathborne, where it is sold in cartloads by the locals.

Prospectors in the shrew make their living off of fatty deposits and bile wells, harvesting a fortune in oil and alchemical reagents from the undying beast. Competition is intense around the more lucrative nodes, and particularly valuable seams near the liver are sometimes lost for decades when a community up-vein of the exploratory branch is wiped out and the tunnels seal them in. Less lucrative but more stable is the work of the Kebabsmen who scrape the sides of major thoroughfares with razor poles to hold off the encroachment of the shrew. Merchants of dark races, strange faiths, and obscure factions gather around the outside of the massive carcass to broker the sale of these scraps as fertilizer, forced-feed for Dreg-Caste beasts, and necrotecture material. Although the necromantic energies clinging to the bits render them unwise for consumption, they are perfectly adequate for enriching fallow fields, and the plants they eventually bring up are quite novel to look at.

Despite the undead having no interest in occupying it, several major wars have been fought between the Draculeans and the Lords of Deathborne over control of the shrew. Each time, the Draculeans have been repulsed with stinging heavy losses. The undead never bother to pursue them, nor do they make any effort to fortify the shrew. This has led the intelligence community to suspect that this ward is being maintained as bait for the Bloodsuckers. If so, it is working.

When whatever powerful magics preserved the shrew first kicked in, the animal had already been dead for a while. Patches of its skin were beginning to fester. Decomposition gas was building in pockets in the meat. Thick white worms the size of buffalo were wriggling around its glassy city-block eyes. These features were preserved with the shrew. As for the original creature, its soul has never been returned from the Void. This causes some to speculate that it was never alive to begin with; a pure fabrication of the Undead Lords, although this has in turn led others to wonder what might happen if the shrew did reincarnate. Could the people of Oubliette feed forever off of its fresh, unpoisoned meat?

Hooks

Several dozen diners at Chambre Etoile, a popular eatery in northern Spearfield, have fallen ill with splitting headaches and disabling muscle cramps. The Magi suspect shrew-poisoning, but when the victims begin to develop thick, pointed incisors and grow slowly in size, the wizards realize that they have something more serious on their hands.

The Mallorys and the MacDowells, two rival families of hulk prospectors with bad blood going all the way back to Mars in the World of Life, are at war again. One of their guerrilla raids has sparked a change in the shrew's brain, sending the preserved monstrosity lurching to unlife and provoking the predatory instincts of the Skyspider.

Shrewsmeat sales grind abruptly to a halt as the carcass of the Sorcidae begins rotting. The shrew itself reincarnates in Grandhall, shocking—and crushing—residents. Before anyone can rally a response, it opens its own throat on the steeple of a sword-temple. Hours later, it reappears in Spearfield and falls on a minaret, driving the point through its quick-beating heart. It reappears a third time in Murder Heat, and by this point the commodities market is in a free-fall. Can anything be done to stop the serial self-sacrifice of this enthusiastically suicidal mammal?

§8.11

Celeste

On the heights, it is easy to lose perspective. The Magi and the Seers closet themselves away with their studies. The Wielders set aside their concern for anything but their bladework. Even visitors feel it changing them; humility turns to hubris when they realize that the tiny shapes wandering below are gods and demons.

Soon hubris turns to conceit, then arrogance.

I dared not stay long.

Eldritch District

While few know of Slair or the Henge and fewer still speak of them, Celeste is a place everyone in Oubliette knows of, but no one has been to. Its towers are built at the apex of a mountain of stone, north of the center of the Castle, and reach miles into the sky. The spires of Celeste are visible even from the great distances of many of the outer districts, enigmatic and imposing.

Environs: The highest of all the districts, the outer borders of Celeste are a sheer wall of stone that rises thousands of feet above its neighboring areas. Beyond these cave-dotted cliffs is a mountain-range of towers, buildings, and spires. There seems to be no specific ground level surface; the merging of the tower bases leaves only valleys, piles, and pits that sink into the darkness below.

Everything here is skybound. Some structures float in



the air, while others are attached by absurdly thin skywalks or gantries that could not possibly hold up the weight of such enormous edifices. Others still seem to be lashed down with ropes and cables, as though they would readily float away given the chance.

Inhabitants: Even the wizened immortal Lords of Deathborne can only speculate at the magnificent, cosmic plans of the inhabitants of Celeste, whose power is so grand most cannot conceive of its limits. These godlike beings pursue their own inscrutable designs and maneuver amongst themselves for supremacy of domains untold.

Among these breathtakingly powerful beings walk a class of servants and assistants who themselves are like gods to the immortals of the rest of the Castle. They carry out the orders and wishes of their masters and are both more approachable and more visible than those they serve. Such agents serve nearly every faction, group, and individual that calls Celeste home.

Culture: Those who inhabit Celeste are generally either too preoccupied with higher-order thoughts and cosmic missions of their own design to care about the politics of the Castle, or so deeply intertwined with the factions and their various maneuvers that separating the two is an exercise in folly. Celeste itself is a hive of quiet activity where shadows commune and orders are handed down to be executed in other districts. The battles waged here are fought across the cosmos.

Among these highest echelons, there are outsiders, beings who do not hail from anywhere within Oubliette. Calling these beings diplomats, spies, or merchants is like describing the universe with an orrery. Through these agents, deals of cosmological significance are made and declarations of existential proportion are pronounced.

Forces: There are many sects vying for control of various resources, domains, factions, and phenomena, here in Celeste, but rarely is direct confrontation utilized. When these struggles boil over into combat, entire swaths of Oubliette are wiped from reality, providing a kind of reductive

force on the overall expansion of the Castle. Instead, it is usually more efficient to wage war through proxies and intermediaries, such as factions, races, and religions.

Among these tides of power walk the Cryptarchy, who act to steer the whole unfathomable apparatus towards the goals of their leader.

Hooks

Quite apropos of nothing, a huge tower topples out of the sky and into another district, wrecking wards and scattering objects of immense power among the masses. So potent are these resources that the balance of power in the lower districts shifts dramatically, leading to fallout across the Castle.

Someone from above begins tampering with the laws of nature. For a time phenomena such as sound, growth, heat, even gravity are adjusted up and down, like an alchemical experiment still in progress. Some localities are connected via gateways, while it becomes impossible to reach some places from others entirely. Chaos reigns in the lower districts.

§8.11.1

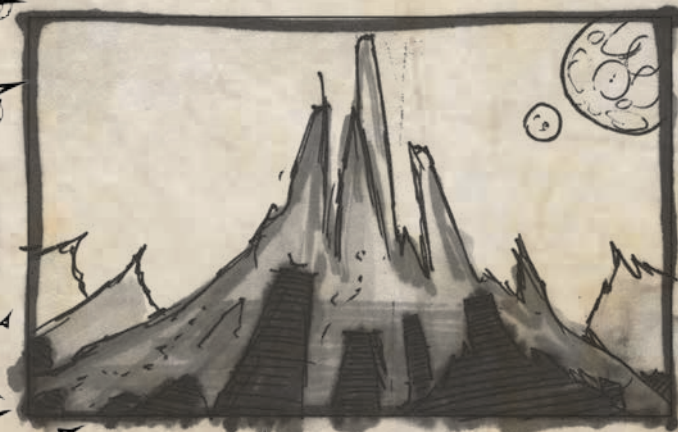
The Astrologer's Sextant

Eminent Cell

The advertisements stop only a quarter block away, but—thanks to the magics they've been imbued with—they glow across half the district at night. Outsiders, unable to cross the perilous borders into Celeste, have attributed them to everything from the movements of Elementals to the stars descended from on high to blaze intermittent and pink against the dark.

The Sextant itself is a crumbling basement in a partially collapsed tower. But for all the neon, it wouldn't be worth a second look. There is an alabaster dais in the middle of the basement chamber and wooden tables have been set up in rows along the walls near the entrance of the underground room. These tables are stocked with snacks, weapons, enchantments, and souvenirs—all at suspiciously low prices. Visitors with an eye for the arcane can sense that the room thrums with power. Most of the currents of energy swirl around the dais, churning like the sluggish orbit of water around a drain.

The Sextant is run by apprentice Seers—quite illegally,



as the terms of their apprenticeship forbid little sidelines like this, which are considered a material distraction from their studies. This particular distraction is so material-rich that Seers who would otherwise be responsible for breaking it up are routinely delayed by discreet donations from the proprietors of the Sextant. There is an air of good cheer among the staff of the cell, even though people regularly come here to die, and every party that returns from the dais alive is greeted with a celebration, free snacks, and a commemorative portrait to mark their achievement.

The way the Sextant works is simple. After paying a generous fee to the students running it, visitors place an object upon the dais. This object could be an ancient spear, redolent with the energies of its past kills, or it could be a dead rat, redolent with less grand vapors. The magics of the cell invest the object, allowing all who touch it to be drawn into a conceptual representation of its true nature. These representations are invariably dungeons. Finding a way through them allows the victorious party to emerge back into the Sextant, where they may reclaim their item from the dais. At the same time, the progress of strangers through the innermost workings of the item changes it fundamentally. With each trip through its metaphysical inner space, the object comes to know and understand itself better; sharpening its edges, strengthening its materials, and enhancing its native magics. Sometimes this changes the object completely. Dead rats placed on the dais generally become more flavorful, taking on the buttery texture of fine steak or the sweetness of Turkish delight, but occasionally they turn into swords or other devices.

The proprietors of the cell are adamant: living things are not to be put upon the dais. They do not want a repeat of the Infernal Leechwhale incident.

Hooks

The Sextant has partnered with the renowned preen chef Guillaume La Roque for what might be the most avant garde dinner theater the Castle has ever seen. After preparing a fine roast of himself, La Roque's delectable corpse will be placed on the dais and made into a dungeon. Survivors of the dinner are sure to enjoy the strangest meal of their lives, should they escape the labyrinth of flavor. Vlad will be in attendance for this event, as will the head of the Ordo Sancti.

The Seers' own Head of Practical Divinistry has assumed control of the Sextant, kicking the apprentices out. His very first act is to break off a piece of the Dais and place it upon itself. The resulting wave of vertigo is unpleasant for everyone in the Castle, but worse is the fact that the dungeon the dais creates appears to be Oubliette itself. This "second edition" is not unlike the original, and many of its inhabitants escape from the dais and quickly begin colluding with their other selves.

There is a repeat of the Infernal Leechwhale incident.

§8.11.2

Grand Shrine of the Unnamed Sword

Eminent Cell

Back when the Wielders of the Sword were known simply as “The Listeners,” they built a shrine to the bronze blade that spoke to them of untold power. Over the centuries, this shrine was remodeled, expanded, and embellished into a sprawling complex that reached well into Celeste. This complex is now called the Grand Shrine of the Unnamed Sword.

The Grand Shrine is a warren of beautiful courtyard gardens, training cells, private chapels, and religious iconography. The walls are bedecked with friezes depicting great battles, ancient, modern, and future, and unusual weapons are set into elaborate display cases. There are many stairwells running through the temple, leading up from the ground level near Blanc d’Arbre up into the Sanctum of the Blade, all the way in Celeste.

The Grand Shrine is home to some of the least dangerous inhabitants of Celeste. Many Wielders come here on pilgrimage, even at low Castes, to worship at the hilt of the Unnamed Sword. The leaders of the church are comparatively powerful, but the majority of people to be found in the Shrine are Forsaken or lower in Caste.

Though it provides a usable way to reach Celeste, the Grand Shrine of the Unnamed Sword does not permit outsiders to use its facilities. Wielders cheerfully misdirect those seeking passage to Celeste to their other towers and chapels, in hopes of making converts of them. That said, there are times when they must bend to the will of the truly great as beings from Celeste occasionally stalk through their halls on their way to other errands. The Wielders resent these invasions, but rarely engage Celestials unless one of the High Priests is on hand to deal with the matter.

Above and below the Sanctum of the Blade, there are great dynamos that capture and redirect magical forces. These dynamos help capture and buffer the tremendous forces produced by the unnamed sword, and thereby protect the structure of the Shrine from damage when the sword assists a Wielder in some action. What these dynamos *do* with this “spare” energy only the High Priests know.

Hooks

They call it the Great Test. It happens suddenly, challenging all within the halls of the Grand Shrine. Suddenly a floating sword appears before each Wielder, regardless of power or rank, striking out at them ferociously. Survivors are awarded medals and honors by the High Priests.

A dark and handsome stranger stops by to laconically speak with the unnamed sword. None of the High Priests dare stop him; they’ve seen him do

this before. Sometimes he leaves, with the sword floating cheerfully behind him, into the spires of Celeste. Sometimes they merely talk or play a game of go. On rare occasions they simply disappear, their presence needed urgently elsewhere.

§8.11.3

Moon Tower

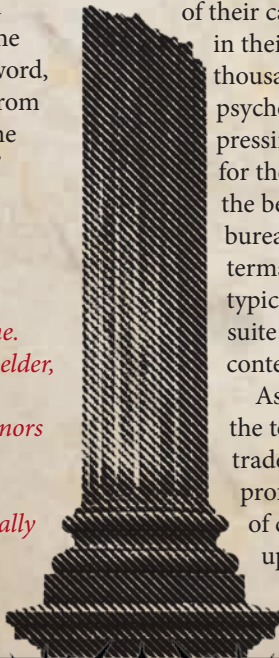
Eminent Ward

A single shard-like monolith bored out with tunnels and rooms, Moon Tower is the third highest point in all of Oubliette. It houses the aristocracy of the Draculeans as well as the Coquille Roi. They do not get along and wars erupt occasionally to maintain or regain control over sections of Moon Tower. When the dust clears and the tower fails to shear apart and crumple to the ground far below, the victors consolidate their holdings and send fresh armies of stonemasons, enchanters, and carpenters to repair the damage. Large stretches of the interior of the tower, sometimes spanning multiple floors, serve as demilitarized zones in these conflicts. In them, black markets flourish and powerful occult scraps and incriminating records are traded for the price of an apprentice stone-scrubber’s license.

The magically protected areas of the ward are warm and pleasant to stand in. The skirling winds that howl outside the tower and chill the dauntless expanse of its stone break harmlessly on properly maintained magics, rendering these places livable. Consequently, these climate spells are usually the first things broken during Shell King or Bloodsucker raids. The blasted ruins of contested terrain are freezing and rubble-strewn, but strangely tufts of Eyeweed grow vigorously here, blinking ambivalently in the chill.

The Moon tower was once a bastion of Shell King rule, and the Draculeans’ presence there is a calculated reminder to them that they only continue to exist at all because Vlad has better things to do than to complete their extermination. It is also extremely costly, inefficient, and regarded by the generals stationed there as the effective end of their careers. The Roi still have a home field advantage in their skirmishes over control of the tower, even after thousands of years of occupation, and even with the psychological weight of having enemies in their home pressing down upon them. Occasionally, diplomats for the two factions will meet in secret—often at the behest of Draculean administrators and other bureaucrats—to try and negotiate a cease-fire. The terms they agree on rarely benefit the vampires and typically consist of the Roi leaving *their* particular suite alone to assault a position elsewhere on the contested floors.

As the Draculeans occupy more of the base of the tower than their adversaries, they do a brisker trade with the other inhabitants of Celeste. The profits from this trade are funneled into a stream of constant Guild contracts to send mercenaries up into the contested floors. Attempts are also made to entice Wielders of the Sword and



Vaultbreakers to join the fray, but these are generally met with a lukewarm response.

Denizens often mistake the highest tower in Oubliette for Moon Tower. This ward is far more active and vocal in its political dealings, and inhabitants of the Interior hear more about the goings on in Moon Tower than Star Tower. Locals gossip about the strange winged shapes they sometimes spy near the top of the tower where the Shell Kings hold sway. “Like gargoyles,” they say, screening their eyes against the misty, pale sunlight. “You see them roosting most of the time.”

Hooks

Coegilex Monger has developed an interest in Draculean administrative documents. Mongers do this sometimes, taking a particular fixation with a subject and hoarding it to the exclusion of all else, and good merchants are quick to exploit it. The best place to scavenge for this paperwork is undoubtedly in the contested floors, where desks are abandoned during surprise invasions and counter-attacks.

Armageddon has been spotted wandering through the district, headed almost lazily towards the Moon Tower, and both the Coquille Roi and the invading Draculeans are in a panic. They have temporarily decided on a truce until they can figure out how to lead her away.

§8.11.4

The Observatory

Eldritch Ward

The second highest tower in Oubliette, the Observatory is a wide spire with hundreds of sub-towers and flying arches connecting to telescopes. Constantly scanning the heavens, the ancient and fell Seers of the Observatory carefully attempt to understand the cosmos, fate, logic, astrology, and a host of other subjects related to the stars.

On the outside, the tower is a ramshackle tangle of lightning rods, weather vanes, aethermills, and other mysterious apparatuses all fighting like jungle plants for space, but the interior of the Observatory is divided up largely by purpose. There are alchemical laboratories with bubbling beakers and acid-devoured fume-hoods. There are stark white memetic dowsing rooms. There are dormitories for apprentices and entire suites for favored researchers, and because the original Seers to discover the tower couldn't be bothered with facility management, many of these spaces are jumbled all together, packed into wings with no thought for efficiency. Five hundred years ago, there was a brief spate of reform wherein the Observatory's spatial mages tried to set up a series of shortcuts between their quarters and their lab, but that program was mothballed when it was discovered that the process had turned one hallway into a kind of kinetic acceleration weapon.

The Seers suffer no one to pass into the Observatory uninvited because of the delicacy of the tests, instruments, and diagrams they utilize in their work. They are

inconceivably cryptic and even those rare few who see the inside of the Observatory scarcely understand their undertakings. Some lower ranking Seer agents are specially appointed as couriers and emissaries, and these act as an intermediary between the hierarchy of the tower and the outside world, but appointment to that role requires training as a Seer first, and it is difficult to infiltrate an organization that can rifle through your prospective futures, looking for possible betrayals. Within the tower, the Seers are divided into various Colleges, with each one focusing on a different application of magic, philosophy, or natural law. The Heads of these institutions are rarely involved in the matters of the Castle outside, instead devoting their time to their experiments and studies.

Few forces play against the Seer's natural isolationism, but they are known to be roused by philosophical arguments between the departments and the occasional cataclysm. A few pragmatic Seers send their apprentices out into the world of the Castle—either to learn about it, or simply to stay out of the lab during a delicate experiment. Others sell their hard-earned sciences to the Meta-Anarchists, Cryptarchy, The Forward Movement, and other meta-factions, offering everything from remote viewing and fortune-telling to complex healings designed to restore the Broken. Rarely do proper Seers venture out of their immense congeries and out into Oubliette, but when they do it is almost always in response to what they see as an existential threat to the nature of Oubliette. Having already set themselves to the task of fathoming its mysteries, they would be terribly cross if someone were to blow it all up before they were done.

It's hard for outsiders to comprehend just how much knowledge is hoarded in the Observatory. As the seat of power of the most intelligent sages in the Castle, it is packed to the brim with observation journals, research logs, stellar charts, and the paraphernalia of a million experiments. And contrary to what independent academics would have you believe, every bit of information held in the tower is of great importance. Within their rust-sealed vaults, the Seers gather the evidence needed answer the most fundamental questions of the cosmos.

Hooks

The College of Exothermic Decision-Making and the College of Practical Divinistry are having another philosophical discussion. Blasts of rubble have been spraying out of the sides of the tower with startling regularity, but so far not a single apprentice has been hurt. The Observatory is starting to slouch, and the wards that run up its sides are beginning to strain with the force of holding it upright.

The Seers claim to have discovered that there is a fixed amount of time in Oubliette. It cannot be created, but it can be destroyed. Terrified at the realization, they are about to embark on the most vicious campaign against idleness that the Castle has ever seen.

Practical jokes between the Transcendence Club and the Seers

have peppered Celeste with impact craters, necrotic vortices, and roving temporal anomalies. A few members of the Club have taken to setting up little signs near these, informing all who visit of the exact nature and scope of the prank that incited this retribution.

§8.11.5

Star Tower

Forsaken Ward

Reputed to be abandoned and far too unstable to inhabit, Star Tower is the highest point in the entire immense castle. Large pieces of this tower routinely split off and fall miles onto the surrounding towers and buildings, but its immense size seems to permit it to continue standing. Despite regular public outcries that something should be done about it, controlled demolition has never been attempted.

The lower floors of the tower are a desolate, monster-haunted maze, discouraging casual exploration. Hardier groups that press past that have found floors upon floors of nothing. No treasure. No secrets. Not even a smattering of dormant traps. Fliers who land in the middle sections of the tower, about as high as their wings can safely take them, are similarly disappointed.

Vast colonies of gargoyles roost here and the ground is dusted with rotting feathers and other leavings, but they appear to have nothing to trade and suffer visitors poorly.

Only the uppermost reaches of the tower have anything of value, and these are so high into the stratosphere that they have vanished into the upper mists and emerged out the other side, to a place where everything is airless and cold.

Star Tower is largely avoided, even by the privileged groups who dwell in Celeste. There are many stories about the tower, ranging from the godlike ghost of the original owner of the castle still stalking its halls to rumors that Oubliette will be destroyed when Star Tower finally falls. Vaultbreakers have tried and failed repeatedly to find the ghost, but the second story is plausible. There is more material built into the tower than there is in any other structure in Celeste, and no one wants to risk causing another Mubigild.

In truth, Star Tower is a bustling zone full of unseen activity. It is the workplace of the Cryptarchy, whose hub of operations is in its upper reaches, interwoven in the

fabulously wealthy chambers used by the Castle's elite meta-factions. These spaces are where most of the real governance of Oubliette happens, protected by bizarre twists of time and space and lies so powerful they alter reality itself. Through subtle tactics and clever planning on the grandest scales, the denizens of Star Tower, be they Cryptarchs, Shades, or Meta-Anarchists, have steered the fate of the entire Castle for tens of thousands of years.

At the very top of the Star Tower is a palace. This unnamed, unspoken place is full of shadows and web, incensed with the the strangeness of a thousand foreign universes. It is quiet; those few courtiers who keep the King's throne company tend to communicate through telepathic means. Fell presences congregate here to do metaphysical business. Androgeria silently tempts an uninterested Ten Million Wings while True Vlad takes a moment to discuss matters in Castle Lost with the King's aide, Inky. The Veiled King, if present, is unseen.

Hooks

Despite the assurances of prominent geologists that it would be patently impossible, rumors persist of an equal and opposite spire stretching into the depths beneath Celeste. This so-called Earth Tower is supposedly juts into the dark beneath Oubliette, where the members of a shadowy organization variously believed to be the Seers, the Magi, or the minions of the Royal We take measurements with strange devices and dredge the void in secrecy.

Grace Delotte, a marionette from 1820's London, has risen sharply in the social circles of the Vaultbreakers over the last three decades. Now, following a year-long journey up the side of the Star Tower, she is telling anyone who will listen about the men and women that have colonized the top. They are aliens, she insists. Visitors from another world. A group of soot-stained Russian men in bulky suits and bubble-helmets have taken an interest in this.

Upon reaching Ancient Caste, and sometimes earlier, the most powerful Unbroken receive an invitation to visit a special chamber in the Star Tower. Rumors tell that this vast anechoic chamber of cosmic determinism is where the gods first meet the Castle's true ruler. Other say that is a place of judgment, where one's sins against others are weighed against the good they have done. Others still claim that the chamber is the door. Out.



§8.12

The Henge

If there's one thing for certain, it's that precious little of the Castle knows anything of substance about this place. It has defenses, allegedly, but they are so grand-scale that they do little to stop the occasional low-Caste explorer from looking around the edges of the district.

The Henge has secrets—that, we can all agree on—but I for one am glad that we are in no danger of solving them.

Eldritch District

The Henge seems to be an extension of the megalithic constructions of the titans of Stonewald, but dates back further than anyone—even the titans themselves—can remember. Like its northerly neighbor, it is place of rock and stone built on a preposterous scale, but unlike Stonewald, the Henge is awash with magics of shocking intensity. Layer upon layer of enchantments, wards, and fields clutter the entire district, making navigation impossible without specially designed maps or profound skill in the Arts Arcane.

Environs: From a distance, the only thing that differentiates the Henge from another great construction in Stonewald is the scale. The Great Inner Circle is several miles wide, with individual stones that are thousands of feet

in length. How such a feat was accomplished no one knows. Beyond the Great Inner Circle are hundreds of other arches, stones, cairns, rings, and towers, many of which rival the magnificence of Celeste.

By far the most important Aspect of the environment here is the omnipresence of wards. The Henge is the most heavily guarded district in Oubliette, and it is impossible to imagine a place more sealed off from the rest of the Castle. In places, the multi-layered forces are so thick they completely obscure vision. In others, there are cracks and gaps from ancient attempts to break through. Navigation is confounded by an infuriatingly impossible maze of invisible walls, psychoactive effects, and reality-warping magics. Only the most insane delvers would bother considering an opportunity to visit the Henge.

Inhabitants: One would assume that such inviolable defenses make it impossible for anything to live here, but that is not the case. Guardians lurk here, often invisible, and are given license to slip between the wards to destroy intruders before they have the opportunity to interfere with the functioning of the wards. These guardians protect certain areas and not others, allowing well-prepared travelers to make their way through the district, provided they use extreme caution. Still, most investigations into the Henge lead to the investigator becoming trapped for eternity within the multi-layered boundaries.

Culture: Despite (or perhaps because of) these security measures, there are a number of small fraternities that



lurk at the boundaries of the Henge, observing and documenting what goes on within. They can be convinced to provide maps and suggestions at a ridiculous premium, but most are more interested in gathering information from the demise of those foolish enough to attempt the Henge. They talk of other shadowy inhabitants, servant-like beings that occasionally transport materials or perform duties within the bounds of the Henge, but their observations do not identify any further sense of society or civilization within the walls.

Forces: The Cryptarchy is the only faction permitted within the bounds of the Henge, and even they often require licenses granted from “higher up” to gain access to some portions of the district. Other areas are more open, allowing members places to discuss missions, projects, and assignments out of view of the rest of Oubliette. No other faction presence is permitted by the guardians.

Hooks

Something called a “ward pass” has gone up for sale in Everfair, and the seller claims it is used by agents of the Cryptarchy to enter the safe zones of The Henge. Whether or not it works has not yet been verified. In all probability, if the item is authentic, its owner will be looking for it soon.

Bands of light erupt across the sky, arcing out from Celeste like a frozen flash of lightning. Along the arc, a great brilliant fireball shudders along, moving at the pace of hundreds of miles per hour. When it reaches the Henge, the wards open to greedily accept the new treasure.

§8.12.1

The King's Cell

Divine Cell

Quite possibly one of the most fabled and glorified places in Oubliette, the King's Cell is structure of stone and glamour in the Henge that is protected by deep shadows and fierce demonic forces. It is rumored to hold riches and power beyond imagining and draws a crowd every year to test its bounds. A frightening portion of these people die forever.

The outskirts of the King's Cell throng with Sodalitas Clostrum of astounding power. These guardians are found around every bend in the path, at every spillover between the energies of adjacent wards. They gather here from all over the Castle, further fueling speculation that there is something of inestimable value here, but they also act as groundskeepers, sweeping corpses out of the wards and recalibrating the defenses with nimble alabaster fingers.

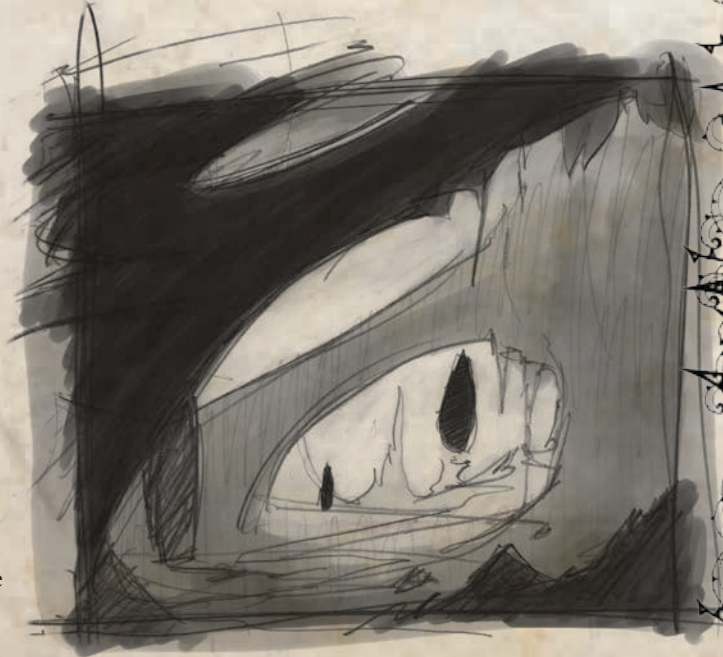
The King's Cell is actually the treasury and lounge of the secret ruler of Oubliette. It does in fact hold more riches and power than most can imagine, though in different ways than one might think. Visitors who are able to run the ever-changing gauntlet of traps and defenses that circle the perimeter meet with a myriad of strange beings for whom

favor is the most valuable currency. These ruinous powers claim the King is all around the Cell, sometimes speaking with guests but always watching, lurking invisible through the crowds.

Inside, the eclectic and bizarre palace is decorated like an art collection, with curiosities on display in every hallway and chamber. Some are so alien as to seem like they come from outside the Castle: blobs of light-drinking ink floating in careful glass-encased suspension, books that read their owners, wax-dripping chandeliers that occasionally take off, scuttling like spiders to the other end of the palace. Many of the inhabitants found here are from well beyond the walls of the Castle. Steadfast soldiers in formal dress stand in conversation with red-haired apes and pulsing, floating cubes. While the cubes sing foreign geometries to their partners, walking shadows whose footprints corrode the marble hobnob with immaculately tailored demons and nonchalant gods in faded band T-shirts and ripped jeans.

One would be hard-pressed to identify members of the great factions here, where the allegiance of such organizations is little more than another kind of currency. The meta-factions, on the other hand, make up most of the guests, though it's difficult to say whether the lone torso-thick tentacle sticking up out of the floor is a member of the Forward Movement or the Meta-Anarchists. Only the leaders of the Cryptarchy are well-represented, though there is enduring speculation that the ones who mingle with external powers are actually intelligence agents, not the operations directors and district supervisors that they claim to be.

The greatest powers of the Castle are said to be found here. Outsiders call this into question; the Skyspider is nowhere to be seen, and the Lyftwurm only occasionally soars overhead. But this outlook is naive. Spend enough time in the King's Cell and you *will* see things far more dangerous than those soaring giants.



Hooks

A member of the Chamberlain Gilt, the Veiled King's personal servants, appears to have defected to the Seers. He has set himself up at the top of the Observatory, displacing their chancellor from his quarters. Attempts to reach him and find out what he knows have been rebuffed with indiscriminate violence from the Seers, and an area the size of a ward in the sky overhead has turned the dark purple of a bruise. Lightning crawls lazily across it and the inhabitants of the Castle hold their breath as demons begin to drip from the rift. The Cryptarchy must be aware of the situation, but has yet to respond. Meanwhile the Thorns, worried that these demons are somehow their fault and that they should have tried harder to absolve the souls in purgatory from their sins before Hell came to collect, are sending a delegation to the King's Cell to ask for advice.

Domgarigon Ap Mal, arch-demon messenger and occasional drinking-buddy of vampires in exile, has arrived in the cell with an invitation to his personal domain in Castle Exile. Tensions between the Castles have been strained as of late, and he feels like a recuperative period in the sulphur-springs would be just the thing to take everyone's minds off of war.

Another cold war is rising in the crystal palace of the King's Cell. Sparked by an argument about the future tactics of Castle Oubliette, allies of the Forward Movement and agents of the Meta-Anarchists begin a very dangerous proxy war. Each monumentally powerful asset turned from one side to the other precipitates an enormous storm of changes, not just across Oubliette, but in the other Castles as well.

§8.12.2

The Plinth*Forsaken Cell*

The Henge generally sits high above the Bounding, its slopes dropping off steeply towards the Outer Wall. At the western edge, there is an enormous cantilevered stone that juts out over the cliffs and into the open sky. So high and so long is this megalith that on days of perfect clarity, with an appropriate telescope, and in the right light, one can see beyond the Outer Wall and down to the Plain of Clouds from the end of it.

The Plinth itself is thousands of feet long and hundreds wide. It appears to be a shard of some ancient column or obelisk of such prodigious size that it would have rivaled the towers of Celeste. Now, the remains of that great structure are themselves just a base for which to stand to make observations. The very tip of the stone has a flattened spot not unlike the faceted surface of

a pyramidion, upon which ancient and illegible runes are carved. The stone seems stable enough, thousands, perhaps millions of tons of it rest underground, buried in the stone cliff that once held it upright.

Because it lies within the domain of the Henge, visitors to the Plinth are exceedingly rare. Most in fact take an outer route, southward from Stonewald along the boundary between the districts and the Bounding. Fliers find this journey easier, and are sometimes able to navigate the winds to land upon the Plinth without ever setting foot in the ward-filled dangers of the Henge. Nevertheless, the Plinth is visited by Magi, the Seers, and Transcendents.

Unlike many of the other major sites of the upper-Caste districts, there are few dangers here. One must watch for winds and be careful not to fall, but aside from that, there are rarely battles. Most visitors are simply too astonished and reverent to bother with such things. Seeing with one's own eyes that there is a world beyond the walls of Oubliette is often enough to induce religious experiences in onlookers.

Though the stone itself is barren of life and worn to illegibility, some intrepid explorers are still making an effort to catalog and decipher the millions of words inscribed on its surface. They anticipate that findings would be as important to our understanding of Oubliette as the Word Mines or the denizens of Celeste.

Hooks

Archaeologists discover that some of the runes are newer than others, and that some texts are interspersed between others. Shortly thereafter, brand new runes are found engraved into the surface. No one observed their maker, but their shapes and "handwriting" matches the others exactly.

Ancient Sodalitas Clostrum begin assembling great machines around the cell. Chains and ropes are gathered, and enormous block counterweights are cut out of the Bounding. It seems like they're about to reconstruct the original monument.

§8.12.3

The Babel Shard*Ancient Cell*

Like a stone whale beached on strange shores, this massive chunk of rock lies unceremoniously on its side in a plaza in Henge. It has been cracked by time, erosion, and what appears to have been a mighty impact with the ground—although the marble of the plaza is not so much as scuffed. Every inch of the Shard crawls with detailed script. Even the places where it seems to have been sheared off of a bigger structure writhe with lines of characters, and if they are all a part of the same language, then that language is at least as complex as Vulgish.

The plaza is quiet and clear, allowing for the few anthropologists that find their way here uninterrupted work. No diving beasts swoop from the sky. No invisible predators ripple the air in anticipation, waiting alongside

the crumbling marble temples that ring the plaza. Unchivalry does occasionally wander through, but with a lazy nonchalance that suggests it has no particular interest in the place.

Visitors to the shard are rare, but not unheard of. Many come looking for the King's Cell and stay only until they have realized that this is not it. Others take an interest in the rock, studying it until their eyes hurt and their vision begins to blur. These people return again and again, as though the stone calls to them in dreams. Over time and with repeated exposures, their way of speaking begins to change. Their accent melts away, becoming something flat and neutral. Words emerge in their vocabulary that they have never learned, but that make perfect sense to anyone they speak them to. Fits of religious mania strike them, and the tongues they babble in are actually quite intelligible to scholars: Sumerian, Egyptian, Greek. Eventually many join the Thorns, insisting that it is the "only way". To what, they do not elaborate.

The Seers have a simple policy regarding the stone: don't look at it. Don't touch it. Don't study rubbings made of its script. Members of their order that fail to comply are packed off to the House of Revision for adjustment while their quarters are purified by magically blinded and deafened Fire Elementals. The Revisionists have decided on a similar tactic after losing several prominent members to the language of the Shard. A few Vaultbreakers insist that the stone is a dungeon made of words—that those it Breaks are lost in its labyrinth of grammar, unable to conjugate their way free—but these would-be scholars are not usually in any hurry to visit the plaza.

According to those who have studied the Shard, there is a phrase that repeats itself several times across its surface. In Quechua, Mandarin, Afrikaans, and Braille, the words

"and united, we shall make war upon the firmament" appear again and again. Even speaking this sentence aloud is forbidden among the Seers—and strangely, also among the Ordo Sancti.

Hooks

A trio of Angels alights in the square and sets up what appears to be a picnic. When asked what they are doing, they explain that they are "admiring one of our better moments."

A young Vaultbreaker has managed to make rubbings of every inch of the stone's surface and has brought them to God's Ghost, where he plans to read them to the monolith. He claims cheerfully that this will "translate and make decipherable the fundamental nature of reality." Hot on his heels, a hunting party of Seer agents disagrees.

§8.13

Slair

When I was preparing to visit, I went to the Seers to ask their opinions on what protections I should equip myself with. Seven colleges descended upon me, each with their own cleverly-designed enchantments and sorceries.

Swaddled as I was in the unassailable defenses bestowed on me by the Castle's greatest wizards, I set off into Slair, where my mind immediately rebelled and I went promptly mad.

I found myself later floating down the plunge-pool at the base of the Cataracts Vitae, the time I spent there completely vanished aside from what I set down, in shaking hand, in my precious journal.

Eldritch District

Scarcely anyone has ever even heard of the district called Slair. It lies beyond the Obsidian Fields and Ashmounts of The Murder Heat^{P177}, in a darkened corner of the Bounding that not even the bravest elemental monstrosities dare tread. This shadowy district is full to the brim with demonic forces, ancient behemoths, and fell armories. Like a zoo of abominations, Slair collects the finest nightmares into one terrible locale.

Environ: Slair is a black pit of a district with buildings formed from wrought iron, organics, obsidian, marble, and shadow. Shard-like stones hide elaborate interior spaces, and undulating, writhing mazes conceal the entrances to hundreds of occult chambers. There is a stark, dispassionate beauty to the ashen, violent desolation of this landscape.

But most of Slair is underground, deep within the volcanic stone. Here, untold passages of dark marble and gold lead ever deeper, surpassing even the theoretical depths of the Outer Wall. Buried in this haunted perplexity are hundreds of spectacular chambers and unimaginable vaults, each richly decorated as though a party of hedonistic gods might stop by at any moment. Between these chambers are prisons of fiendish complexity designed to





keep the most dangerous of the inhabitants from escaping.

Inhabitants: The things that live in Slair are utterly unlike anything once-mortals from the World of Life have ever experienced. Great maggot-like dragons the size of mountains wriggle in the dark. World-ending behemoths lie bound in diamond chains with links the size of cars. And everywhere, inky demon-shapes pass uninhibited on errands no one can imagine. Even the surface is stalked by demons of enormous power, many of which are alien forms hailing from the World of Gloom.

Occasionally, Slair is also home to visitors from other Castles. Most frequent are foreign demons from Castle Exile, though in past ages, diplomats from the World of Gloom were not uncommon. There are still chambers ready to receive dignitaries from the Sunless Church, or even the Great Clans, just as there are rooms set aside for entertaining Azathoth and Mana-Yood-Sushai and Vytl-Habath.

Culture: The shadows that walk Slair are the least aggressive inhabitants, but unless one already knows how to communicate with them, there will be precious few opportunities to speak with anything that won't attempt to devour you in response. Unless you've been invited to the palaces of Slair for a diplomatic meeting, you're equally unlikely to find any more civilized locals. Instead, you may find your physical body surreptitiously stripped from you by a passing entity so alien that you may not even realize what has happened.

Worse yet are the evils kept here under metaphysical lock and key. Speaking to these caged gods can easily be the fastest way to a permanent trip to the void, though many would just as likely use you as a tool to leverage their escape. It is wise to avoid listening to anything that can speak, especially if it appears to be held or enclosed in any

way. The gatekeepers might just file you away with the other horrors.

Forces: Were the gates to be opened, Slair would become the most fearsome horde imaginable. The incarcerated would flood over the Castle destroying everything in their path. Perhaps the Henge would survive, perhaps not. Regardless, letting loose even one of these creatures would change the face of Oubliette.

And yet, no one knows why these beings are kept so. Are they the perpetrators of unfathomable crimes, or are they pets of the Veiled King?

Hooks

A young woman trapped at the bottom of a pit cries out for food, being desperately hungry. Above the pit there is a sign that simply says "Do Not Feed."

The sounds of a raucous party or violent orgy echo through the halls, but the source always seems a step away.

An invisible thing rests inside a cell whose bars are made of sunrises and starlight. It offers a boon in exchange for release.

§8.13.1

Cryptarchia

Ancient Ward

Protected by miles of the most dangerous terrain and creatures imaginable, Cryptarchia is a haven for the highest of Castes. It is the foyer of Oubliette to outsiders from Castle Exile, providing luxuries, games, and delicacies to visiting diplomats. This is where the Veiled King entertains guests of vast importance. The finest goods are imported from all over Oubliette to please visitors. Many of its



inhabitants are powerful lesser lords in other Castles, and here even the slaves are Castes above men.

Surrounded by the abiding dark, Cryptarchia is lit along its avenues and promenades by lanterns that glow with a strictly local radiance. They are bright as fire, seen up close, but more than a few dozen steps away, they appear to wink out entirely. The technology for these lanterns comes from the World of Gloom, from a now Negation-snuffed place known as the City of Proximate Stars. There is very little of Oubliette civilization's characteristic decay in the buildings that cover Cryptarchia. Many of the structures are ancient, but they are well-maintained. Pristine gothic manors sit next to spiderweb bowers, while Incan temples and grubwrought funnel-cities form sine-waves of stone. Cultures from the World of Life, the Castles, and beyond are all represented here, and somehow the result is never garish. The perimeter of the ward, like much of the Henge, is heavily defended. It is wrapped in magics to screen it from sight and intrusion, although the occasional pack of

Leprivores does sometimes slip through. The Veiled King keeps a few dedicated exterminators for these occasions, and they are always eager to be let off of leashes made of gold and glass.

Diplomats, emissaries, and reality-tourists all have their places here. The Third Eye of Jupiter calls Cryptarchia "WHRRRRHRRHROOORRRH", a contraction of a longer hurricane, which means "Place Where Some Thought-Forms Gather And Are Not Immediately Dispersed". Others call it Embassyville or Wheedletown, depending on how their day is going. Though Star Tower and the King's Cell are the major centers of meta-politics, Cryptarchia is also an important hub for diplomacy, particularly with forces from outside the Castle. Tens of thousands of visitors live here, and each visitor holds close to their heart a dozen schemes. There are permanent businesses run by exiles from dimensions that have not existed yet: dance halls and pubs and ethnic eateries offering fare that will be the talk of entire civilizations, once they get around to actually happening. An anthropologist could write for a lifetime on the sights and sounds of a single Cryptarchian street, but the locals rarely stop to gawk at the sights. After a week of walking past monasteries surrounded by upward rain, visiting libraries where information is communicated in the stings of scorpions, and dining at tapas bars where the drinks are all covered by lightly toasted slices of ambivalence, even the most mundane visitors are inured to the strangeness.

Cryptarchia can be a hotbed for conflict, given the wide array of organizations and peoples that are represented here. Outright violence is not permitted here, but the residents are notoriously clever about getting around these restrictions. Blackmail and skullduggery are perhaps more common than they might have been otherwise. A common game to play among callous veterans is to pick a newcomer and determine what it takes to get them exiled. Rarely does the winner follow through on their plan, as there is no point in wasting good leverage, but the victory is always acknowledged, often with another round of tea cakes and venomous eels—their veins glowing bright blue with the radiothaumatic syrup with which they have been dosed.

The Cryptarchy has a major base of operations in this ward, although it lies at the heart of its own heavily defended compound, and it is considered a safe place for agents to slough off the layers of deception they usually wear and simply be themselves.

Hooks

Scab, a well-spoken Leprivore in eveningwear, stands near the edges of the ward, offering newcomers guided tours. For two pounds of godsflesh, he will expound upon the best sights in Wheedletown until he is asked to stop or until Unchivalry catches him and devours him whole. Refunds are not accepted in the event of a premature devouring.

A newcomer looking something like a cluster of braided cactuses has arrived among the embassies. It has its own plot of land, a little square of desert, and seems neither to move

nor speak. Bets are being placed on whether it is even possible to get it deported, and someone has bet the World of Life.

There has been a raid on the Cryptarchy headquarters by a party or parties unknown. The attackers left no dead, nor any other identifiers during their intrusion. Cryptarchy staff claim they do not remember the raid, and attempts to view the event with postcognition have resulted in a lot of catatonic oracles. There were no casualties from the raid, and the only clue as to what the attackers may have been after is that a very well-known records room now seems to have never been built.

The Veiled King's personal assistant, Inky, has returned to Cryptarchia after a grueling tour of the Castle. Having reported back to her master, the weary little gloom-creature retires to Cryptarchia to relax for a bit, before returning to her work. Since everyone in Embassyville knows Inky, both for her charm as well as her erudition, she's received like a conquering heroine as everyone buys her drinks and tries to trade stories with her all at once.

§8.13.2

La Grande Buanderie

Eminent Cell

Legends tell of trove buried deep underground, its halls lost to the light of the surface world, where strange things click and chitter in the unbreaking dark. There lies a fortune beyond counting: a wealth of wool and silk and linen that could clothe all the Castle if it were brought back to civilization. It is called, in whispered voices, The Great Laundry. Every sock that has ever been lost from the World of Life is rumored to land there, and prospectors have been searching Mubigild for it since no more than a century after the fall of Mubog. They have, thankfully, been looking in entirely the wrong place.

La Grande Buanderie is accessible via a small stone door in the lower tunnels near the border of Slair, or by drilling through solid rock from far above. As far as anyone can tell, it consists of a single vast cavern, with a small foyer, a stone staircase the size of the hall that climbs upward for several hours, and then a flat plateau at the top. The plateau is entirely buried in lost socks, and clumps have broken off from the edges to tumble partway down the stairs. Life in the Buanderie has adapted to its only real constant, and billions of moths scurry over the socks or wheel in the air. There are bats that feed on them, as well as things like whipscorpions that gorge on both bats and moths, and large land-crabs scuttle over the sartorial terrain—their shells made from caddisfly-like composites of stuck-together socks. Compared to the the chained megapredators of the rest of the district, the Laundry would seem like an isolated paradise were it not for the Dredgeweavers.

For as long as there have been rumors about the Buanderie, there have been stories of its guardians. Tales conflict on what they look like and how they behave, but all

agree that they are completely intolerant of intruders. The Dredgeweavers are boogeymen for some of the inhabitants of Spearfield and Grandhall—much more so than actual boogeymen, who are used in folktales much less now that they have been confirmed to be real. Draculean intelligence agents occasionally spread rumors that Vlad has them in his pocket, and that they will drag away any troublemakers. Grandhall mobsters, found standing over the bloodied and broken bodies of rivals, have been known to shrug and remark that they looked away for just a second and *this* happened. Must've been the Dredgeweavers.

There are still small communities of amateur treasure hunters that still earnestly believe the stories of the Laundry. Networking across entire districts, they search the secret reaches of Oubliette for proof of its existence. Some have made incredible discoveries indeed, uncovering underground ruins that no historian has been able to date. Still, their grand prize eludes them like a white whale waiting just beneath rolling waves.

The Buanderie is one of many spaces underground in Oubliette that is larger than the surrounding area seems capable of holding. Ancient texts surmise that these spaces could be used for rapid transportation across the Castle, but such a project would be a logistical nightmare.

Hooks

A team of Vaultbreakers in Mubigild is sinking a serious amount of capital into an expedition to the Laundry and they claim to have proof that this is the real deal. Apart from the usual crackpots and attention-seekers, the only people taking an interest in this are the Cryptarchy.

The greatest tailor in Deathborne is found shredded and stitched into a garment the like of which he had never made. No one's certain just what exactly the garment is, having holes for too many limbs, frilled skirts, buckles, laces, epaulettes, detached sleeves, and bells. Regardless of the nature of the garment, its provenance is unanimously said to be the Dredgeweavers.

If there is an entire cell of the Castle whose purpose is to house lost socks, philosophers speculate, than what else might have its own chamber? Keys? Childhoods? All the lost wireless signals from the 21st century? There is a particular interest in locating that last one, as with a little bit of magic it could be converted to an immense reservoir of arcane energy.



§8.13.3

Voidbridge

Divine Cell

This darkened monolithic gateway resides at the far end of Cryptarchia, locked in an impressive grand vault for greeting guests of the Castle. The gate itself is an inky black pool darker than the color of mystery. The portal allows powerful beings to pass from one Castle to another. Its existence is a highly guarded secret, and the Magi would be swarming over Slair if they even suspected such a thing could be found there.

The interior of the vault is lit mainly by candles, as a precaution against visitors that might accidentally or intentionally devour magic lights. Defensive wards are also not in evidence, although they swamp the outside of the vault in glowing graffiti. Complex alloys layered into the floor and walls dampen most kinds of powers that might be used here, ranging from cosmic forces to simple mathematics, and the overall sensation for visitors is described as “floaty, detached, and like being drugged.” The entire structure is suspended within a transfinite set of tetration dampeners interspersed with platonic ideal locks and non-dimensional spillover worlds.

A group of guards known as the Legates of Causality, long adapted to working under these conditions, interviews arrivals and assesses whether they pose an existential danger to the Castle. Those that do—as long as they do not

prove violent—are given temporary accommodations inside the vault, where they may accept visitors if they choose.

As this is the primary point of entrance for authorized visitors from other Castles, there is a great deal of bureaucracy and commerce waiting just outside the gates of the vault. Paper-pushing gods, goddesses, and agnostic belief-forms jot down notes, assemble official passports, zone land for new embassies, and provide one last layer of preventative screening before visitors are released on Cryptarchia.

When receiving guests here, the Veiled King organizes formations of the highest generals and troops to stand for the arrival. Guests are greeted in ceremony and treated with the utmost respect. Gifts are typically exchanged between the visitor and the King and only after a grand feast in the King’s Cell do the legislators get down to business.

Hooks

A wizened old playwright called Mr. Chambers has been quartered in a holding cell in the vault for longer than anyone can remember. His cell is windowless and there is a note taped over the front of the door that begins with the phrase “if you are reading this, then you need to be confined inside.” The guards of the vault follow this directive to the letter. None of them like to talk about the cell. However one guard, a woman named Janil, thinks she remembers hearing a story about a man who was on-shift when the cell’s inhabitant arrived. While the other guards chose to confine themselves along with



Mr. Chambers, this man sealed them in and then fled out into Cryptarchia. Janil does not know his full name, or what happened to him after that, but reasons that he would have likely ended up in Deathborne if he found a way out of Slair.

Visitors from Castle East have brought the Veiled King what appears to be a cross between a raccoon and a dog. It is both adorable and an exceedingly belligerent drunk, and it has slipped past the customs gods to bolt into the crowds of of the ward. The Castle East delegation is discreetly offering a reward for the safe return of their gift. Castle Exile is offering the same, although perhaps they have different plans in mind.

This most recent dignitary is far from dignified. Calling himself The Crooked Snake, he appears to be little more than a stubbly human male. He is greeted by the Veiled King's agent, the man in black, who detains him for several hours until the King arrives. The King, clearly exasperated with the visitor, permits him to stay for one single day. When the Legates try to detain the man in the course of their duties, he simply steps past and around and through them, as though either they or he were insubstantial. He struts arrogantly out through the closed and locked barriers of Voidbridge to make as much trouble as he can in twenty-four hours.

§8.14

Below

And I beheld the last of the ninefold seals set upon the expanse of mist, where many ages from then would stand a city-world-castle of people who were not availed of better eternities.

The voice came again, shaking the infinite expanse with its vastness.

“Thou shall not go below. It is forbidden for you and all your kind, forever.”

—From the Bible of Amat Zalam

They're just rumors. Don't go believing them just because they're compelling.

There is no beneath.

We are already as far down as a soul can go.

Ancient Region

Stranger things dwell in the darkness below the Castle. The deeper one goes, the more incomprehensible things



become. In the region known only as Below, there await phenomenon of such aberrancy that confronting them can mean being driven to madness, being subject to the revelation of unwanted metaphysical truths, or even the complete dissolution of the soul. But answers too lurk among these mysteries.

Environ: While there are numerous deep caverns and passages that lead miles down into the stones under the Castle, there is a distinct sense of difference about Below. Usually recognized as distinct and utterly-impenetrable darkness, Below is a region of metaphysical uncertainty where the laws of reality that prop up the World of the Forgotten begin to break down.

Reaching Below usually means a great deal of expert-level spelunking, a well-planned supply chain, and no small number of able-bodied mages. But that only *gets you there*. Once at the boundary itself, proceeding further means leaving behind what came before.

Inhabitants: Creatures tend to avoid the boundary area

around regions of Below. Even lichens and fungi are loath to reach its depths. Only the most inert and stable substances can last more than a few hours in proximity with the inky non-existence that waits to swallow whatever falls.

Terrifyingly, however, there are *things* that sometimes come out of this region; avatars of darkness, people-shapes of pure black that have no concept of self or existence. What they are and why they come is a mystery, or perhaps so alien are they that such questions themselves are nonsensical.

Culture: The cultures that dwell above each region of Below always have rumors, tales, stories, or legends about it, but none regularly send their members to investigate.

Forces: One does not fight Below. It simply is. Or is not. The distinction is unclear, and possibly meaningless.

Hooks

The last member of a cult devoted to entering Below is about to embark on his journey. If he goes before anyone speaks with him, he will take all the cult's collected knowledge of Below with him.

A late-modern spelunker furnished with the most advanced equipment known to man has probed Below to a nonsensical depth: his explorations have taken him past the writhing pools of darkness down to a level below the surface of the Plain of Clouds, lower than any part of the Castle itself. Here his claims falter; he seems utterly unable to put the experience to words. All that can be determined from his babbling is that he encountered a writhing inky sea as vast as an ocean.

§8.14.1

The Black Window

Ancient Cell

In Celeste, at the base of one of the towers, there is a small, unassuming, unmarked door that emanates malign promise. Beyond, one finds only a profoundly long and twisting stairwell that leads all the way down below the entire mass of Castle Oubliette. There, in the dark, there is a small room with a single window, and a simple candle. This window looks out into the center, the outside, the other part of the universe. It is unwise to look upon it.

Because the stairwell terminates behind the window, the room is only just larger than a confessional. The candle, which either never goes out or is constantly replaced by hands unseen, provides only the barest, sickly illumination for the plaster walls. It sits upon a painted wooden sill, reflecting dully in the patinated brass sash lock, and providing just enough glare that one must approach the Window close to behold the blasphemous, impossible shapes that clamor in the regimes of infinity just beyond. Close enough that one might notice that the candle provides no heat. Close enough one might be able to just *barely* pick out the beating of vile drums and the thin, monotonous whine of accursed flutes.

The Black Window is home to no man. It is an interface,

a boundary. It is a tendril of reality that gently strokes the surface of what lies completely, and utterly, beyond. Only one person is ever in the stair or the room at one time, and that viewer is utterly alone. So malign and hideous is the mere presence of the Black Window, that some return from the cell invaded, consumed with hideous purpose, humming to themselves the tune of sightless, boundless gods of infinity.

Only a simple brass latch keeps the window closed. It would be so easy to undo, the flick of a finger, maybe two if it sticks. The window itself is small, and looks like it could be opened with one hand. What could be more simple? Should you open it? Why wouldn't you? What's the worst that could happen? Just don't look too closely at those untold horrors beyond, and you'll be just fine...

Among the Seers and Cryptarchs, there are rumors that the Black Window exists so that the Veiled King can communicate with powers beyond the minds of the World of Life. Perhaps it is these beings that power the strange phenomena of Oubliette. Or perhaps they too are prisoners of this accursed place. Or could it be that the Window is a place for diplomacy, to make trades where the currency is existence itself?

Hooks

An innocent hero has looked too close. He returns to Oubliette to sow the seeds of the coming of his new masters.

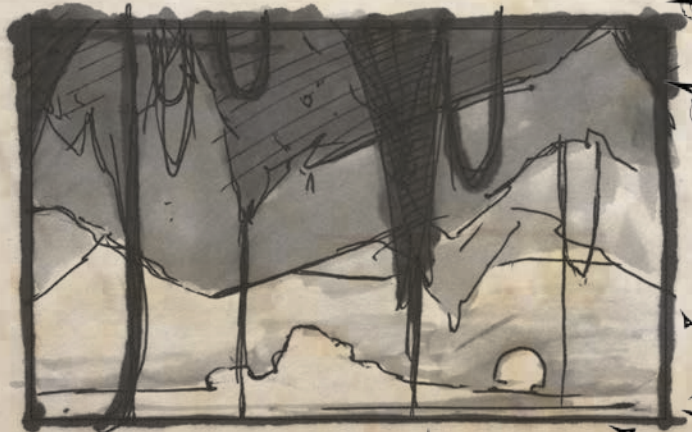
Tapping on the glass. From the other side.

§8.14.2

The Deepness

Ancient Cell

Though invisible to our eyes, there are different forms of darkness that creep through the inky pools Below. The Deepness is one such region. It slides through the shadows like a whale in the ocean at night. It is a slight thinning of the liquid darkness, smoother, warmer, and more hospitable than the rest of the void. The Deepness is integral to exploring Below, because it acts as an interface between the normal matter of Oubliette and the black stuff from the other side. The Deepness permits powerful and clever explorers a chance to fight their way through the anti-



nothingness to whatever lays beyond.

The Deepness itself moves between the many pools of darkness that exist Below. Sometimes it invades the Black Window. Other times it moves to the Seething Void or the Raw Firmament. On very rare occasions it slithers along surfaces higher up in the region, independent of other dark matter.

The Deepness allows visitors to trade the comparative safety of immobile zones of utter dissolution and complete inscrutability with the cosmic dangers and potential insights accorded by the strange anti-creatures and astronomical powers that lie on the other side of the barrier of existence. These entities vary wildly in their attributes, some are exploratory, willing to examine their new playthings, while others are infuriated by the disturbance. Communicating with these vast, strange beings is a challenge even the most mad Seers shy away from.

While it is possible to meet fates far worse than death while Below, the Deepness presents the unique possibility of interacting with beings who's very presence is abomination to the rules of reality. Even categorizing these interactions is difficult because a vocabulary does not exist that spans both sides of the boundary of possibility. Clearly, most interactions are negative in nature, but it is speculated that these moments of contact may transcend the very concepts of "positive" and "negative" entirely.

Considering all the various types of environments that adjoin Below through various interfaces, the distances and speeds at which the Deepness travels through the Negation must be astronomical, possibly transcending even the most mathematically contorted analogues for the speed of light in that strange anti-space. Cryptotheists believe that this is what draws beings of such immense power to the Deepness; perhaps it is as valuable to the inhabitants of the other side as it is to us.

Hooks

The deepness navigates to the surface. Once there, denizens of the Castle begin their poking and prodding, rapidly finding that what lies beyond its umbral surface is also beyond every expectation. There is no question that this event must be stopped before the sides of the void begin to mix.

For a brief time, a new faction of Negation-born beings pushes their way into the Deepness, excluding the violent godthings that normally lurk within. These newcomers are more than amicable, they have come to sample the carnal delights offered by material bodies. The long term effects of such liaisons cannot possibly be guessed before the opportunity is gone.

§8.14.3

The Nest

Divine Area

What sleeps here uses the impenetrable, ocean-deep shadows of the Negation as little more than a blanket. It twists like a spiral in the void, eternal, infinite, and non-existent. Like a river that slumbers or waits, it remains ensconced far beneath Mubigild, curling perpetually, a malign smile creasing its invisible face.

The Nest itself is a horrendously vast spherical hole ringed by thousand, perhaps millions of spiraling, orbit-like tunnels cut perfectly smooth through every kind of firmament that exists beneath the Plain of Clouds. These tunnels emit a strange sound that might be slithering or the crash of distant waves, or perhaps the susurrus of something lurking within. The central chamber is home to a galactic swirl of dark matter shrouded in veils of manipulated nether-dark. Artifice is evident, though what mind could conceive such fiendish, fractal complexity few can even imagine.

Eater of Stars, Shyri-Rahul, Swallower of Worlds, Otomoe, the thing that lives here has many names. Evidence of its actions litter the meta-histories. The limitless tides of novae, the crash of galaxies upon the shores of the End of Greatness, in these places are the claw-marks of this dragon of existential jeopardy. Its form is ever-changing, but also constant. It is the great wyrm of darkness, a person of shadow, a force which cannot be halted. It is the oncoming night, the final sleep, the end of that which is. It is named in a million billion dead languages, "VOIDSPIRAL," and it is the cessation.

The dragon of the end is one of the more amicable inhabitants of the Negation. It will speak to some, and will do so with sardonic eloquence and implacable logic, sometimes at great length. Often it bids visitors make peace with their precious, short eternities, for one day it will rise, the grim reaper of universes, and take even the World of the Forgotten.

It is a known phenomenon that sometimes the Nest is empty. Where the wyrm goes, one shudders to think. Some would rather believe that it has left the World of the Forgotten to devour another planetary system than the possibility that it has again taken human form (often that of a pale-skinned beauty with night-dark hair, black horns, and a koom-like tail) to roam the streets of Oubliette.

Hooks

Refugees from another dead world begin pouring through the Gate of Reason and into Oubliette. Universally fearing dragons, koom, and the dark of night, they babble about the terrible black serpent that ate their sun, crushed their moons, and swatted their remaining planets before ultimately turning its jaws on their world itself. It is good that they have not yet realized what waits below Mubigild.

Shadowed beings start traveling towards the Nest from

all over Below. Their dark bodies corrode matter and cut tunnels through the stone as they move implacably towards their goal. Once inside the Nest itself, these phantoms mill about the tunnels, as though waiting their turn. Careful examination reveals that these are suitors, here to court the empress of the ultimate void.

§8.14.4

Raw Firmament

Ancient Ward

Embedded deep in the elemental chaos below the Murder Heat is an object of fabulous provenance. A lump of origin, a piece of cosmos, the Raw Firmament is a chunk of cosmic genesis about the size of a house. Great and terrible energies boil from its surface in a constant storm of unconstrained creation. Despite its nearly-infinite mass, it hovers on a hurricane cushion of emitted possibility. Touching it is said to grant one the power of a true creator deity.

The Raw Firmament is surrounded by a convective current of constantly-regenerated matter that may in fact be driving the immense energies of the Murder Heat. Like high-speed plate tectonics, huge amounts of rock and magma churn around the lump, instantly crushing any tunnel or crevice created in the area. This mantle extends for miles, making it very difficult to make physical progress towards the core. Terrible pseudo-magics roil off of the thing, rendering most arcane attempts at exploration futile.

Those who spend too much time near the core, or indeed, anywhere near the area, are likely to develop shining halos, feathers or wings of pure white, or marble skin, but without the oversight of a divine mind, these changes are abominable. Wings sprout from the legs or chest or face, halos cut flesh like binding wire, and marble skin grows like cancer. No natives are known to inhabit the area, but this may simply be an effect of how difficult it is to traverse.

There are many who desire the power hidden at the core of this region. Lust for power drives most of them, as the ones who simply wish to be closer to their gods are quickly dissuaded by the changes wrought on other pilgrims. Nevertheless, the divinity at stake draws humans, koom, and fae from all over the World of the Forgotten to try their hand at reaching the Raw Firmament. None are known to have succeeded.

It is thought that the lump of firmament may have made its way to Oubliette the same way that mortals and objects do: it was forgotten by a god in the midst of creating a universe. Some believe that they could be granted even more power by returning the monolith to its rightful owner, but doing so would be an undertaking of cosmic proportion.

Hooks

A “native” arises from the chaotic emissions of the Raw Firmament. It is an androgynous, nearly-angelic being of searing white skin and many wings. It is able to move freely

through the solid mater of the mantle, and some think that it might be able to transport others with it.

An utterly mundane-looking elderly man appears in Grandhall, claiming to be God. He asks around, looking for a misplaced stone. He is lent credence by his spectacular inviolability. A curvaceous woman appears shortly thereafter, wearing tribal skins and bedecked with symbols of fertility. She is looking for an object of the same description.

§8.14.5

Seething Void

Ancient Region

Above a certain depth, there are pockets and pools of liquid shadow. Below that depth it becomes apparent that these pools are linked by thin falls and black trickles, down into ever-larger lakes. But the flows are reversed: disobeying gravity, the liquid flows *up* through cracks in the deepest stone, pouring aloft into these peculiar reservoirs. The liquid darkness seeps in from an ocean-wide boundary with the Negation.

What we perceive—at the lowest points reachable below Oubliette—as a vast sea of utter darkness, may in fact be a vibrating membrane that separates our metaverse from its antithesis. The Seething Void, referenced in thousands of religious texts from as many worlds, is believed to analogous or identical to the Negation, from which only extraordinarily rare data have been recovered. Normally, the sea is a completely-impenetrable meniscus that ripples with anti-harmonic infrasound. Those with powerful enough hearing at the right frequencies are usually deafened by the cacophony emitted by the region. The extents of the black sea of the Seething Void are unknown, possibly indeterminable. Its presence has been observed in a myriad of ancient texts, often behind, underneath, or beyond the bounds of the world itself. It is unclear whether the Seething Void spans all of Oubliette (perhaps even all of the Plain of Clouds) or if known sites are merely localized contact points between the strange geometries of mutual exclusion.

It is known that there are “beings” that dwell beyond the surface, but precious little can be said about them. Very few have seemed to share physical characteristics, and likewise their behaviors have varied widely. Most of these grotesque entities have proved shockingly powerful, but it is not clear whether all inhabitants of the Negation are so absurdly strong. Some sages presume that only their metaverse’s most powerful can reach the boundary, just as is the case on this side.

More than eighty centuries ago, the Cryptarchy created a team of specially-trained exolinguists and metabiologists to investigate the Seething Void and the things that live therein. The result was twofold: Castle Exile began direct intervention in the process, leading to heightened tensions between the Castles, and eventually diplomacy began between the Cryptarchy and a certain class of entities from

the Negation, which continues—*very* carefully—to this day. Few generalizations can be made about these strange communicators. Reports say that they are easily as curious about our metaverse as we are of theirs.

Many modern explorers wonder what happened to those legendary first scouts who made contact. Though Oubliette tends to prevent people from staying dead for long, those who meddle with Below demonstrate a statistically high likelihood of disappearing forever. Whether they are captured, destroyed, seduced to the other side, or converted from cause to effect, is not known.

Hooks

A being from the other side volunteers to cross the boundary for the purpose of continued scientific discovery. It is an explorer among its own kind, but here it is likely to become a specimen, if it decides to cooperate. Already the Cryptarchy is organizing some of the most fabulous magical containment ever devised, with the help of Seers, Shades, Magi, Members of the Transcendence Club, Legates, and Lords of Deathborne. No one knows if this protection will stand even a moment against the visitor.

Top-secret reports are extracted from Castle Exile, and they indicate that the leaders of that castle have in fact had their own dealings with the beings from the Negation. An arms race is imminent.

§8.14.6

The Weaving Under

Eminent Ward

As the Cataracts Vitae pound down the cliffs of Fellmoor, they punch holes in the rock, allowing the corrosive waters from above to wear down underground rivers into the foundations of the district. These rivers twist and intertwine with even more vile leachates from Celeste pouring down past secret menageries of the World of Gloom and down into impenetrable black depths below. The effect is a hideous myriad of loathsome beings whose distorted existences are the product of impossible geometries, foreign matter, and great power.

The Weaving Under is humongous, stretching under much of Deathborne, Fellmoor, Celeste, the Murder Heat, and the northern part of Mubigild. It is very deep. It is made up of thousands of narrow, branching passages, supple caves, squirming crevices, and contiguous sentient volumes. These spaces, if they can be survived, present a darkly glittering beauty inherited from the World of Gloom; richly-colored fronds, glowing pitcher-plants, pulsing vines, and sighing trees would *almost* seem familiar to koom visitors.

As fascinating as the flora are, it is the fauna of the Weaving Under that are most interesting. Here are a host of unique beings, each actually *formed* here in Oubliette, where the vitriolic waters from above deliver the energies of life and death into the sizzling plungepools at the boundary

with the Negation. Most beings do not last long, and leak back into nothingness, but sometimes they escape the event horizon and scramble up into the Weaving Under, where their alien minds ponder the strange world they find themselves in. Many are content to serve their own needs, but others are violent and aggressive towards anything they do not recognize. Few of them seem capable of language, but some are paradoxically hyper-intelligent, able to learn not just the language of visitors, but their motivations, abilities, biology, and desires.

Because of its depth, the Weaving Under is not frequently visited, even by the Magi or Seer agents. No easy passages down to this level of the Castle exist, and that means that potential explorers are forced to shimmy down hundred-foot shafts, through constricting bottlenecks, under vast and unstable boulders, and through innumerable sumps and ducts containing the fetid, caustic waters from above. Every surface is slick and sharp, and there are numerous clouds of acid and poison that hang near the pools. Highly-specialized magical protections are required to even reach the Weaving Under, unless some other cavern intersects them, which is never good for the inhabitants of the other cavern. The creatures of the Weaving Under do not generally take kindly to investigators, but a rare few can sometimes be lured close with the promise of unusual objects, such as well-cut gems, books, rubber balls, alcohol, and view masters. Despite their distrust, the creatures are very curious.

So limited are the number of explorers who have returned from the Weaving Under that they routinely meet in a particular tavern in Cistern to discuss their research, under the moniker “Weavers.” This handful of people will freely give anyone who wants to try the depths their formulae and maps so long as prospective explorers promise to support the project should they escape. Most do not.

Hooks

By some miracle of random chance, the flumes of the Weaving Under have produced a remarkably accurate representation of a young adult koom. This creature has no language yet, but is far less aggressive than its cousins, and immediately begins exploring the entire cave system. It's liable to escape into greater Oubliette any moment, and while it appears quite friendly, it is still the product of Negation. Perhaps not even the Veiled King knows what would happen should it become angry. Or touch someone. Or do anything.

Providence smiles on the Seers. Through Magi intermediaries and Guild contacts, they begin moving a vast drilling platform from its appearance in the Murder Heat to a position on the border between Fellmoor and Mubigild. Drilling commences immediately, ploughing through miles of rock and mine and goblin territory as the operators aim ever deeper. They hope to hit the Weaving Under very soon.





§9 The Other Side of the Veil

Below the spire, the city churns. Pinpricks of light twinkle for hundreds of miles. The roar of constant motion is only barely drowned out by the freezing, thin wind.

So many people, so perfectly trapped. And yet, somehow, they still continue. They struggle onward, toward goals as inscrutable, foolish, futile, and diverse as the denizens themselves.

Around you gather night-dark wing shapes spanning the length of city streets. They fold up, perching on the pinnacles of the nearby towers.

It is time to begin.

Being the game master of an Oubliette campaign is a challenging but rewarding experience. Your job is complex:

- ☞ **Make sure everyone's having fun**
- ☞ Provide interesting and dramatic content for the group to explore
- ☞ Guide the Players along character arcs
- ☞ Keep the game moving
- ☞ Help the characters fail forward
- ☞ Resolve Player disputes
- ☞ Arbitrate any ambiguities

§9.1

Game Setup

The first thing the GM is likely to need to do is set up a new game for the group. While it's possible to sit down with the book for the first time in the first session, GMs will be better off preparing for the game in advance. How much you prepare for the game depends on your comfort level with role-playing games, the expectations of the group, your familiarity with the Fate system, and your familiarity with the ideas and setting of Oubliette. Of course, I hope that you read the whole book first, but that's not always an option, nor is it always necessary.

§9.1.1

Getting to Know the System

The first step to running a successful campaign in Oubliette is to get to know the rules system. With nothing but the rules and a rough idea of what's possible in Oubliette, you can run a campaign. It might not include much of the presented lore, but you don't strictly *need* the

lore to run the game itself.

The rules, however, are integral to making the game a game, instead of being a freeform role-playing world.¹ For an overview of how the game works, read *The Basics*^{p8} in the *Awakening* chapter. This is also a good place to direct new Players unfamiliar with the rules of Fate or Oubliette. As the GM, it will be your job to describe and adjudicate the rules of the game. Remember also, however, that Oubliette and Fate are “fiction-first,” meaning the rules exist to support the story, not the other way around.

Since most of the rules of Oubliette revolve around characters, most of the rules are presented in the character-oriented chapters *Denizens of Oubliette*^{p19}, *Forging the Unbroken*^{p67}, and *Into the Fray*^{p126}. The remaining rules focus on running the game and are found in this chapter.

You don't need to have all the answers up front. In fact, some GMs aren't experts in the rules, and defer to Players who are to figure out how to deal with *Edge Cases* and *Rulings*^{p228}. In the end, though, it's your responsibility to make sure the rules work and don't get in the way of having fun and playing the game. Until everyone's comfortable with how things work, you may find yourself explaining the rules for unusual situations a few times.

If you've got a good handle on the rules of Oubliette (or Fate Core) you can also use something like the Fate Toolkit to modify or add to the game.

§9.1.2

Getting to Know the Setting

The next step is to get acquainted with the World of the Forgotten. The lore of Oubliette is deeply integrated into our version of the Fate Core rules, so it will be hard to miss some concepts, such as Caste, Factions, and Races. But Oubliette is a big giant sprawling place full of inherently unusual phenomena. Much of the meat of what's going on is contained in descriptions of life, the people who live it, and where they live. The lore is distributed across the entire book, but topics are organized together: lore about people, the groups they form is found in *Denizens of Oubliette*^{p19}. Lore about living in the Castle is found in *Oubliette's Life Eternal*^{p10}. Lore on the abilities and skills

¹ If that's your group's style, feel free to use as little of the rules as suits your group. It's still probably best to read them, because they help emphasize what's possible and likely in Oubliette.

of the people can be found in Aspects of the Unbroken^{p77} and Arts of the Unbroken^{p82}. You can find a wealth of information about Castle Oubliette and its environs in The Castle Itself^{p145}. Finally, specific events, people, and creatures can be found in the Appendices^{p230} at the end of the book.

Oubliette is a lot to take in all at once. The Castle has lots of moving parts and a wealth of factions and people with different goals. You may find that it's easier, for your first game, to focus on a specific area or faction. This allows you to focus your energy on reading about things that are important to your specific campaign without getting too bogged down in the minutia of the rest of the world. On the other hand, skimming through the entire book can give you a horde of interesting ideas to play with that the Players might not expect. Once you've had a chance to really pore over the book, you can start to integrate other ideas and the deeper lore of Oubliette into your campaign.

Make sure to remember that the lore exists *to give you and the group ideas for your own campaign*. You, as the GM, are the final judge of what parts of this book are true and what parts are not in your own game. You are well within your rights to declare that there are actually a whole succession of Vlads who have ruled throughout the ages, or that Oubliette is actually a city in Hell. Don't be afraid to take the minotaur by the horns and steer it where you want it to go. But you also don't need to feel like you *have* to change anything, if you and your group are comfortable with the way things are presented.

You should also note that not all of the lore directly pertains to a specific rule, or vice versa. There are, for example, no specific rules listed for hazards in the Murder Heat. This is because the environment is the domain of the GM. If you want to make the heat a meaningful physical challenge to the Players, it's up to you to decide the appropriate level of the Overcome roll.²

§9.1.3

First Court

Your First Court is sort of the last phase in a zeroth step which would be summarized as "Get to Know your Players". Chances are, you've probably already started this process before even picking up the Oubliette book. But if not, then the First Court will be even more vital for you.

The First Court is a tool for you to get everyone on the same page. It helps you clarify what sort of campaign the group is interested in playing, what sorts of Players you have, and what their expectations of you and each other are. Many games do not have an explicit analog to the First Court and expect you to know how to do these sorts of things yourself. Oubliette presents a section on it, but if you have more specific questions for the group, make sure to present those as well. And make sure to take some decent

² You can, of course, simply use the Rank of the district, ward, or cell as a basic difficulty rating, as described shortly.



notes, as you'll probably be referring back to them for future content and ideas.

It's a good idea to talk to your Players before starting an Oubliette game. Oubliette is a different genre and has different themes than a lot of other popular role-playing games, after all. But your actual First Court session should probably occur after you've already familiarized yourself with Oubliette, so that you can guide and refine the discussions. Your First Court is also a great place to figure out what sections of the book you should refresh yourself on for the later parts of the campaign. If your Players are all leaning away from human, read up on the races they're interested in. If they like the idea of the Guild, read up on that faction and its allies and enemies. Remember that you're running the game for everyone, and try to be flexible. Even if you have a story in mind already, chances are that it can be adapted to fit the characters your Players want to play.

§9.1.4

Character Creation

Unless you're modifying the rules, Character Creation should be relatively straightforward, as described in Forging the Unbroken^{p67}. You'll need to pick a Starting Caste for the group. You'll probably be able to get an idea from the character concepts the Players are interested in. See if you can fit these into a spot somewhere on the list of Castes^{p20}. This will provide not only the basis for the PCs, but also *the basis for the adversaries and challenges you throw against them*. If they decide to start as Dregs, you probably shouldn't be throwing gods at them in the first session, at least as achievable goals.³

You'll probably find that Players who have access to the Oubliette book don't actually need *that* much help creating their characters. Aside from having character sheets on hand, you can help out by printing off copies of the Quick & Dirty^{p67} outline for everyone, or by walking the group through the mechanical bits first. Be ready to

³ You could certainly use them to set the tone, but don't expect them to fight and win against these characters. See The Truly Powerful^{p220} for more information.

look things up or pass the book around to answer questions that arise. Some groups even have one book per Player, or close to it, so that Players can check and reference things independently, without having to bother you about it. This is especially the case if you can deputize a Player to help you with the rules.

You'll probably also find yourself answering hypotheticals about where the game is headed, what might happen, and what they should prepare for. Answer these questions as best you can, look up answers to lore questions (or simply decide the answer, regardless of the lore), and look back at your First Court notes.

§9.1.5

Party Structure

The Fate Core system is not a tactical miniatures wargame; your group does not need a designated healer, tank, or DPS, in part because *you* are not obligated to present certain challenges or present issues in a rigid way. Let the group grow organically from the character concepts the Players are interested in. If there are multiple characters who have taken on the same role, try to make sure they approach it in different ways, but don't worry overmuch about them getting in each others' way. Provide challenges for them that let them shine; they're the heroes (or anti-heroes) of the story, after all. You may even find that it's better to keep the Players close enough in capability that it's easy to explain how they ended up together rather than trying to describe why a dragon is running with a dragonslayer on missions in Deathborne⁴.

Above all, try your best to tie the PCs together as much as possible before the start of the game. Making sure the PCs know each other and have relationships already goes a long way to smoothing out the introductory parts of the story, particularly if the group is going to be tasked with some challenge early on. It allows you to skip through the awkward tavern scenes and hiring process that many adventure-laden games begin with. When in doubt, task each Player with coming up with a relationship they have with at least one other Player. They can even use this as their Relationship Aspect.

§9.1.6

Narrative and GM Style

Think back to the Preplanning questions of the First Court. Try to match their answers up with your own style of game mastering. If they prefer to have things planned out in advance and like to follow a story line, try to accommodate that by sketching out a high-level plot line and detailing it out as you have time. If they prefer the opposite and like to pursue whatever presents itself to them, try to anticipate the possible courses of action, or present ideas that they're likely to explore. Avoid distracting them with interesting NPCs

who have no relation to your current ideas or direction. Think about it as *The Law of Conservation of Detail*: every detail must be important, we only have so much time to play the game.

A good way to handle planning without over-doing it is to think on a strategic level while the Players are working on a tactical level. If you're working ahead with where the story is going, set up your story at a higher level, where you have general thoughts about what will happen rather than specific encounters written up in advance. This way, you can adapt to whatever your Players are trying to do at the moment while setting up new goals for them just out of reach. As they move into range of one, the next one looms. This is, of course, only one way to run a game. *If you're an experienced GM and know your Players, do what works best for you and your group.*

§9.2

Running the Game

Being the GM means you have a lot of jobs to do, but a major portion of them relate to providing the narrative background to the story the group is telling. You will describe the situations, environments, and events the PCs find themselves in, and narrate how the action proceeds. While doing this, you'll be using a number of narrative tools and rules that exist in the Fate Core system, as well as more abstract concepts that are not "game rules" *per-se*, but are still integral to how the game functions.

But don't worry. If you've ever read a story, seen a stage production, or watched a hologram, you likely have the tools in your head already.

§9.2.1

The Narrative Itself

When we refer to "the narrative," what we mean is the story of what is happening in the game world as described by the GM and the Players. This fictional world is where the events of Oubliette occur, otherwise there would be preens in your living room and goblins eating the snacks. This is an important distinction, because Players and their characters (including you and your NPCs) *are not the same entities*.

You, as the GM, want to move the story along and make the game fun for everyone. Your frustrated werebeast foil NPC wants to escape the PCs and their investigation. The PCs want to uncover the truth behind what happened with the NPC and her connection to the main villain. The Players themselves want to have fun and portray cool characters.

As you can see, the Players can often have goals that completely oppose the goals of the character. This clearly manifests within the game mechanics as Compels. Sometimes it's more interesting for a character to fail than succeed, and Compelling Players allows you to entice them into such situations by offering them bits of extra narrative control to be used later on.

⁴ The Bonehorde^{p58} invasion makes for strange bedfellows.

§9.2.1.1

Narrative Control

“Narrative control” means who has permission to describe what happens to a given person, place, or thing within the game. **Both the GM and the Players have their own default areas of narrative control.** The Players, by default, control the actions and emotions of their own PCs. The GM, by default, controls the actions, emotions, events, and situations going on *around* the PCs. When a PC attempts to do something, the GM determines whether they are automatically successful, whether they need to roll to see what their degree of success is, or whether that action is simply not valid in the situation. The GM, in turn, sets the scene and describes what is happening, but the Players respond to that as they see fit.

For people who’ve played a role-playing game before, this may seem like common sense, but it’s important to understand the foundation of the activity of role-playing, if only for the sake of our deeper understanding of how Fate Points^{p79}, Aspects, Invokes, Compels, and Declare a Story Detail actions work.

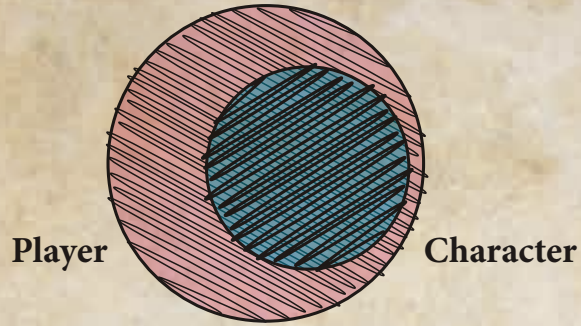
Character Aspects, such as High Concept and Relationships, help the Player define their PC’s area of narrative control. Invokes allow Players to capitalize on this domain of expertise, expanding their narrative control. Compels force a character to act within the bounds of some Aspect, whether it’s their own Trouble or some other Situation Aspect, reducing—but not *removing*—their narrative control. Declaring a Story Detail allows a Player to add in a new narrative element pertaining to one of their Aspects, thereby increasing their narrative control in a situation. Boosts and Aspects Invoked *against* a PC reduce their narrative control by making it harder for them to succeed at what they want to do.

§9.2.1.2

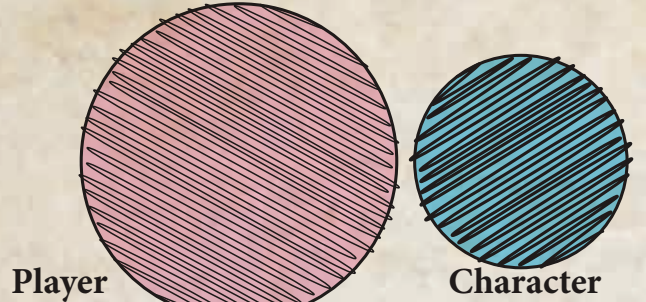
Who Knows What

Goals are not the only thing that can differ between Players and their own PCs. *Knowledge* is also not necessarily shared. The Players will often know things that their own characters will not—particularly if they’ve read the entire Oubliette book or have played in several campaigns already. The PCs often have incomplete (or even patently false) information about a situation they find themselves in, because that is the nature of drama. Remember that this is also the case with you, the GM, and your NPCs. Few NPCs will know the whole of any topic. They act on beliefs they have and make mistakes because they did not have the correct information at the time, just like the PCs. While misunderstandings don’t happen *all the time*, they are still common occurrences when multiple parties are withholding information.

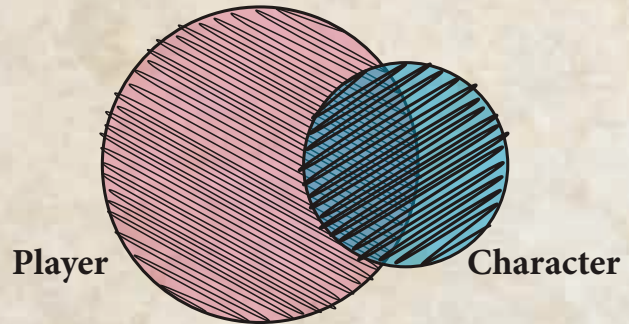
You will also notice that there are certain pieces of information which are “hidden” further back in the book, here in *The Other Side of the Veil*, and beyond in the Appendices^{p230}. This is intended to reduce the chance that the Players come into contact with information you



D&D™ / Tactical Game
Character is the Player’s avatar



Fate Core™ / Narrative Game
Character and Player are separate entities



Oubliette
The Narrative informs the Avatar

may want to use for twists or story details. Nevertheless, it is the job of the Players to portray **their characters**, and not themselves⁵ and avoid acting on information their characters couldn’t possibly yet know. Some Players are better at this than others, so I’ve elected to keep as many of the secrets of Oubliette back here as can be managed. Anything forward of this chapter can largely be considered “fair game” knowledge for an appropriately-described character: A powerful wizard may have done battle with the Bonehorde^{p58} or may have even visited Celeste^{p189}, but no one is *assumed* to know the truth of The Selection Bias^{p379} or The Veiled King^{p384}, unless it has been worked out ahead of time with the GM. For more of these secret details of

5 See The Basics^{p8}

Oubliette, refer to the Legendarium^{p378}.

If someone *does* end up utilizing information their character wouldn't know, remind them about it. The GM *can* declare an action invalid, but you'll want to explain *why* you're invalidating the action. If it turns out that their knowledge makes things more interesting, roll with it, but clarify with the Player that their character is unlikely to know that info and work with them to figure out how they found out about it. If it's particularly advantageous, you may even request a Fate Point from them in the process, turning the whole interaction into a kind of backwards Declare a Story Detail^{p80} action.

§9.2.1.3

Dramatic Irony

Sometimes, whether because the Players are experienced in Oubliette, because you've told them in advance, or because it simply makes sense, the Players will enter a situation where they know that the information their PCs are acting on is inaccurate or false. In fiction, this is called "dramatic irony," and refers to when the viewer or reader knows something that the character in the story does not. This can be a highly-effective way to build drama and tension at the gaming table, but it can also be difficult to moderate. If your Players have difficulty separating themselves from their characters, it's probably best to avoid an overabundance of dramatic irony. If your Players are skilled and experienced story-gamers, you may end up diving into dramatic irony deeper than another group would have, just to heighten the tension.

Some Players may even introduce their own dramatic irony by leaning heavily on their PC's Trouble or Goal even in the face of clear evidence that this may eventually be disadvantageous to them. This usually leads to interesting, human, rounded characters, but can also lead the group astray if the Player pursues their misapprehensions too energetically. Always be prepared to help the group get back on track.

§9.2.1.4

Secret and Hidden Aspects

Fate Core proscribes a certain flavor of narrative control that is heavy on the dramatic irony. It assumes a group and campaign setup where all Players sit at the same table and can read all the sheets of every written character. You may elect to run Oubliette this way, but you need not do so. Players will need to create or discover Advantages to use them *either way*, meaning that you can keep the NPCs hidden if you choose, or need, to do so. It's important, in these cases, to helpfully remind the Players of things that *they* may have forgotten, but their characters have not. Having a certain amount of information about the Aspects in play is what allows the Players to Invoke and Compel actions. Without that knowledge, they do not have the proper narrative control they should.

In the event you want to have a character with a secret interact directly with the PCs, you don't have to make

that secret a direct and obvious Aspect. You might replace a Vaultbreaker spy's High Concept with **ALWAYS HAS A SECOND JOB**, something that indicates that there may be more going on, without explicitly stating so. This is extremely useful when crafting situations or campaigns that focus on investigation or discovery.

§9.2.1.5

Overrides & GM Fiat

Sometimes, for one reason or another, you may realize that you simply need to prevent a Player from taking some action. This should be exceedingly rare; doing this at all may damage the Player's sense that they have any narrative control over their characters at all. Nevertheless, there may be a point when it is necessary. If you encounter one of these situations, explain why the action is invalidated as much as you can without revealing too much, but also *give the Player a Fate Point* in exchange for the override. Again, this should be a last resort.

§9.2.2

The GM & Fate Points

Now that we understand what narrative control is, we can make proper sense of what Fate Points actually are: **Fate Points are tokens that permit a little more control over the narrative than would normally be the case.** Players can use them to gain advantage over the situations and NPCs the GM throws against them, and the GM can use them to gain advantage of the PCs in turn.

How GMs use Fate Points is similar to how Players use them, with some exceptions.

GMs have a pool of 1 Fate Point per PC in the scene. This pool refreshes every scene. If you gain a Fate Point at the end of a scene, it is added to the next scene's pool. This pool is for all NPCs you control: you can have any NPC use as many of them as you wish. You can receive more if the Players Compel one of your NPCs, or Invoke one of their own Aspects against them.

There are three types of Fate Points that are "free" for you:

- ☞ Fate Points you award to a Player when they Accept a Compel^{p80} are not taken from your pool.
- ☞ When a Player is Conceding^{p142} a Conflict, that Fate Point is not taken from your pool.
- ☞ The GM should avoid making the Declare a Story Detail^{p80} action for NPCs, instead offering Compels on appropriate actions.

In other words, you can always perform these actions and grant the appropriate Fate Point, regardless of how many you have left for the scene.

§9.2.3

Situation Aspects

One of your most powerful and easily overlooked tools in your GM toolbox is the Situation Aspect. GMs experienced in other games will often describe situations in

complete, luscious detail, but may easily forget to turn that description into useful Situation Aspects that the PCs and NPCs can use.

When describing a locale, make a note of the main features. Does the courtyard of Castle Dragomar have **Flourishing Gardens**? Does the floor of the Butcherblock Abattoir have **A Floor Slick with Blood**? Besides being visually stimulating to imagine, these are *actual useful mechanical parts of the scene* that characters on both sides of the veil can utilize. Often, you can mine the descriptions of districts, wards, and cells for potential Situation Aspects. Other times, Situation Aspects will leap out at you as vital to the story.

§9.2.4

Motivating Players and Characters

It is implicit that the Unbroken do not remain so for long while idle. Every PC should have either a Goal or a Relationship for you to rely on, but beyond that, the PCs should be proactive, at least within the bounds of their persona. Remind indolent fighters that they are warriors at heart. Tantalize fearful wizards with unknown powers. Tease lazy rogues with scores they can't pass up. In your First Court, you should be able to figure out what makes your PCs tick. If the Players aren't interested in some action, find something that they *are* interested in, or at least reorganize things so that they have a reason to be interested in the tale before them. If the Players suffer from Risk Aversion^{p233}, remind them that the story is theirs, that their PCs are comparatively immortal, and that they are *the main characters*.

More difficult is when the Players themselves begin to lose interest. The first thing to do in this case is to *talk with your Players*. Figure out what they think is missing, and work to incorporate it. And remember, everyone's first job is to have fun.

§9.2.5

The Fate Fractal

You may encounter a number of unusual situations that don't appear to be covered by specific rules, such as linguistic issues, large-scale construction, environmental hazards, traps, or army-versus-army combat. In these situations, fall back to what you already have: rules for characters.

You can treat anything in the game world like it's a character. Anything can have Aspects, Skills, Stunts, Stress Tracks, and Consequences if you need it to.

The Draculeans are finally moving against the Bonehorde. Because the PCs aren't directly fighting either, but assisting and negotiating with both, the GM models both hosts as single characters.

The Goblin King is annoyed with Wilhelm's interference in his

recent plans. He captures the dragonslayer and places him in a customized, multi-layered puzzle appended onto the Arena Maze. It is so fiendishly complex to escape from, and so deeply personal that the GM builds it as a character, designed to foil Wilhelm's escape attempts.

You don't need to do a full writeup for every unusual situation. An inhaled poison might, for example, need only an Aspect and a single Skill. A wall the PCs intend to break down might only need an Aspect and a track of Stress boxes. Generally, it's a good idea to include an Aspect or two, to allow the PCs to figure out better ways to deal with the problem than simply bulling ahead.

§9.3

Opposition

It is futile to search for them, for it is they who brought into being this world. Their fingerprints are so great that they mark only the cosmos on the grandest scale. Universes are their cells, and eternity is their blood. We cannot know them.

—Lord Malvern of the Brotherhood of Ultimate Wisdom

Providing opposition to the Players is always a balancing act. You don't want to make the game too easy, so that they walk all over their opponents, but on the other hand you don't want to crush them so thoroughly that they stop coming to sessions either. The middle way is the golden path. You want to challenge them, but not hammer them into the ground. This can be difficult, especially if you don't yet have a solid handle on the mechanics and the group dynamics.

When creating opposition for the Players, remember that this the goal is to have fun. You're not trying to simulate the world in exact detail, *you're trying to make the story of the PCs more interesting and exciting*. It's alright to try to tell a specific story with your opposition and the events occurring, but don't let that get in the way of entertaining the group.

§9.3.1

Obstacles, Adversaries, and Challenges

At the most fundamental level, there are three sorts of opposition.

Obstacles are discrete things that must be maneuvered around. Physical obstacles include terrain, traps and devices, locked doors and other blocked passages, surveillance against intrusion, and a host of other things. Social obstacles include wary merchants, suspicious potential allies, bullies, unfriendly locals, and other people standing in their way. Logistical obstacles include distances that must be traversed, lack of local support, hostile climates, poor business markets, lack of resources, and deficiencies in manpower. **Usually, an obstacle provides passive**

opposition and is dealt with by Overcome Actions.

Adversaries are people who are specifically trying to stop the PCs. They are more tenacious than NPCs that are used as obstacles. They will often try to outmaneuver or overpower the PCs, and may be just as proactive, if not more so. Adversaries are often the most memorable part of the GM's opposition. Having interesting and dramatic adversaries can be an entire story unto itself, as the adversaries can drive challenges merely by being present. Note, however, that your adversaries need not be "villains," they can just as easily be rivals or misguided allies. **Usually, an Adversary provides active opposition and is dealt with by opposed rolls, Contests, and Conflicts.**

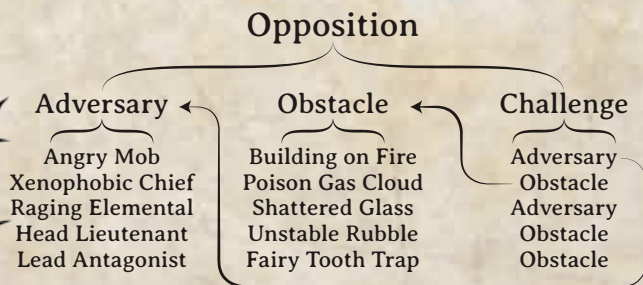
Challenges (not to be confused with Skill Challenges^{p133}) are more abstract than obstacles and adversaries, and are often composed of several instances of each other type of opposition. A glass-strewn hallway is an obstacle. The guard watching over it is an adversary. But the challenge is not just the hallway. The challenge is the entire process of figuring out how to get into the building, get the rune stone plot device, and get out again. Sometimes, you will be able to give the Players some information on how to tackle the challenge, while other times part of the challenge itself will be figuring out how to proceed. **You will find that Players excel at finding creative solutions to challenges.**

§9.3.2

Obstacles & Difficulty Ratings

Because obstacles provide passive opposition, you'll need to figure out what the difficulty rating of a given obstacle is. **You'll need to do this in advance of the roll, and tell the Players what it is,** so that the Players can decide whether they want to spend some of their hard-earned narrative control (in the form of Fate Points) on the action.

Coming up with difficulty ratings for every Skill roll seems like a daunting task, but as you gain experience it will become second nature. Remember that a character's Skill



cap is determined by their Caste, and grows from +2 to +11. Fate dice allow a variance of +/-4.

Note: It's best to leave the use of Fate Points out of calculating a target rating. Target ratings should usually be figured based on a character's normal abilities, leaving Fate Points to the Players to use for overcoming bad rolls or assuring success.

§9.3.2.1

By Rank

When you just need a number, right now, it's often easiest to simply use the Rank of the area the PCs are in, or the Rank of the critter they're interacting with. This doesn't allow for much variation, but there's basically no faster way to come up with a target rating without simply making it up off the top of your head. Note that characters *specialized* in the task will usually succeed at these ratings, because their Skill cap is likely to be 2 higher than the rating of the roll, assuming they're up against an even challenge.

There are, of course, more precise ways of generating target ratings.

§9.3.2.2

Fate Dice Probabilities

When discussing target ratings, it's useful to see how likely Players rolling Fate dice are to meet or exceed certain bonuses. While it's clear that Fate dice produce a normal curve distribution, what the likelihood of getting a particular number or better is not as obvious.

At Least	Likelihood
+4	1.23%
+3	6.17%
+2	18.52%
+1	38.27%
0	61.73%
-1	81.48%
-2	93.83%
-3	98.77%
-4	100.00%

From this chart, we can see that Players will be rolling their exact Skill rating or greater more than sixty percent of the time. We can also see that rolling a +2 should happen almost once in every five rolls, roughly 20% of the time. If we set a target number at a PC's Skill + 4, they're very unlikely to actually reach that target without the help of Stunts or Aspect invocations. Assuming 1 Invoke and 1 Stunt (worth +2 each) contribute to a character's highest plausible Skill roll, [PC's Skill + 8] is the highest we can put a target number while allowing the PC a chance of success.

§9.3.2.3

Skill-Relative Target Numbers

There will be times when you want a roll to be based on a specific character's skill. You can do this when you only want to consider how likely the character is to succeed, regardless of how powerful the character is, where that target number lies in relation to other difficulty levels, or whether another character could hit the same target number.

Lucette's Lore is +6. The GM wants to make sure that figuring out who Vissa's mother is is challenging but not impossible, and so adds +3 to her Lore for a target number of +9. Lucette



needs to roll a +3 (approximately a 6% chance) or a +1 (about a 38% chance) with a bonus from an applicable Stunt to succeed at a minor cost. Lucette can be even more sure of her roll by Invoking an Aspect for a bonus, but probably won't go to these lengths unless the roll is important.

§9.3.2.4

Caste-Relative Target Numbers

There will also be times when you want to set a target rating appropriate for a particular Caste, without regard to whether the actual PCs can meet it. This often happens when the PCs engage in activities that are usually ascribed to more powerful groups or cliques.

Absolution wants to try playing the Sumeilugarion. The difficulty of doing so is completely independent of her ability; lore has already established that this instrument is difficult even for masters of music and acoustics.

To pick a Caste-relative target rating, pick a Caste and therefore a Rank, and determine how difficult the task is for someone of that Caste. Apply a positive or negative modifier to the Rank based on this difficulty.

The GM wants to make sure that figuring out who the Veiled King is is something that would be hard even for an eldritch being. Eldritch is Rank 7. Adding +4 for the relative difficulty at that Caste gives the GM a +11 target number. Lucette, with

her Lore of +6, could possibly hit that with several bonuses or a great deal of luck, but the GM can be relatively certain it's not going to happen barring some resource use.

Caste-relative target ratings can also be used to determine “realistic” target numbers by specifically being independent of the PCs’ Skill ratings.

§9.3.2.5

Static Target Numbers

You can, of course, simply pick a number for a target rating. As you gain more experience selecting target ratings, you will have a better feel for this. You can also refer to the Passive Opposition Chart^{p230}, which lists some example actions by target rating.

§9.3.2.6

Active Opposition

Another way to determine a target rating is simply to assign an NPC to the situation. Opposed rolls are somewhat more complex than selecting a number, but they have more narrative weight than simply selecting a target out of the proverbial hat. This option is not valid for all situations, but sometimes you can use this as a method for comparison. Something easy for the denizens of Deathborne is very different from something that is easy for the folks of Grandhall.

§9.3.3

Handling NPCs and Adversaries

Adversaries are NPCs you control. They can have as much or as little detail as you need. Sometimes you have a fully fleshed-out villain with a full writeup, group structure, objectives, and a backstory. Other times you may only have a rough idea and some stats. You may also find yourself inventing new characters on the fly, ascribing them traits before you even know what their Skills are. All of these are fine. Fate Core permits you to handle NPCs organically, which means it is easy for you, the GM, to make things up as you go. This reduces the preparation you need to do for your sessions: you can always think up new adversaries to stand in the way of your PCs as you go along.

Because adversaries are more complicated (and end up in more complicated situations) than obstacles, several sections follow dealing with different parts of NPC adversaries.

Remember also that not all NPCs *are* adversaries. Most of the inhabitants of Oublette have their own problems to worry about, and don't much care what happens to the PCs. A few might even be allies of the PCs. The next sections deal with NPCs, adversaries, and allies interchangeably, but remember what the purpose of a character is. *How* you build an ally and an adversary are the same, but *why* is completely different.

§9.3.4

Designing NPCs

There are a fair number of creatures, people, and things in between in the Bestiary^{p239}, but you will probably find the need to craft your own relatively early on.

Oubliette knows no difference between an intelligent, civilized character and a mindless, savage monster, at least mechanically. Both are built the same, and both are referred to as “NPCs.” If the distinction is necessary, simply work it into the NPC’s Aspects, Skills, Stunts, and description.

§9.3.4.1

Leaving Blanks

First, let it be said that the **NPCs can be made up of varying levels of detail**. NPCs are not Player Characters; they are not the main focus of the story. Some may come close, but make sure that they don’t steal the spotlight from the PCs. Because they’re not the center of attention, they don’t need as much narrative detail as PCs do. The simplest might be just a name or concept, such as **BONEBRACKEN**

GUARDIAN FAE. More complicated ones might get a full character sheet of vitals, Aspects, Skills, Stunts, Stress, Consequences, and even background. You aren’t obligated to create full write-ups of any NPC you make. Instead, just get down *what you need to know about the character*, and leave the rest blank. You can fill the rest in later, if you even need to.

§9.3.4.2

Capability & Survivability

Before we describe how to build NPCs, we first need to define a few narrative terms. This will help us differentiate NPCs from PCs, and help you assess their abilities in comparison.

Capability is a character’s ability to influence the world around them and the story they are in. Capability is measured with Caste.

Survivability is a character’s ability to stick around and *keep* influencing the story. Survivability is measured with Focal Importance.

You’ll already be familiar with Caste, but you may not have heard of Focal Importance yet, as it is a GM tool, not one that the Players need to worry about. Focal Importance is like the importance of a character’s role in a film. Some characters don’t even have names and are defeated by the wagonload. Some have names but are still subsidiary to the real movers and shakers. Then there are chief villains of the tale, around whom the rest of the opposition is often gathered. The more important a character is to the story, the

higher their focal importance, and the more information you’ll probably want to have about them.

Capability and survivability are disconnected. They influence each other in both directions. A nameless NPC of high Caste will be very tough to defeat just because of their influence on the world around them. A low Caste NPC of high importance may last a lot longer than would be expected just because the story is more interesting that way. The mechanics of NPCs (which are slightly different than those of PCs) support this method of sorting characters by narrative importance and influence.

§9.3.4.3

Focal Importance Levels

This chart describes several levels of focal importance, or “focus.”

☞ **Nameless** NPCs are mooks, minions, and background characters who have little influence on the story individually. They can be come formidable in great numbers using Assistance or forming Mobs, as described in Working Together^{p144}.

☞ **Tough** NPCs are similar to nameless NPCs, but are slightly more durable and survivable. They often act as the leaders of groups of nameless NPCs.

☞ **Supporting** NPCs⁶ are often either neutral towards or allies of the PCs, but may be enemies as well. Supporting NPCs often have names, and have roughly equivalent capability, but are slightly less survivable than the PCs.

☞ **PCs** are the absolute baseline when defining other characters.

They are capable and survivable, but they are not the strongest on the field, nor can they last forever. ☞ **Challenging** NPCs are the lieutenants, mid-bosses, and right-hands of the main adversaries. They are usually more capable than an individual PC, and just as tough.

☞ **Main** NPCs are the leaders of the opposition and the linchpins of the story. Often without the main NPC, the story itself can grind to a halt. Main NPCs are both more competent and more survivable than a single PC.

Sometimes you know the exact focus of a character, but sometimes you do not. Sometimes an apparently unimportant character claws their way up the ranks of importance to become someone the PCs know very well indeed. In these cases, it’s okay to start with a lower focus and move into higher levels as the story moves on and the PCs uncover more about the character. The opposite is rare, but can happen too.

⁶ Note that just because an NPC may be “Supporting” that does not indicate that they are supporting anyone in particular, on either the side of the PCs or their adversaries. They are supporting the story, rather than a side.



§9.3.4.4

Focus Chart

Focus has a direct effect on the statistics given to an NPC, not unlike how Caste determines parts of a character's abilities. Together, Caste and Focus determine what the appropriate statistics are for a particular NPC.

Focus	Skill Multiplier	Stress	Consequences	Refresh Multiplier	Refresh Bonus
Nameless	≈1/2	1	0	1/2	0
Tough	≈1/2	2	0	1/2	0
Supporting	1	2	2	1	0
PC	1	2	3	1	0
Challenging	1	2	3	1	+2
Main	1	3	3	1	+4

Skill Multiplier: This determines how many Skills the NPC gets in comparison to a PC. Nameless and tough NPCs don't have (or need) as many Skills as the PCs; the story isn't about how good the mook is at his hobby. For these characters, just **fill in the top half of the Caste-appropriate Skill loadout**. You're essentially "leaving blank" the rest of the detail, which you could theoretically fill back in if you wanted. Other characters get the same Skill loadout as a PC of their Caste.

Unlike other values, **the number of Skills an NPC can have is approximate**: if a nameless NPC needs one or two more Skills to make sense, then give them more. If they don't even need half the PC loadout, just leave the remainder blank.

A Rabble PC would get a loadout of 4 3 3 2 2 2 1 1 1 1. A nameless NPC might have 4 3 3 2 2 2 1 1 or 4 3 3 2 2 2.

Stress & Consequences: NPCs can have more or fewer Stress boxes and Consequences. **The Stress column tells you how many base Stress boxes the NPC receives per-track**. Consequences are slightly more complicated, but only just. PCs receive 3 Consequence slots, one of each Mild, Moderate, and Severe. Challenging and Main NPCs do as well, but Supporting NPCs receive only a Mild and a Moderate. Note that base Stress^{p74} and Consequences^{p75} are independent of Caste.

Refresh Multiplier: Nameless and tough NPCs do not get as much Refresh and thus have fewer to spend on Stunts. Divide the default base Refresh for their Caste in half.

Refresh Bonus: Challenging and main NPCs receive a flat bonus to their Refresh above and beyond the PC amount.

If a character becomes more important, it is relatively easy to simply give them more Skills, Stress, Consequences, and Refresh to reflect this change.

Also remember that NPCs don't "keep" their leftover Refresh, they are assigned a new pool of Fate Points each scene, as described in The GM & Fate Points^{p213}. You can use this to your advantage if you want to build an NPC who is particularly powerful, simply by spending almost all of their Refresh on Stunts. Alternatively, for NPCs who are less important, you can spend less Refresh to tune their abilities lower.

§9.3.4.5

Up and Down Caste NPCs

Focus is independent of Caste. The two may affect both capability and survivability, but they do not automatically have an effect on *each other*, unless that's what makes sense in the fiction. You can have situations where the PCs are outranked in Caste by nameless NPCs, and you can have situations where the PCs outrank the main NPC in Caste as well. Because Focus means something different than Caste, Caste does not necessarily have to increase with Focus.

When an important NPC is outranked by their opponents (the Players or other NPCs) they are likely to employ associates or minions, strike from situations of massive advantage, call in even more powerful help, attack the opponent's weaknesses, or any combination thereof.

When faced with a powerful but unimportant NPC, some Players will try to stir up trouble, while others will avoid it. Remind the Players of their *character's* outlooks. Few of them are likely to be fatalists, because that's nearly synonymous with being Broken. On the other hand, interacting (carefully) with unimportant powerful NPCs can sometimes give them unexpected Advantages later on, such as information or assistance.

§9.3.4.6

Weak NPCs

It's likely that the PCs will encounter all sorts of creatures during their time in Oubliette. Many of these will be lower Caste than themselves. When nameless or tough NPCs are lower than one Caste below the PCs, it might be best to deal with them as Obstacles or simply as Situation Aspects in the scene.

§9.3.5

Clashing with Adversaries

It's guaranteed that your PCs will run into the NPCs sooner or later, because that's why they exist in the story. When the two groups meet, you'll probably need to zoom in on the action, either with Challenges^{p133} or Conflicts^{p135}.



§9.3.5.1

Maneuvering

Depending on the type of antagonists and their organization, your NPCs may try to outmaneuver the PCs or avoid direct conflict. They may put things in the way of the PCs, creating new obstacles and challenges for them. This often happens when the adversaries have a head start on the PCs or have some forewarning about the impending interference of the PCs.

How this works mechanically is highly dependent on the situation. If the PCs are too far behind, they might not even find the adversaries at all, and may be forced to overcome obstacles to investigate or catch up. If they're hot on the trail of the adversaries, they may encounter nameless NPC minions, or named NPCs who fall back or escape to avoid a fight they don't need to win.⁷ Other situations may have the NPCs holding ground against the invasion of the PCs such that there are many obstacles in the way of the PCs actually getting a chance to fight the people in charge. Even if the adversaries are brutal killing machines, the core of their power may still be outside the reach of the PCs until they've dealt with other parts of the situation, be it nameless footmen, villagers that need saving, or some other intermediate step.

Within the structure of the narrative, these sorts of maneuverings by the adversaries stretch out the story and can serve to emphasize *why* the PCs are after them. This is an excellent time to display the traits of the adversaries, which allows you to both threaten the PCs and give them useful tidbits of information they'll get to use later on. It can also produce red herrings to distract the PCs from what the antagonists are *really* up to.

⁷ In other words, they may be Conceding^{p142} quite often.

§9.3.5.2

Direct Conflict

Because the three types of Conflicts^{p135} cover so much possible ground, it's unlikely that you'll be able to avoid running one forever. The PCs may break through or catch up, or even outmaneuver or outwit their opponents, catching them in the act. That's okay: Conflict is what many Players are playing for. You'll know what sort of Conflicts are likely to occur from the Skill Groups selected in the First Court.

The rules for how Conflicts work are described in *Into the Fray*^{p126}, but what they don't cover is how to run your end of the Conflict. You, as the GM, determine what action the adversaries *are willing* to take, and what they are willing to sacrifice to win a Conflict. This is a careful balance between total war, where the adversaries will not back down under any circumstances, and preserving resources for later battles. Some adversaries will break ranks easily, while others will fight to the last man. Consider what the adversaries *want* from a Conflict, beyond simply "beating the PCs up." Fighting for the sake of fighting is a weak reason, particularly in *Oubliette*.

Be flexible about what is at stake, and what the adversaries can and cannot handle. Be prepared to have them pull out if that makes the situation more interesting. Be ready to take advantage of things that go wrong for the PCs. The GM has a lot of power to narrate the bad-guys out of tight spots, but don't abuse it. Integrate the actions of the PCs into future Conflicts. Make the actions of all parties involved *mean something*.

§9.3.5.3

Stats and Modification

Always remember that NPCs can be modified to suit your needs. Some have lower Focal Importance Levels^{p217} than you might want for your particular story. You can easily bump up their focus and assign new Skills and Stunts to cover their new capabilities.

Others might not have spent all the points they are owed by their focus and Caste. Often this is so you can give them new Skills or Stunts as the situation demands. If a pre-generated creature's Skill list seems short, compare it to the Caste Statistics Chart^{p70} and the Focus Chart^{p218}. You may find that you can add a few Skills to make the character fit a little better into your story.

You can also swap out Skills and Stunts for new ones that may be more useful or germane to your particular story. Remember to follow the rules for Designing NPCs^{p217} however, so you don't end up with unbeatable throwaway footsoldiers. Leaving Blanks^{p217} is fine (because you can fill them in during play) but it's best to keep built NPCs limited to their particular Caste and focus so that they don't become too unmanageable.

§9.3.5.4

Conceding, Death, and Narrative Control

Your NPCs will fail. Not all the time, but often enough. Having the PCs succeed (at least some of the time) is part of what makes the game entertaining for the Players sitting at the table. Your job is not to prevent them from succeeding, but to make those successes harder to earn and thus more meaningful. Remember that it's not about the Players "winning" or you "losing." Be as invested in their success as the Players themselves.

That said, your NPCs will get defeated, knocked around, and exploited. When a character is Taken Out of a Conflict, they are temporarily at the mercy of the other party; they've had their narrative control taken away. The PCs may do with them as they please, if only until they regain their senses. Some NPCs may be capable of pleading for their lives, while others are completely unconscious. The PCs may elect to kill NPCs for whatever reason, but *don't take it personally*. Remember that your unimportant NPCs aren't the stars of the story, and the important ones have the opportunity to reincarnate and harass the PCs further in the future. If the PCs spare them in a particularly notable way, give that information to their masters or bosses, or even have them change sides.

If there are NPCs in a fight that you need for story purposes, remember that your NPCs can Concede the fight just like the PCs. That means that they "lose" the fight, but you retain narrative control over them. Books and movies are full of these situations; the heroes annihilate the opponent lackeys, but their boss managed to get away while they're distracted, living to fight another day. This allows you to build up the mystique of and the relationships with the adversary in question, but it can get out of hand if your NPCs do this too often and keep foiling the PC's plans to put a stop to the problem. Even when captured, most NPCs won't die if they are killed, but beating them allows the PCs to assert dominance and gives them a chance to convince the adversary to give up on their plans.

§9.3.5.5

Recurring NPCs

In other stories, there are sometimes characters who just won't stay dead. While Oubliette is full of such characters, most will give up after a while.

Others won't. It's usually a good idea to wrap up an arc with a strong finish, but sometimes you can bring back in an adversary that the PCs have fought in the past, either as an adversary, an assistant to the new adversary, or even an ally of the PCs. As with many techniques involving the adversaries, *be careful not to make the Players feel like their actions have no meaning*. The best examples of recurring NPCs involve bringing the NPC back *only* at a particularly dramatic moment, and even then rarely.



§9.3.5.6

Wheels Within Wheels

Another frequently used technique is to reveal that the main adversary of one story arc was merely a small component of a much larger plan. Oubliette is rife with such structures; the entire Cryptarchy and most of Celeste are designed around this concept. Once again, make sure that this doesn't get too repetitive. Let some parts of the story stand alone, at least until you can link it into an overarching story that builds towards a dramatic climax.

A similar technique involves sowing one story with hints about another, deeper issue. This can be useful for setting up the next arc of the campaign without over-planning it too much.

§9.3.6

The Truly Powerful

In some worlds, peasants never even see a king, let alone a god. Oubliette is not such a place. Gods walk among—and above—us all the time. The shadowy stranger in the corner of that tiny greenskin speakeasy might well be a Forsaken Caste master arcanist. Creatures of massive power stalk the streets, sometimes concealed, sometimes treading over everything in their way. And for their part, there's almost always some little critter underfoot. For Rabble, these little creatures are Refuse. For higher Castes, the beings getting underfoot might well be *us*.

Oubliette is specifically designed so that differences in Caste of more than 2 are drastically unlikely to work out well for the lower-Caste beings. Even a difference of 1 Caste can turn a nameless NPC into a foe that takes an entire team of PCs to bring down unless they play it smart or are prepared for this sort of opponent.

While you, as the GM, can handle these vast discrepancies in power simply by using the standard character mechanics, it's often faster and more interesting

to treat creatures of sufficient power as scenes unto themselves rather than specific NPCs. This doesn't require any new rules, in fact it's just a method for utilizing rules and ideas that are already in place, and if you have an NPC's character sheet, you're most of the way there already.

This allows you to keep the focus off of whether or not they can "beat" the character in question, and more about how the story functions in that situation. Sure, the PCs are the main characters of their tale, but that doesn't mean they're guaranteed to outmatch everyone they meet by any stretch of the imagination. There are challenges in Oubliette that only the foolhardy would attempt. Treating powerful NPCs as scenes allows you to bring in powerful beings without overwhelming the Player's ability to deal with the situation or destroying their sense of control over the narrative.

§9.3.6.1

The Meaning of Caste

Caste seems like it could be a very ambiguous term, but it does have a specific meaning: Caste is a measure of a character's maximal ability to affect the world around them. Caste determines how good a character is at the best thing they can do. While a bladebird is better at Athletics than it is at Savage, its rating in Athletics hardly compares to a Draculean Knight's rating in Athletics, and that's not even his best Skill.

Caste should be a fairly clear delineation of when you should treat an NPC or creature as simply too dangerous for the PCs to go up against as normal. It wouldn't make sense to treat a creature of the same Caste or 1 Caste higher as a scene unless they have massively overwhelming preparation on their side, but beyond 2 Ranks it begins to make more and more sense.

§9.3.6.2

Caste Differences in Combat

It's impossible to precisely gauge the power of one character against another, even at the same Caste, simply because Fate is a narrative system where many of a



character's abilities rely on the situation and what's going on in the narrative. However, we can break down the mechanical differences at the Skill-rating level. A single +1 difference in Skill means that one is about 17% more likely to succeed than their opponent at any given thing, and it only goes up from there:

Difference	Likelihood of success
-3	6.45%
-2	14.13%
-1	26.08%
0	41.56%
+1	58.44%
+2	73.92%
+3	85.87%

Remember, that this is for every single opposed Skill roll that would occur between the two characters. Don't forget either that higher-Caste characters will not only have better Skills, but often more of them, and more Stunts with which to augment their powers.

This is not to say that a fight between forces of this disparity would be impossible for lower-Caste PCs to win, but it will be a struggle of epic proportions at best. *If that's not the point of the scene, then don't set it up that way.* You might want to send a +3 Caste main villain against your PCs to give them a match that would make history, but you might want to simply show that there are other forces in play. In those cases, don't bother running the scene with the high-Caste character as an NPC *per-se*, either handle disputes with Skill Challenges or Skill Contests, or treat the NPC as a scene.

§9.3.6.3

Challenges & Contests

Even high-Caste characters have Skills they may be no better than the PCs in. Sometimes, the PCs can trap powerful entities in a situation where they are on a more even playing field. Often, this takes the form of Skill Challenges^{p133} or Skill Contests^{p133}, both of which are viable ways to handle high-Caste characters without completely destroying the PCs. It might be worthwhile to remind the Players that offensive Actions may result in Conflicts they can't handle. If the scene isn't resolved completely, you may need to handle the creature as a scene.

§9.3.6.4

Creatures as Scenes

Because we can describe Caste as a character's control over the world around them, we can simply extrapolate from there that more powerful beings can assert their will over an entire scene. They basically define the environment and situation merely with their presence.

- ☞ Their Aspects become Situation Aspects for the scene.
- ☞ They can Compel the Players to act at their whim.
- ☞ Their Skills provide difficult Overcome obstacles.
- ☞ They can Invoke PC Aspects against them on rolls.

- ✂ They can often deploy their Stunts to make actions very difficult indeed.
- ✂ What they consider Zones are probably much bigger than the PCs are used to dealing with.
- ✂ The PCs likely can't provide meaningful opposition to their movement without extraordinary effort.
- ✂ Their (albeit rare) direct Attacks become Overcome actions with damage as the cost of failure.

Remember to fail forward, as well. This keeps the Players from feeling like there's nothing they can do. Even when the PCs completely miss the target, they can still succeed at a major cost:

- ✂ The being might decide to hold a grudge against them.
- ✂ The being might call in associates to deal with the issue (which may then devolve into a normal Conflict).
- ✂ The Being might put faction assets into play against them.
- ✂ Success itself is redefined by the cost: what they thought the problem was is but a tiny part of the greater whole.

§9.3.6.5

Motivation and Management

Keep in mind that the goal is to have fun, and that *nothing* can quash that quite like a super-powerful NPC who forces the Players to bend to their whim. In almost all cases, it's better to portray the up-Caste character as being indifferent to (or disdainful of, at the worst) the presence of the PCs. They *know* they could crush one of these characters. Most of the time, they simply have more important things to do. Depending on the up-Caste NPC's personality, they may become hostile rapidly if treated without the respect they are due, but that doesn't mean you



have to force the situation into a Conflict. It may simply cause the NPC to Compel them, call in minions to deal with the problem, put a potent obstacle in their way, forcibly move them to another Zone, or simply leave.

§9.3.6.6

Environmental and Monumental

Some beings are so preposterously large that they literally do not notice the actions of the PCs. Consider that there are people climbing the Skyspider as I write this, and that rumors abound of civilization on the back of the Lyftwyrn. The PCs might find themselves trapped inside the bowels of an immense hulk, buried deep under the surface of Oubliette, or they might be swallowed by a skyfish so big that, even with a telescope, they cannot see the end of him.

In these cases, the fact that the being is alive is basically immaterial. When your organs are the sites for entire scenes, even your own Aspects cease to matter in specific. You might want to build such situations from the ground up, rather than starting with a high-Caste creature to work from, as you'll want to define scenes in terms of the environment rather than the being's abilities. Think about what's happening on the micro-level while the macro-level goes about its business. Consider also areas like Skull Keep^{p187} and Sorcidae Aeternae^{p188} as examples of environments made from creatures.

§9.3.7

Opposition Challenges

Opposition challenges are the abstract issues that the PCs are trying to solve. Knowing how they are put together can make it easier for you to create new content for the PCs to explore on the fly and make you better able to string together scenes into a cohesive story. Mastery of laying out challenges often means you can keep the story moving along even when jokes and food interrupt the flow of the session.

§9.3.7.1

Translating the Narrative

You already know the building blocks of opposition challenges: obstacles and adversaries. From here, the most important part is how to translate narrative moments into scenes, rolls, Contests, Challenges, and Conflicts.

The GM needs to be in two places at once. You have to be paying attention to the Players and what the PCs are doing, but you also need to be looking ahead, trying to get a sense of where they'll end up next. If they're methodical and follow your story prompts well, then this may be easier for you. If your Players are the kind who like to pursue unusual angles to things, you may have to do a lot of guiding or following. Either way, try to be ready for the next scene before it gets there. As soon as one scene has been milked

of all its interest, wrap it up and move on to the next one. Prompt the Players with description and reiterate what they've said they want to do, and try to get them moving towards their goals.

Reading the descriptions of the various types of scenes in *Into the Fray*^{p126} will show you how each type of situation works, but you'll need to be ready to apply that to the fiction and declare what type of scene the Players are moving into.

Sometimes this is obvious: if the PCs are walking into an ambush, clearly a physical Conflict is imminent. If they're trying to rouse a suspicious merchant to action, you're probably looking at an Overcome Action. If the PCs are racing a bunch of therianthropes to the exit of a tunnel system, it'd be a Skill Contest potentially followed by a physical Conflict.

Other times, it's not so obvious. When the PCs are intimidating a captured enemy, is it a social Conflict, or a simple Overcome action? You might take a moment to look it up in the book, but you might equally just declare the situation to be one way or the other, and work out the details from there. Making the intimidation a social Conflict is much more involved, so the PCs might find that they're dealing with someone more important in the scheme of things than they thought.

You may also "discover" rules situations. Sometimes the circumstances in the fiction suddenly lend themselves to a particular way of handling the action. You may not have *planned* for it, but when all the PCs start trying to woo an attractive preen girl at the same time, you may find the opportunity for an entertaining Skill Contest.

§9.3.7.2

Pressure & Rythm

On one hand, it's better to keep the game dramatic by moving quickly between scenes and bringing the Players back on track after distractions. On the other hand, keeping the pressure up at a constant level for too long can lead to fatigue. While it's better if you can keep the Players interested and invested as much as possible, allow some scenes to be lighter and less immediate. Knowing when and how to release the tension is an artform itself, but you can always keep working towards it by varying the kinds of scenes the characters find themselves in. Sometimes the most gripping scenes of a film are the quiet ones *between* the intense fights. Your rhythm will also be affected by how long your group plays, what their play style is, the gravity of the current arc or series of scenes, and how close you are to the climax of a story.

§9.3.7.3

Where Scenes Come From

Scenes arise from the fiction, but where the fiction arises from can also be important to what sort of scenes you decide to describe and what rules are needed for them.

Some scenes come directly from your narration. Often

you'll start a session by describing a what happened in the last one, and where the PCs find themselves as the curtain rises. Other times they'll enter the domain of the enemy or explore territory they're not familiar with. Your own narrative drives what they find in these scenes.

Some scenes come from what the Players choose to do. You might give them a long-term challenge that they are in the process of solving, only to find that they've gone completely around your expectations. These scenes you're "discovering" with the Players, usually by reacting to their actions and the presumptions made by the lore and the circumstances of the story.

Sometimes the PCs will see an opportunity to skip ahead, or you'll see a way to insert an interesting scene in the middle of the thread of the story.

No matter where the scene comes from, always remember that that you're trying to balance the importance of entertainment with your ability to keep the story itself moving forward. You may need to wrap up scenes bogged down in jokes and asides, but you may also need to allow the Players to explore an unexpected direction.

§9.3.7.4

Multiple Levels

You will often find that you can define several opposition challenges that are in play at the same time, often at different levels of abstraction.

Wilhelm and his allies are trying to get inside a demesne in Deathborne. But this is just an intermediate step in bringing down the lich who has claimed responsibility for the Bonehorde, which in turn is actually just a ploy in a much longer game to draw out their true leader.

Not only are there the next steps to a given issue, but there may also be larger things in play, often that the PCs are unaware of. Part of making the game fascinating for the Players is evading their knowledge of what's coming. While they are working on the tactical issues involved with penetrating the castle, you're working out what that means for the long game the lich is playing. When the Players start researching what's going on at a higher level, you can be moving pieces in around them on a tactical level.

§9.4

Structure and Progression

As the GM, part of your responsibilities will be structuring the events of the story into manageable chunks. Fiction naturally lends itself to certain divisions and kinds of build-up. While the Time Units^{p126} and Milestones^{p128} sections describe the rules themselves, this section focuses on the GM's job of using those rules to control the timing, progression, and structure of the game.

§9.4.1

Handling Time

The structure of time, both in the narrative and at the game table, is integral to a good session. Well-structured games use their time effectively by making sure that every segment has a problem or issue to solve. This keeps the game moving smoothly from scene to scene.

§9.4.1.1

Defining Problems

In general, every division of time in *Oubliette* has some particular problem for the Players to solve. At the smallest scale, a single action is a concrete example of the PC trying to attain dominance in a Conflict. At the other end, an arc can be defined as the process of the PCs trying to solve some enormous rambling problem.

§9.4.1.2

Scene Problems

A freely-flowing game session is founded on clearly-defined problems for the Players to try to solve. By keeping the goals of any particular period clear and at the forefront, you can keep the Players on task and prevent the session from stalling as the PCs get off track. This doesn't mean they always have to know where they're going, or can't investigate side-paths, but in those cases, make sure that the problem they're working on is still clear: they may need to research, explore, or scout an area or issue before attacking it, but that in itself is a new problem for the group to pursue.

Coming up with the problems at stake is sometimes difficult. If you're at a loss for what stands in the way of the PCs, try these tactics:

- ✦ Consider what can go wrong with their current plan.
- ✦ Consider what other forces might be in play that could interfere with them.
- ✦ Introduce a new adversary or element that isn't necessarily related to the current ones.
- ✦ Set up a situation that makes use of the PCs' Troubles, Goals, or Relationships.
- ✦ Bring in an issue from the lore of the local area or the closest faction.

§9.4.1.3

Session Problems

Session problems are at a higher level than the problems in a given scene, but as abstract as the issues in play at the scenario, arc, or campaign level. Session problems are often boxed in by the constraints of the session length in real time; if you only have time for a two-hour session, the problem posed to the PCs for the session should be more manageable than one posed for an eight-hour session. You can adjust the difficulty of the session problem by being more or less aggressive about placing things in the way of your PCs. If it would be good to wrap up an issue sooner

than later, make the path ahead easier for the PCs. If you want to extend an issue, do the reverse, and put more in the way of the PCs.

Sometimes you'll find that the session doesn't have a specific problem, but rather has the goal of furthering the PCs' progress towards a goal at the scenario level. That's fine too, but you'll need to be more careful here about how much progress they're making; it's easy to lose sight of their goal between sessions.

The first session you run with the group should generally come from the game themes generated in the First Court. Try to tie the PCs together with relationships (Aspects or otherwise) and try to make their own Aspects important to the initial events. Sometimes you can phrase the first session as a continuation of the backstory events of the characters. Other times you'll need to open with an immediate conflict, which you'll probably draw from the game themes or Player Aspects as well.

§9.4.1.4

Scenarios, Arcs, and Campaigns

Most of the action in the game happens down at the session level. It's completely possible to have a highly entertaining campaign that simply moves from session to session solving intermediate problems without considering the wider picture. Planning out larger issues, on the other hand, allows you to create drama and tension by foreshadowing what is to come and building up climactic confrontations.

Most of the time, these high-level issues don't *need* to be hammered out in the first few sessions. The first few sessions, and your notes from the First Court, will give you some information to base larger issues on. Sometimes, these first explorations into the PCs and your particular game themes will evoke a particular issue. Other times you'll read something in the book that sounds like it would make an interesting topic for a campaign. Finally, you may find yourself without obvious ideas, in which case you can either proceed without a specific high-level issue, or you can start working out what sorts of adversaries or events might fit into the fiction so far constructed in your game.

When you don't have a specific idea for the high-level future issues, it's best to let the game progress organically by reacting to the actions of the Players. They may cause trouble for one faction while dealing with another, which can lead to a whole session's (or campaign's) worth of problems to explore.

§9.4.2

Handling Advancement

The PCs will grow and change over time. How quickly or slowly is up to you.

The default speed and rules are defined in *Caste Advancement*^{p129}, but you can change them if you and your group wish.

§9.4.2.1

Default Advancement

The general rate of advancement⁸ is as follows: Each session ends with a minor Milestone, which allows the PCs to slightly refocus themselves. Every few sessions there is a significant Milestone in which the PCs get a little stronger and change a little bit. Every few scenarios, major Milestones occur that grants the PCs another point of Refresh or a new Stunt, in addition to getting generally stronger and changing some. The PCs advance in Caste when their SP is equivalent to the next Caste.

§9.4.2.2

Changing the Rate

If this rate works for you, that's great. It doesn't work for everyone, however. On average, it will be about six sessions between increases in Refresh, and advancing from Rabble to Lost would take about 25 sessions: the PCs only gain SP once every 2.5 sessions, and they need 10 to advance.

You may decide that this rate is too low. Perhaps your group can't play that often, or you simply want to tell a story about characters who rapidly climb the ranks of Oubliette. You have two options. First, you can compress how often the group reaches Milestones^{p128}. You might have several minor Milestones per session or a significant one at the end of each session. Second, you can simply increase the rewards of the Milestones and leave the rate alone. Effectively, you're rolling the significant Milestone into the per-session minor Milestone, and moving the major Milestone to one every few sessions rather than once every few scenarios. Either way, you'll probably need to write down and explain the new system of progression, so that all the Players understand it.

You may also decide to reduce the rate of advancement. Perhaps your group wants to tell a story focused around people of one Caste, or one specific place. In these cases, you can simply reverse the rate changes, either making the Milestones more infrequent or making their values less. Be aware that this can make your Players feel like they're not making any progress, even if the story is moving along rapidly.

§9.4.2.3

When to Advance the PCs

Sometimes it makes sense for there to be a "power-skip," meaning you, the GM, manually bootstrap the PCs to the next Caste, or even beyond. This usually involves

⁸ See Milestones^{p128} for more specifics on each one.

either a "time-skip" (a period of story time that is skipped or skimmed over by the group in order to move past uninteresting parts), or some sort of in-lore ascension event caused by larger forces. Be aware that not every time-skip needs to advance the group's Caste, only those where the characters would have been gathering resources, getting stronger, and increasing their powers.

There may also be time-skips that deteriorate the Caste of the group. If the entire group is captured, killed, or Broken, it's possible that it would make sense that the characters' powers would slip away. Again, be careful with this, because backward progress can seem like a slap in the face to the Players. You should only deteriorate the group's Caste if they all understand what is happening in the story, and agree that it's not going to affect the entertainment value of the game. Feel free to remind them that some of the most interesting characters in Oubliette aren't the powerful, but the *once*-powerful.



§9.4.3

Handling Milestones

Milestones are the turning points of the story. They are how you track the progress of the PCs, how you determine when they advance, and your method for tracking changes in the world around the characters.

The specific rules of what happens when Milestones are reached are described in Milestones^{p128} at the beginning of Into the Fray. Here, we will describe how to tell when a Milestone has been reached.

§9.4.3.1

Minor Milestones

Minor Milestones occur at the end of a session where something moved the plot forward. If some specific event happened to do this, and you have a moment, you can also stop to do the minor Milestone in the middle of the session, so long as it doesn't break the flow of the game. Some events have a denouement or narrative pause that a minor Milestone can fit into nicely before pushing on.

Lucette and her friends have successfully navigated to Vlad's Harem. They haven't gotten in yet, and not much stood in their way, but they're at least no longer across the Castle from their target.

§9.4.3.2

Significant Milestones

Significant Milestones are easier to spot, because they're the moments when something more important than just moving the plot along has occurred. These can be positive or negative in nature.

§9 The Other Side of the Veil

Wilhelm, the perpetually unlucky dragonslayer has finally, blessedly, escaped from the crypts he was reincarnated into. Now he can get on with finding that accursed dragon that put him there.

§9.4.3.3
Major Milestones

Major Milestones are outstanding events where the story itself pivots. A major Milestone is often a dramatic triumph, such as successful confrontation with the story's antagonist, but can also be an abject failure, such as being completely routed by the opponents.

Nechnagan has cleared his debt to Beryse, leader of the Vaultbreakers. It's been a long and torturous road, plagued with unexpected new orders, impossible missions, and idiotic requests. He's so glad to be done with it, he's considering earning some honest money for once.

§9.5
Optional Rules

Fate Core is a flexible, dynamic, and adaptable rules system. This section presents optional rules that you can use to modify how your particular campaign works. Use these to tailor Oublette to your group's play style and the campaign described in the First Court.

You should only apply optional rules at the beginning of the campaign, and with the full knowledge and agreement of the rest of the group.

§9.5.1
Crumbling Tower Skills

The Crumbling Tower^{p73} is presented in detail in Skills & Stunts. In short, it allows Players to expand their repertoire of Skills by decomposing a Skill from the Caste loadout down into two other Skills of the same total SP value. As with any other optional rule, the entire group must agree to using the Crumbling Tower for it to be valid. With a large number of Minor Milestones^{p225}, it can lead to very unusual Skill organizations, but it prevents Players from stacking up all their SP on just a few Skills for a maxed-out character.

Because the Crumbling Tower introduces more complexity, it's often a good idea to see if the Players can build the PCs they want without the Crumbling Tower and introduce it only if it's needed by several Players.

§9.5.2
Optional Advancement Rules

The default, Skill-based rule for determining when the characters advance in Caste are not the only option. You

can fine-tune how you go about Handling Advancement^{p224} by changing when it's triggered.

Instead of basing the condition for Caste advancement on Skills, you could choose to base it on Refresh instead. This is less smooth than Skill-based Caste advancement, but has fewer steps, meaning you can use it to push the rate of advancement even faster than usual. The same advancement events happen, so characters that are lagging behind their Caste in terms of Skills will gain a lot of new SP.

For even more aggressive advancement, you can even use *both* conditions: the PCs advance in Caste whenever their SP *or* their Refresh matches the next Caste up. This can be handy for when your groups sessions are not on a stable schedule or when the story is chaotic in terms of meeting Milestones^{p128}.

You can invert this for slower advancement: The PCs advance in Caste only when *both* SP and Refresh match the next Caste up. You might use this when the Milestones are chaotic, but you don't want the PCs to advance too quickly, or in a way that is biased towards either Skills or Refresh.

§9.5.3
Random Incarnation

Some groups enjoy a little randomness in the events of the game. It's possible to randomize the process of reincarnation, taking it out of the hands of the GM and placing it in the hands of destiny. For this, each of the PCs will need to define their **home ward**, the ward that they've spent the most time in since they arrived in Oublette.

When a character dies, use these charts to determine when and where they come back.

4df	Time in the Void
+4	1d6 seconds
+3	1d6 minutes
+2	1d6 hours
+1	1d6 days
0	1d6 weeks
-1	1d6 months
-2	1d6 years
-3	1d6 decades
-4	1d6 centuries

1d6	Awakening Location
1	Directly underground 1 cell away
2	In your home ward
3	Halfway between your death and your home ward
4	1 ward away from your death
5	In the middle of something important nearby
6	Stuck underground 1 ward from home

Alternatively, roll a Random District^{p370}.

§9.5.4

Shadow Resurrection

If your group isn't comfortable having no control over the resurrection process, you can introduce the Shadow Resurrection concept. In this variant, characters can pray to have their dead returned to life. The prayers are often directed at the shadows, or even the Veiled King, and take a few hours. Doing so permits the dead to make an Overcome Action with Will to return to their body, otherwise the prayers are not answered and they return from the void as normal, some time later and probably somewhere else.

§9.5.5

Steeper Difficulty

You may want to run a campaign that is more gritty than the normal, where higher-Caste beings are even harder to deal with than the usual. You can do this in two ways.

One way to do this is to simply give the higher-Caste party in any interaction a flat +1 bonus to rolls. This version is hard and fast: easy to remember and apply, but applies across the board to all situations and rolls.

The other way is to give the higher-Caste party a number of Free Invokes of their Caste equal to the difference in Caste. This is substantially less powerful, but still allows for making the difference between Castes clearer.

§9.5.6

Dice Alternatives

It's possible to play Oubliette without Fate dice.

Fate dice cards are one alternative, allowing you to draw a card that shows an entire Fate roll on the card. These cards are mathematically very similar to using Fate Dice.

For a more "swingly," chaotic game, you might choose to use 1d8 in place of 4dF. In this case, you'll need to add +4 to passive rolls, and the values of The Ladder^{p230}, because 1d8 is not centered on zero the way Fate dice are. In comparison, this will seem more "random" because the probability of any given number on 1d8 is the same, unlike 4dF, which has a bell curve. Huge hits and successes with style are going to be more likely here, on both sides.

Another option is to use two different colored six-sided dice. The lighter or warmer colored die is taken first, and the darker or colder-colored die is subtracted from the first, giving a number ranging between -5 and +5. This is less swingly than 1d8, but not as heavily center-weighted as 4dF.

It's also possible to run Oubliette without dice or a randomizer at all. In this "diceless" version, the outcome of actions is based on "Skill Checks" rather than rolls. A Skill Check works the same way, except that no dice are rolled. To modify the outcome, Players and the GM spend Fate Points to Invoke Aspects. Diceless Oubliette can be harsh, forcing the PCs to spend many more Fate Points than they otherwise might need to. You may want to give the PCs more Refresh than normal to accommodate this. Stunts

become even more useful when they provide flat bonuses to actions. Alternatively, you may grant a Fate Point on a failed Skill Check to balance things out.

§9.5.7

Breaking Track

If your group wants to focus on the difficulty of staying sane in Oubliette in the face of immortality (or the raw terror caused by denizens from outside the Interior), you can add in a new Stress Track called "Breaking." The Breaking track doesn't work the same way as the others.

☞ Breaking Stress does *not* clear at the end of a scene, in fact it doesn't recover naturally at all.

☞ To clear a Breaking Stress box, a character must make good on a Goal or Relationship Aspect. Usually this means a significant Milestone or greater.

☞ Dying, torture, and other mentally degrading events can directly force a character to take Breaking Stress.

☞ Bonus mental Stress boxes gained from Skills & Stunts applies to Breaking Stress as well.

As with other Stress Tracks, characters *can* use Consequences to mitigate Breaking Stress. When a character is forced to take Breaking Stress they cannot absorb, they are Broken. Chances are that they'll need time and help to recover.

§9.5.8

We Are Immortal

If you're feeling particularly ambitious and experimental, you might try removing the physical Stress Track altogether, to model the fact that there really isn't anything physically that can destroy the Unbroken.

Keep in mind that physical Conflicts revolve around physical Stress, and that not having that track will mean you need to account for the effects of physical harm some other way.

You might decide, for example, to split such harm up into the other two tracks, modeling that while pain, and even death, are temporary, damage to one's psyche or lifestyle is more lasting.

You could also treat physical Conflicts as extraordinarily dangerous by ruling that since there is not physical Stress Track, most people simply won't be able to absorb that



kind of stress, and will be Taken Out very frequently. Be careful with this method as well, as you'll be in danger of taking control of the PCs a lot more often than they like. You might decide that in this particular variant Taken Out simply means "dead" for a while, without the associated narrative advantages conferred by being Taken Out, just for physical Conflicts. This variant allows you to explore a lot of the immortality and resurrection aspects of Oubliette. You might also be interested in Random Incarnation^{p226} or the Breaking Track^{p227} as well.

As with other optional rules, be sure that the entire group has agreed to this one, and make sure you explain the effects it will have on the game. You don't want to be half-way through session four when the Players decide that this optional rule isn't for them.

§9.6

Edge Cases and Rulings

"Rules" are the decrees set down before the game begins, generally by the book, the use of optional rules, or house rules. "Rulings" are judgments passed down from the GM about how the game is adjudicated. Rulings arise in the situation, while Rules are global. No system is perfect, and so knowing how to deal with edge cases and how to make Rulings is an important skill for GMs.

§9.6.1

The Rule of Thumb

When in doubt, if you don't have time, make it an Aspect. If you have slightly more time to handle the edge case, you might choose to model the situation as a character using The Fate Fractal^{p214}, if it seems appropriate.

§9.6.2

Literalness and Exactness of Aspects

Aspects are expected to be "always true" in that they are things that are broadly factual, but this does not imply that they are always literally accurate. While **STRONGEST MAN IN THE WORLD** applies in any situation where the character's strength is useful, it is likely taken to be as evocative and figurative: granting a +2 bonus or even a reroll is not likely to prove anyone stronger than every other being in the Castle, or indeed the world beyond.

This is one of the tools you can use to mitigate complications caused by Players who insist on having low-Caste PCs with world-spanning Aspects, such as **DESTROYER OF WORLDS**, **EMPEROR OF ALL ELFKIND**, **INDESTRUCTIBLE**, or what have you.

§9.6.3

Handling Cross-Conflict Actions

You may be called upon to arbitrate Cross-Conflict Actions^{p136} occasionally. These are situations where the PCs are trying to deal a different kind of damage to an opponent than the Conflict dictates in Types of Conflict^{p135}.

Cross-Conflict Actions are rare because most of the time the circumstances of a Conflict necessitate certain kinds of actions. Physical Conflicts are too dangerous to spend a few minutes berating someone else, and will be over long before most logistical Actions would even finish. Punching someone in an argument often means you're playing right into their hands. Many logistical conflicts are so diffuse that you wouldn't even know who to punch or berate.

But Cross-Conflict Actions do occasionally arise, usually through a particularly golden opportunity in the fiction. A weakness might be revealed that the Players can capitalize on immediately, with effects outside of the normal Conflict type. You might even field some of these situations specifically to encourage lateral thinking in your Players, or to move the spotlight to a character who wouldn't normally have received it in this kind of scene.

Just be careful to remember that in general, Conflicts *are defined by the type of harm the sides intend to do to each other*, and that Cross-Conflict Actions are the exception and not the rule. If someone wants to play a character who fights with words, it might be better to let them describe their own brand of Arcane^{p88} as being **WEAPONIZED CONCEPTUAL DEBATING**.

§9.6.4

Weak Fate Point Economy

Sometimes you'll find that Fate Points aren't moving across your table often enough. This happens most when Players consider them too valuable, when they're not pushed hard enough by their enemies and obstacles, and when the Players come from systems where no analog exists.

Ideally, you want a reasonably even flow of Fate Points across the table, both ways. You don't have to aim for a lot, just enough to allow them to be able to pull off an exciting turn of the story.

To fix a weak Fate Point economy, make sure you try these things:

- ⊗ Invoke Aspects against the PCs
- ⊗ Compel Character & Situation Aspects
- ⊗ Compel their Consequences
- ⊗ Provide harder challenges that they need to use Fate Points for
- ⊗ Encourage your Players to Declare a Story Detail with their Aspects
- ⊗ Ask why they aren't using their Fate Points



☞ Encourage them to take more Stunts, leaving them less Refresh, and thus enticing them to use their Troubles to gain more Fate Points

§9.6.5

Low Castes and Stunts

Suppose you're running a game where the characters are all Refuse Caste. With sufficiently complex creatures, you may find that the Caste Statistics Chart^{p70} simply doesn't provide you enough Refresh to build a creature that has all the Stunts that should be ascribed to it. Flight, for example, is apparently more expensive than can be afforded.

In these situations, remember that concept Aspects can be Invoked for bonuses. A single Bladebird^{p250} might not be able to take a flight Stunt, thus depriving it of the mechanical benefits of moving up into flight Zones, but you can still model the bladebird's evasive capabilities by having it Invoke its concept. This is a fundamental part of Fate, and you will find that it's used in many normal cases as well. The difference between Invoking an Aspect and having and using a specific Stunt is not always as mechanically divergent. In the case of flight, one imagines this as the difference between the flight of a goose and the flight of a hawk. For one, it is merely a method of locomotion, for the other it is a tactical advantage. You can use this differentiation in similar circumstances.

§9.6.6

Stunt Bonus Caps

This is a global optional rule to limit single-trick character builds. You might want to employ this rule if you and your Players are more used to "game-ish" role-playing games, where the focus is less on the characters and narrative than the mechanics, or if you have Players who insist on building characters in a min-maxing or power-gaming sort of way.

On a given Action or Skill Roll, characters can only benefit from up to +6 from Stunts that give flat bonuses to rolls. This cap does not count towards Invokes, Boosts, or Advantages created.

This optional rule goes hand in hand with the advice in Stunts and Balancing^{p73}, which suggests Players build characters who have a reasonable breadth of Stunts. The intent is make sure that all PCs have enough areas of focus and interest that they can be useful and active in a lot of situations and scenes. This prevents Players from over-specifying for massive success in one rare situation at the cost of having nothing to do for the rest of the game. Balanced characters mean the Players have more chances to act and have fun in the game.

§9.6.7

Multi-Caste Parties

The vast majority of the time, the PCs of a given Oubliette game are of the same Caste. This simplifies a lot

of things, from building characters to handling threats to dealing with character advancement. It also provides a level playing field for all Players at the table. This is not *always* the case, however.

Sometimes, through the whim of schedules, PCs may get out of sync in capability. Usually this manifests in lower Skill values among the members who miss important sessions, though if they miss enough, it's possible that they might fall behind in Caste. Generally it's a good idea to prevent this by talking with the missing Player, figuring out a good in-game excuse for their absence, and bringing their statistics in line with the others. You may also find yourself delaying sessions until more members can attend, or working with missing Players separately to organize asynchronous contributions to the rest of the group. It's important for the Players not to feel outclassed.

On the other hand, you as the GM may choose to run a game where the PCs need not be all of the same Caste. You should be very careful when doing so, because you'll inherently need to tailor all of the encounters, opponents, and obstacles to your PCs, making absolutely certain that there is enough material to keep each Player occupied. This is very difficult to balance appropriately, and is only recommended for those very experienced in both Oubliette and Fate Core. Be aware that many of the less powerful characters will find themselves falling back on their betters, even in situations that are not their purview.

§9.6.8

Canonicity

Unlike other guides, this book contains many levels of canon. There are stories about heroes, quotes pulled from denizens, and discussions on topics from speakers who are clearly biased. In fact, taken as a whole, the book also suffers from an unreliable narrator, expounding on things she does not necessarily know the whole truth of. Any non-mechanical information given by this book should be taken with a grain of salt.

In particular, it is important to remember that Oubliette revolves around a *local canon* rather than a global canon. While it may be assumed that the book is correct, the GM overrides in any question of veracity or canon. The GM may decide to side with the writer⁹ much of the time, or may reveal portions of the book to be false or inaccurate.



⁹ Many thanks, in that case.

Appendices

§10

I put my pen down and have one of those good, long stretches that causes a series of pops to sound down your neck. It is done. The entire World of the Forgotten set to paper. It is my masterpiece, my magnum opus. Even if Vlad captures me and walls me into a cell in the furthest reaches of the Bounding, my work will live on in the form of this text.

I blink a few times.

“Oh damn, I forgot something.”

These appendices contain a wealth of information on the mechanics and lore of Oubliette. You will find The Ladder^{p230}, a Glossary^{p230} of in and out of game terms, Pitfalls & Avoiding Them^{p232}, Lists of pre-generated NPCs By Caste^{p234}, By Race^{p236}, and By Faction^{p237}, a full Bestiary^{p239}, and Random Tables^{p368} for creating new people and places.

Later in the chapter, you will find the darkest secrets of Oubliette, often only suitable for the eyes of the GM, including the deep History^{p373} of the Castle, Possible Events^{p374} for the present and future, and a Legendarium^{p378} full of answers to the most unanswerable questions.

At the very end, you will find the Credits^{p387}, where we thank the people and things that made this journey possible.

§10.1

The Ladder

Value	Rating
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

§10.2

Passive Opposition Chart

This chart provides a rough schedule of difficulty levels in the form of hypothetical target ratings. The chart is for the purposes of comparative illustration only, do not

assume that this means you can always perform one of these actions.

Target	Examples
+20	Reassemble a world in its entirety from scratch
+15	Start a new world from base ingredients
+12	Assert control over an entire world at once
+11	Localized reality control
+10	Strike a divine power
+9	Control a global, complex, multi-level organization directly
+8	Uncover mysteries of metaphysics
+6	Lay a potent illusion over an entire cell
+5	Rally a company of troops
+4	Sneak up on an alert animal
+2	Prepare good food from a recipe
+0	Find food in a kitchen

§10.3

Glossary

- ☞ **Action:** A single thing that a character does, such as Attack, Create an Advantage, or speak with someone. Action^{p126}
- ☞ **Advantage:** A Situation Aspect. Other Types of Aspects^{p81}
- ☞ **Afterlife:** The potentially-eternal life given to those who come to Oubliette and find themselves incapable of death. The Key Truths^{p10}
- ☞ **Arc:** A series of scenarios that tells a roughly-complete story or details a particular adventure. Arc^{p128}
- ☞ **Armor Rating:** Subtracts a flat value from the Shifts of damage of a successful Attack, before it must be absorbed. Armor and Weapon Ratings^{p75}
- ☞ **Art:** A popular in-game synonym for a Skill. See also Skill. Arts of the Unbroken^{p82}
- ☞ **Artifact:** An object powerful enough to be built as a character itself. Many legendary swords, rings of power, and other famed magic items are artifacts.
- ☞ **Aspect:** A phrase that can be Invoked for a bonus or Compelled. Doing so generally costs a Fate Point. Aspects of the Unbroken^{p77}, Fate Points^{p79}
- ☞ **Bloodsucker:** Derisive slang for Draculeans^{p48}, or more rarely, high-blood Vampires^{p38}
- ☞ **Campaign:** A series of arcs run with generally the same cast of characters. Campaign^{p128}
- ☞ **Cannon:** A large solid-metal gunpowder weapon. Most in Oubliette are melted down for scrap metal. Ranged^{p96}
- ☞ **Canon:** The version of the Oubliette meta-story revolving around the Veiled King and Vlad. Canonicity^{p229}, Legendarium^{p378}
- ☞ **Capability:** An abstract term for a character's control over the narrative. Usually measured concretely using Caste. Capability & Survivability^{p217}

- ✧ **Caste:** An in-game measure of a being's power. Castes^{p20}, Caste Statistics Chart^{p70}
- ✧ **Castle Oubliette:** A very large castle-like city with distinct districts. See also Oubliette. The Castle Itself^{p145}
- ✧ **Challenge:** A complicated situation requiring several rolls to be made before the outcome can be determined. Challenges^{p133}
- ✧ **Check:** See Roll.
- ✧ **Combat:** Usually refers to a physical Conflict. Conflicts^{p135}, Physical Conflicts^{p135}
- ✧ **Compel:** A character can accept a Compel on an Aspect by acting in a way befitting that Aspect. Doing so awards the character a Fate Point. Accept a Compel^{p80}
- ✧ **Concede:** Exiting a conflict while retaining a measure of narrative control over a character. Compare with Taken Out. Conceding^{p142}
- ✧ **Conflict:** A scene where two or more parties intend to do each other harm, mentally, physically, or logistically. Harm done may either be the goal itself or simply a means to an end. Conflicts^{p135}
- ✧ **Contest:** A competitive scene where the participants are not directly trying to harm each other. Contests^{p133}
- ✧ **Crumbling Tower:** An optional rule allowing PC Skill points to be split for more flexibility. The Crumbling Tower^{p73}, Optional Rules^{p226}
- ✧ **Damage:** Abstract term representing the incoming danger of a successful Attack. Damage is absorbed by taking Stress and/or Consequences, and mitigated one-to-one by Armor ratings. It is increased by Weapon ratings. Resolving Attacks^{p139}
- ✧ **Dreggard:** A newcomer who has spent all the resources and eaten all the food they arrived in Oubliette with.
- ✧ **Equipment:** See Item.
- ✧ **Exchange:** The period of time it takes for everyone in a Conflict to perform their own turn. Exchange^{p127}
- ✧ **Fate Core:** The flexible role-playing rule set designed and written by Evil Hat, LLC, upon which Oubliette Second Edition is built.
- ✧ **Fate Dice:** A 6 sided die with 2 Pluses (worth +1), 2 Minuses (worth -1), and 2 Blanks (worth 0). What do I Need to Play?^{p8}, Dice Alternatives^{p227}
- ✧ **Fate Point:** A token or counter representing a portion of narrative control. It can be used to Invoke Aspects or Declare Story Details pertaining to an Aspect. They are acquired through Refresh and accepting Compels. Fate Points^{p79}, Refresh & Fate Points^{p74}
- ✧ **Fate:** The series of events that are going to occur in one's future. May also refer to Fate Core, the game system by Evil Hat, LLC.
- ✧ **Flight:** Some creatures can gain tactical benefit from their ability to fly. Movement^{p139}
- ✧ **Focal Importance:** There are several discrete levels of importance to the narrative. See also Nameless NPC, Tough NPC, Supporting NPC, Main NPC, and PC. Focal Importance Levels^{p217}
- ✧ **Focus:** See Focal Importance.
- ✧ **Frangulous:** Colloquial. The trait of Interior citizens for being easily Broken.
- ✧ **Gemcorpse:** Grandhall slang term for a wonderful find while scavenging or exploring.
- ✧ **GM:** Game Master. The Player sitting at the table who controls the overall narrative and places issues in the way of the Players. The Basics^{p8}
- ✧ **Goal Aspect:** A difficult to attain goal that drives your character to remain Unbroken.
- ✧ **God's Ghost:** A popular oath in Oubliette, hailing from Stonewald. God's Ghost^{p175}
- ✧ **God:** A being that receives worship. Can refer to the god of the Abrahamic religions, pagan deities, or new beings venerated only in Oubliette.
- ✧ **Heal/Healing:** See Recovery Process.
- ✧ **High Concept:** The core Aspect of your character. High Concept sums up your most important features.
- ✧ **Incarnation:** The process by which those who are killed in Oubliette come to be alive again. Oubliette's Life Eternal^{p10}
- ✧ **Interior:** The districts of Grandhall, Cutting, and Spearfield. The Castle Itself^{p145}
- ✧ **Invoke:** You can Invoke an Aspect appropriate to a situation and Skill by paying a Fate Point. Doing so allows you to either gain a +2 bonus, or reroll the dice completely, whichever is better. Invoke an Aspect^{p79}
- ✧ **Item:** An object of importance and significance that acts as a situation Aspect. Mundane items, unimportant items, and items easily acquired are not tracked, unless their absence is important. In such a case, a Situation Aspect is usually applied to represent the temporary loss. See also Artifact.
- ✧ **Loadout:** See Skill Loadout.
- ✧ **Main NPC:** A focal NPC designed to act as a major character in the narrative of the game. They are often the main villains of the story and as such are frequently more powerful than the PCs are individually. Focal Importance Levels^{p217}
- ✧ **Major Milestone:** A very important Milestone to the story. The PCs gain Refresh. Major Milestones^{p226}
- ✧ **Milestone:** A pivot in the narrative of the game. This may be good or bad. PCs usually advance on the basis of Milestones. Milestones^{p128}
- ✧ **Minor Milestone:** A small Milestone, often done at the end of a session. PCs may change Aspects or Stunts, but usually do not gain in overall power. Minor Milestones^{p225}
- ✧ **Mortal:** Refers to creatures that had finite lifespans in the World of Life. Oubliette's Life Eternal^{p10}, Denizens of Oubliette^{p19}
- ✧ **Nameless NPC:** An NPC designed to help flesh-out the world and provide minor challenges to the PCs. Focal Importance Levels^{p217}
- ✧ **NPC:** A Character played by the Game Master. They exist to make the story more interesting for the Players. The Basics^{p8}, Opposition^{p214}
- ✧ **Oubliette Second Edition:** This book. The Second Edition of the original Oubliette role-playing game, which is based on the first edition of Oubliette, and Fate Core.
- ✧ **Oubliette:** A torture chamber and method where the victim is placed inside to be forgotten. Also a popular

synonym for Castle Oubliette.

- ☞ **PC:** Player Character. A character played by a Player who is not the Game Master. Players use these avatars to navigate the fictional world of Oubliette. The Basics^{p8}
- ☞ **Player:** One of several people playing the game of Oubliette. The Basics^{p8}
- ☞ **Race:** A fluid term for broad classifications of beings in Oubliette. Not as specific or definable as “species.” Races^{p77}
- ☞ **Recovery Process:** The method by which Consequences are resolved and removed. A check is made, then the Consequence is cleared after a particular amount of time. Recovering from Consequences^{p141}
- ☞ **Relationship Aspect:** An Aspect that ties your story to the story of someone else, potentially another PC.
- ☞ **Resurrection:** The process by which beings in Oubliette raise from the dead in a new location after death. Oubliette’s Life Eternal^{p10}
- ☞ **Roll:** Skills rolled by adding the Skill Value to the sum of 4 Fate Dice. Skill Rolls^{p129}
- ☞ **Roost, The:** Abbreviation of Dragon’s Roost^{p163}
- ☞ **Scenario:** A short series of sessions focusing on a given problem or issue the PCs are trying to solve. Scenario^{p127}
- ☞ **Scene:** An event where interaction, activities, and actions occur. Scenes usually terminate when the setting or situation changes. Scene^{p127}
- ☞ **Session:** The real-time period of gameplay, starting when the group begins for the day and ending when the game is over for the day. Session^{p127}
- ☞ **Significant Milestone:** A Milestone important to the story. The PCs gain a measure of power in the form of a bonus to a Skill. Significant Milestones^{p225}
- ☞ **Situation Aspect:** A temporary Aspect defining a trait of the scene, environment, mood, momentary problem or advantage. Situation Aspects^{p213}
- ☞ **Skill Check:** See Roll. May also refer to an optional rule: see Dice Alternatives^{p227}.
- ☞ **Skill Loadout:** An arrangement of multiple Skill rating numbers. Each makes up a “slot” where one Skill is assigned one rating from the loadout. Caste Statistics Chart^{p70}
- ☞ **Skill Rating:** The number ascribed to a particular Skill owned by a character. This number is a bonus that is applied to that character’s Skill rolls. See also Skill. Skills & Stunts^{p72}
- ☞ **Skill:** A collection of actions that a character can perform. See also Roll. Skills & Stunts^{p72}, Arts of the Unbroken^{p82}
- ☞ **Slairborn:** Slang insult suggesting one’s heritage is both abominable and inescapable.
- ☞ **Sludge:** Insult. Usually used by the middle-Castes to describe lower-Caste folk.
- ☞ **Stunt:** A special power usually tied to a specific skill. Generally, Stunts allow a character to do something that wouldn’t normally be possible. Skills & Stunts^{p72}, Arts of the Unbroken^{p82}
- ☞ **Supporting NPC:** A reasonably important NPC with a name and more staying power. They can be allies, enemies, or unknown agents to the PCs. Focal Importance Levels^{p217}
- ☞ **Survivability:** An abstract term for a character’s

ability to stick around in the story and remain relevant. Usually measured by Focal Importance. Capability & Survivability^{p217}

- ☞ **Taken Out:** Being removed from a conflict, generally by not having stress or consequences to absorb an Attack. The Player of the character loses narrative control of the character to the winner for the immediate future. Being Taken Out^{p142}
- ☞ **Tough NPC:** An NPC designed to provide slightly more challenge to the PCs than a Nameless NPC. Focal Importance Levels^{p217}
- ☞ **Trouble:** An Aspect in the form of a consistent problem that your character experiences and has yet to fix. Always difficult to solve outright. Troubles^{p77}
- ☞ **Turn:** A single character’s set of actions that can be performed at once in a conflict, usually moving 1 Zone and performing 1 Action. Turn^{p126}
- ☞ **Unbroken Aspect:** Either a Goal Aspect or a Relationship Aspect that prevents your character from becoming Broken. Goals^{p77}, Relationships^{p77}
- ☞ **Void:** The hypothetical space separating the World of the Forgotten from the World of Life. Apparently impenetrable. Awakening^{p6}, Oubliette’s Life Eternal^{p10} Alternatively, the absence of life in Oubliette, hypothetical true-death.
- ☞ **Wallsucker:** Insult implying one is so desperate as to eat the spongemeat right off the walls.
- ☞ **Weapon Rating:** Adds a flat value to the Shifts of damage of a successful Attack. Armor and Weapon Ratings^{p75}
- ☞ **Wilhelm/ed:** Verb. To fail so spectacularly at something that the tale becomes legendary.
- ☞ **World of Gloom:** Possibly one of the most important other worlds to Oubliette, now destroyed by religious war. Koom^{p41}, The Sunless Church^{p61}
- ☞ **World of Life:** Earth, and all the myriad other worlds that beings come to Oubliette from. Time & Space^{p17}
- ☞ **World of the Forgotten:** The cosmic plane of existence that Oubliette and the Faraway Castles reside in. Oubliette’s Life Eternal^{p10}

§10.4

Pitfalls & Avoiding Them

Role-playing games are complex social interactions where a number of things can go wrong. Here, we’ll address a few of them.

In general, remember, this is a game, we’re here for entertainment, and everything else is secondary to having fun.

§10.4.1

Triggering Subjects

Depending on your background, you may or may not be aware of the things that may bother the other people at the table. Unless your group is already well-knit and you

are all close friends (and even then) you may find that there are subjects that cause your Players to be uncomfortable. Unfortunately, many Players who feel this way aren't even comfortable talking about it, which makes the situation very difficult if you run across it in the middle of the game.

On one hand, the GM should encourage your Players to be open-minded, but on the other, you must also consider that some topics that can arise in the course of a campaign in *Oubliette* can trigger undue emotional stress in people. You may never run across such a problem, but in the interest of avoiding it entirely, it may be best to start new campaigns with a simple preface about the content of the game. The GM should ask if the Players have any subjects they *don't* want to get into, perhaps by collecting anonymous notes, and avoid those. Taking preventative measures for touchy subjects is far, far easier than trying to narrate around a suddenly taboo topic while in the middle of the session, while trying to figure out what's bothering your Players. It can also help you align your expectations with those of the Players in a more general way: if they aren't interested in romance, but you were planning on hinging plots on it, you'll know in advance rather than have spent time and energy planning for content the Players will want to avoid.

§10.4.2

Handling Morality

A potentially more complicated issue is the morality of the PCs. Some Players like to mow through adversaries, incinerate those who stand in their way, or collapse buildings on rivals. Others put careful moral thought into each decision they make. You will probably never have a

group entirely composed of either group, and even if you do, some will be more flexible than others.

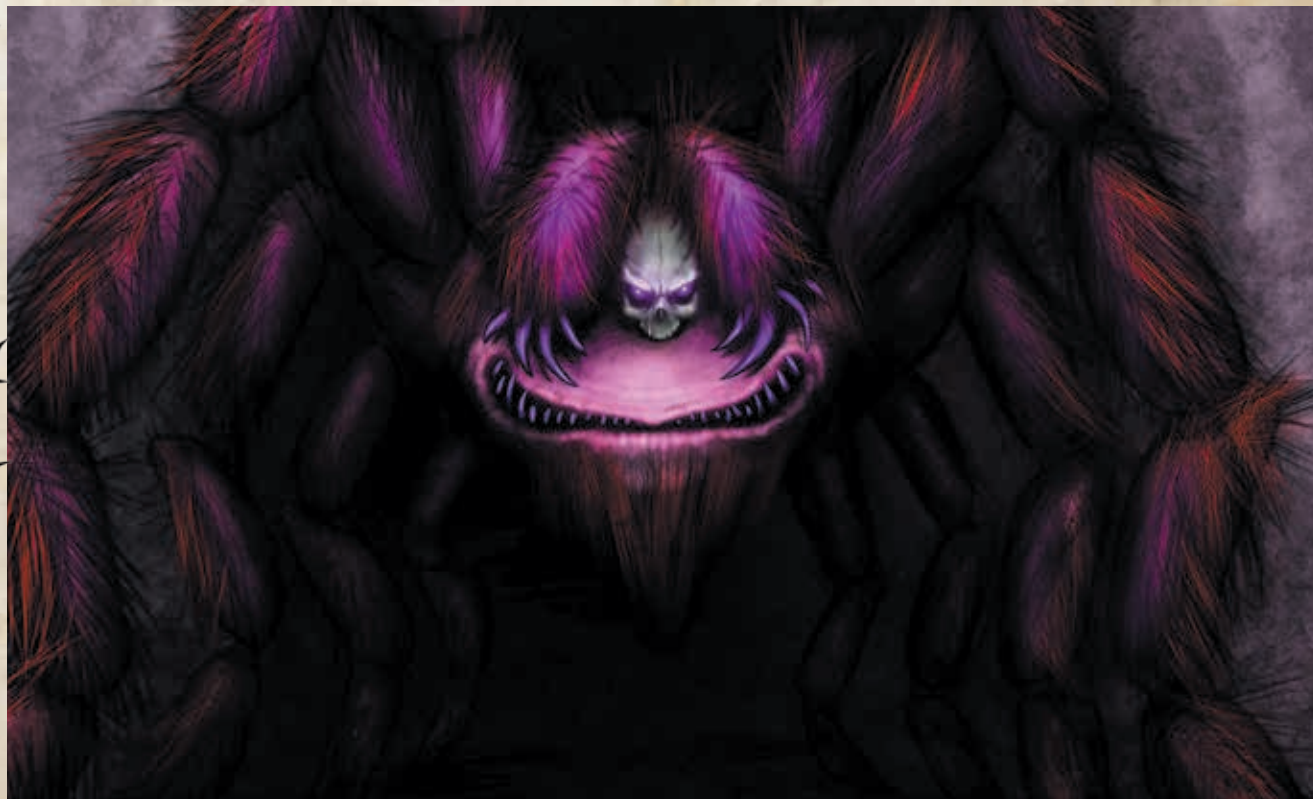
Usually, the best way to avoid morality pits is for the GM to clarify the character concepts and outlooks of each PC before the game starts. If conflicts between the outlooks of the PCs look like they may arise the GM can ask Players to tone back the amorality of their characters. If morality issues arise in the course of the game (between the Players, morality issues between the PCs and the NPCs are the lifeblood of many conflicts in *Oubliette*, after all) then the GM, or even the other Players, may offer other courses of action the character might take in the interest of keeping a certain moral quality to the game. While some groups may not even care that moral issues have come into play, others may be off-put by callous actions, so be careful.

§10.4.3

Risk Aversion

Sometimes the GM does such a good job of intimidating the Players with foreshadowing that the Players won't even risk moving forward with the story lest they get into unmanageable trouble. Other times, the Players simply aren't convinced that the benefits of a course of action outweigh the risks. There are many core reasons that Players can become risk-averse.

- ⊗ Remember that the goal is entertainment. The GM is not out to destroy the Players. *Oubliette* is not about “winning” or “losing” in that way.
- ⊗ Look for ways to move the story forward, even if your PC is unlikely to take a particular course of action.
- ⊗ Ask “what could make this character act this way?”
- ⊗ The GM should either clarify or add to the stakes or be



ready to take the group in a different direction.

☞ Avoid dithering: change the stall into a decision between moving forward and moving sideways.

☞ Sometimes introducing a complication allows the group to figure out another way or a better reason to pursue the objective.

\$10.4.4

Metagaming

Inevitably, Players will learn more about the world of Oubliette, as they do playing any game long enough. Some may even read the entire book, front to back, and memorize even the most minuscule bits of lore. While the Players are sometimes encouraged to make decisions that are more interesting than “good” for their characters, they should not base the decisions their characters make on information they wouldn’t have in that situation. They may know that Vlad is not the only important high-Caste vampire in Oubliette, but that doesn’t mean they would automatically know who Linthara is, or how she might be involved, unless their characters have already researched this information in this campaign, or have some other way of knowing it. *The Players can read the book, but the PCs cannot.* When a PC utilizes information they shouldn’t have access to, the GM should ask them how they came to know it. Unless there’s a good chance the character would have already been able to acquire that information, they should avoid using it.

\$10.4.5

My-Guy Syndrome

Playing the role of your character is, after all, the way you play a role-playing game, but sometimes that role can be counter to the enjoyment of the game, for you or other Players. Remember that the goal is entertainment. No character’s actions are sacred or inviolable in the face of the entertainment of the game. The Player of a character or NPC is responsible for the decisions that character makes, because that character is fictional, and exists only to make

the game entertaining and interesting for the group.

“Because that’s what my guy would do” is not a valid excuse to derail the enjoyment of the game.

If you see another Player acting in this way and damaging the entertainment of the game, you may want to offer suggestions about how to make their decisions more enjoyable without straying from the character, or point out that there may be another way of handling the situation.

If you notice that you yourself are doing this, try to make sure that your character’s actions don’t detract from the fun of the game. Keep it moving, and listen when the other Players are leery of your plans, and be ready to find another option that serves your character’s aims without detracting from the tale.

\$10.4.6

Darkness-Induced Apathy

Oubliette is a dark fantasy setting with cosmic horror elements. It’s not a rosy-colored fairytale where heroes defeat existentially evil villains who always deserve it, and nothing bad ever happens. Oubliette, as a setting, is not for everyone. But that said, it doesn’t have to be needlessly grimdark. The lights can be dimmed to whatever level the Players are comfortable with. If the story is getting too grim, inject some humor. Even death can be funny in Oubliette, a trait not all games have the luxury of indulging in. The general weirdness and complete absurdity¹ can also be useful sources of humor and irony. Relieve tension with character quirks and running gags. Bestow a little spot of hope in the darkness. Remember, Oubliette is fundamentally *not* a hopeless place, **it’s a place where only hope survives.**

¹ Consider Oubliette Sports: Fiorentino with Calicos, Full-Combat Siege Architecture, and Dreg Racing.

\$10.5

Dramatis Personae

\$10.5.1

By Caste

☞ **Refuse (0):**

Bladebird^{p250}

Dog Cricket^{p262}

Edipede^{p268}

Eyeweed^{p275}

Faeling^{p276}

Furzypig^{p279}

Least Gob^{p298}

Lexocog^{p301}

Lurking

Latchlarch^{p306}

Plaything^{p323}

Ragdoll^{p330}

Shade Kitten^{p340}

Shop Goblin^{p341}

Spongemeat^{p344}

Springrat^{p344}

Stormrat^{p345}

Vulture^{p363}

Werething Bug^{p364}

☞ **Dreg (1):**

Abandoned Serf^{p239}

Ash Monger^{p246}

Blood Ape^{p250}

Clawball^{p257}

Clawblin^{p257}

Dirt Herder^{p262}

Elder Taintling^{p268}

Feeder Lizard^{p277}

Grimer^{p282}

Grist Wellwisher^{p282}

Hide Monger^{p288}

Horse^{p289}

Knifedoll^{p295}

Kobold^{p295}

Muckspout^{p315}

Ox^{p322}

Loki’s Dove^{p304}

Quintilipede^{p329}

Ragpicker Urchin^{p331}

Sporebunny^{p344}

Taintling^{p350}

Thimblepreen^{p354}

Tick Swarm^{p355}

Tusker^{p356}

- Unclean^{p358}
- Xitomatlope^{p366}
- Zombie^{p368}
- ☼ **Rabble (2):**
- Aislinn^{p240}
- Blood Monger^{p250}
- Bonehorde Ghoul^{p251}
- Celdith^{p254}
- Centaur^{p254}
- Cutter^{p259}
- Draculean
- Spearman^{p264}
- Dumplepreen^{p266}
- Dwarf^{p267}
- Eddapede^{p268}
- Fae Bladehandler^{p276}
- Goblintown
- Cutpurse^{p281}
- Goblintown
- Guard^{p281}
- Hogwort^{p289}
- Ilando Cinzia^{p290}
- Leech Colony^{p299}
- Lesser Werething^{p300}
- Lieutenant Antonia
- Ménage^{p301}
- Masquerade
- Dancer^{p311}
- Moor Crab^{p314}
- Orwan Liarch^{p321}
- Chilly Down
- Brother^{p256}
- Princess Euna^{p325}
- Ragpicker Lord^{p331}
- Rat Fink^{p331}
- Razordoll^{p332}
- Rebella's Puppets^{p333}
- Shoric Bastille^{p341}
- Stigandr^{p344}
- Groach^{p282}
- Thorn Worshipper^{p355}
- Tuxedo Ghoul^{p356}
- Unvalued Soldier^{p359}
- Vampeetle^{p360}
- Vissa the Anomaly^{p361}
- Walking Skeleton^{p364}
- Werething Goblin^{p365}
- ☼ **Lost (3):**
- Arcane Fireheart^{p244}
- Azarul^{p247}
- Blanc d'Arbre
- Martyr^{p250}
- Bonehorde Fiend^{p250}
- Cannoneer^{p253}
- Carnassial^{p253}
- Clawflyer^{p257}
- Criik^{p258}
- Dances Among
- Them^{p260}
- Draculean
- Footman^{p263}
- Dreel^{p265}
- Dullac^{p266}
- Ecad^{p267}
- Essence of
- Wretched^{p273}
- Fleuriel^{p277}
- Foslie^{p278}
- Friedrich^{p278}
- Gardeneer^{p279}
- Gem Monger^{p280}
- Glorna
- Voggodyrys^{p280}
- Guild Courier^{p283}
- Guild Mobster^{p284}
- Junk Monger^{p292}
- Knight^{p295}
- Macro Avinubis^{p307}
- Mosquitornado^{p315}
- Ogre^{p321}
- Plumepreen^{p323}
- Princess Rilainan^{p325}
- Professional
- Negotiator^{p326}
- Proselytizing Spore-
- Fletcher^{p326}
- Psychethrope^{p327}
- Qor'th^{p328}
- Tall Pidge^{p350}
- Rag and Bone^{p330}
- Revisionist
- Preacher^{p333}
- Royal We #34586^{p336}
- Royal We #789^{p337}
- Sal-Amon^{p338}
- Hinnur Stafflison^{p288}
- Shadetail^{p340}
- Sir Wilhelm Drake,
- Order of the
- Wyrmp^{p341}
- Sumeilugraron^{p345}
- Thorn Acolyte^{p354}
- Vaultbreaker
- Stalker^{p360}
- Wielder Acolyte^{p365}
- Young Hillbeast^{p367}
- Chandelier Spider^{p255}
- ☼ **Fallen (4):**
- Absolution^{p239}
- Anima^{p242}
- Batileth Glaarn^{p248}
- Borderfolk^{p251}
- Castellan^{p253}
- Cryocognate^{p259}
- Cyclops^{p259}
- Draculean Knight^{p264}
- Essence of Fire^{p271}
- Essence of Plague^{p272}
- Essence
- Werething^{p274}
- Eyeless^{p275}
- Firebreather^{p277}
- Grul Rockeater^{p283}
- High Fae Mesmer^{p288}
- Hodwig
- Wheatspoon^{p289}
- Ivesimo the
- Doctor^{p292}
- Keeper^{p295}
- Leprivore^{p299}
- Lucette de Ardes^{p305}
- Mage Hunter^{p308}
- Magus^{p310}
- Memento^{p311}
- Might-God^{p312}
- Moon Preen^{p313}
- Nechnagan the
- Fleet^{p317}
- Oedipede^{p321}
- Priest Hunter^{p324}
- Revisionist
- Scholar^{p334}
- Royal We #45^{p336}
- Saint^{p338}
- Sarras^{p339}
- Siege Isopod^{p341}
- Stone Monger^{p345}
- Syth the Xelar^{p349}
- The Charming
- Gentleman^{p352}
- Thorn
- Godspeaker^{p354}
- Waste Troll^{p364}
- Unseelie Raider^{p358}
- Visiting Angel^{p361}
- Werething Giant^{p364}
- Wielder Wizard^{p365}
- ☼ **Forsaken (5):**
- Alfheim
- Mindbender^{p241}
- Daniel the
- Apprentice^{p260}
- Border Barbarian^{p251}
- Demon
- Summoner^{p262}
- Draculean Elite^{p263}
- Eri^{p269}
- Essence of Eyes^{p270}
- Essence of Maw^{p271}
- Essence of Taint^{p273}
- Faccovius^{p275}
- Igneotic Cyst^{p290}
- Imuelia^{p290}
- Infected
- Snarldrake^{p291}
- Kramoure
- Dragomar^{p296}
- Lesser Tribe-God^{p300}
- Lilith-in-the-Well^{p302}
- Lynath^{p307}
- Mega Avinubis^{p311}
- Mycoraptured Heretic
- Hive^{p315}
- Nightmaster^{p318}
- Nonce Equitaur^{p319}
- Perna^{p323}
- Relic Monger^{p333}
- Roberto Cullen San
- Nicolas^{p334}
- Rogue Incanter^{p335}
- Roosting Drake^{p335}
- Sebaal
- Cadramane^{p339}
- Shade Slave^{p340}
- Sunless Agent-
- Assassin^{p346}
- Synese^{p348}
- Tainted Giant^{p349}
- Unseelie Assassin^{p358}
- Valnex the Clean^{p359}
- Vanquish^{p360}
- Vulfstan^{p363}
- ☼ **Eminent (6):**
- Aege^{p240}
- Aluadh^{p241}
- Apicus^{p244}
- Armor Monger^{p245}
- Astrographer^{p246}
- Azraphas the
- Cunning^{p248}
- Beryse Ebrellieres^{p249}
- Caervalla Skaiviete,
- Grand Enchantress of
- Life^{p252}
- Chief Headstone^{p255}
- Chirobiol^{p256}
- Coegilex Monger^{p258}
- Draculean
- Peerage^{p264}
- Edengraft
- Chimera^{p268}
- Essence of Fear^{p270}
- Farnele^{p276}
- Gawain^{p279}
- Grandmaster of the
- Sword^{p281}
- Harland Elliot
- Chambers^{p284}
- Kassandra^{p294}
- Lergath of Hast^{p299}
- Lexonomer^{p301}
- Longtail^{p304}
- Mordred^{p314}
- Night Dust^{p317}
- Proto Man^{p375}
- Pyrocaust^{p328}
- Raeldric,
- Archaeologist^{p329}
- Raymelie the
- Torturer^{p331}
- Rebella the
- Puppeteer^{p332}
- Sunless
- Omnibishop^{p347}
- Venator Esoterica^{p361}
- Yath Canath^{p366}
- ☼ **Eldritch (7):**
- Armageddon^{p245}
- Astromancer^{p246}
- Chamberlain Gilt^{p254}
- Dungeon Vile^{p266}
- Essence of Hate^{p271}
- Essence of Night^{p272}
- Essence of Sun^{p273}
- Eunan^{p274}
- Land Dragon^{p297}
- Lazool^{p298}
- Kyorast Pnok^{p296}
- Monger Monger^{p313}
- Pain Leech^{p322}
- Primorph Nerva^{p324}
- Quin Schuyler-
- Lovecraft^{p329}
- Ruryr^{p337}
- Solar Love^{p343}
- Tephra^{p351}
- Terje^{p351}
- The Goblin King^{p353}
- Ultraclasm^{p357}
- ☼ **Ancient (8):**
- Cistern Spider^{p377}
- Death Eater^{p261}
- Dross^{p265}
- Essence of Caste^{p269}
- Heathen Star^{p286}
- Henge Gigant^{p287}
- Karaan't'ia^{p292}
- Lucitera^{p305}
- Magician^{p308}
- Domgarigon Ap
- Mal^{p262}
- Nine Sky^{p318}
- Nyctonymph^{p320}
- Slag^{p342}
- Sunless Highstar
- Lord Pthoch^{p346}
- Vlad^{p362}
- Yul Dhar^{p367}
- ☼ **Divine (9):**
- Androgeria^{p241}

Hate^{p285}
 Linthara^{p303}
 Lyftwyrn^{p306}

Magnum
 Tenebrosum^{p309}
 Malenox^{p310}

Moloch^{p312}
 Nakaryon^{p316}
 Skyspider^{p342}

Ten Million
 Wings^{p350}
 True Vlad^{p355}

Unchivalry^{p357}

\$10.5.2

By Race

☼ **Angel:**
 Visiting Angel^{p361}
 Eri^{p269}
 Solar Love^{p343}
 ☼ **Any:**
 Abandoned Serf^{p239}
 Dirt Herder^{p262}
 Ragpicker Urchin^{p331}
 Cutter^{p259}
 Ragpicker Lord^{p331}
 Thorn Worshipper^{p355}
 Unvalued Soldier^{p359}
 Guild Courier^{p283}
 Guild Mobster^{p284}
 Professional
 Negotiator^{p326}
 Rag and Bone^{p330}
 Revisionist
 Preacher^{p333}
 Thorn Acolyte^{p354}
 Vaultbreaker
 Stalker^{p360}
 Wielder Acolyte^{p365}
 Borderfolk^{p251}
 Eyeless^{p275}
 Mage Hunter^{p308}
 Magus^{p310}
 Priest Hunter^{p324}
 Revisionist
 Scholar^{p334}
 Saint^{p338}
 Thorn
 Godspeaker^{p354}
 Wielder Wizard^{p365}
 Border Barbarian^{p251}
 Demon
 Summoner^{p262}
 Lesser Tribe-God^{p300}
 Rogue Incanter^{p335}
 Astrographer^{p246}
 Grandmaster of the
 Sword^{p281}
 Lexonomer^{p301}
 Venator Esoterica^{p361}
 Astromancer^{p246}
 ☼ **Artifact:**
 Lurking
 Latchlarch^{p306}
 Sumeilugarion^{p345}
 Chandelier Spider^{p255}
 Hate^{p285}

Ten Million
 Wings^{p350}
 ☼ **Beast:**
 Bladebird^{p250}
 Dog Cricket^{p262}
 Edipede^{p268}
 Eyeweed^{p275}
 Furzypig^{p279}
 Lexocog^{p301}
 Plaything^{p323}
 Springrat^{p344}
 Stormrat^{p345}
 Vulture^{p363}
 Blood Ape^{p250}
 Clawball^{p257}
 Feeder Lizard^{p277}
 Horse^{p289}
 Ox^{p322}
 Loki's Dove^{p304}
 Quintilipede^{p329}
 Sporebunny^{p344}
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 Xitomatlope^{p366}
 Eddapede^{p268}
 Leech Colony^{p299}
 Carnassial^{p253}
 Macro Avinubis^{p307}
 Mosquitornado^{p315}
 Sal-Amon^{p338}
 Young Hillbeast^{p367}
 Leprivore^{p299}
 Oedipede^{p321}
 Siege Isopod^{p341}
 Mega Avinubis^{p311}
 Pain Leech^{p322}
 Cistern Spider^{p377}
 Death Eater^{p261}
 Skyspider^{p342}
 ☼ **Demon:**
 Chirobiol^{p256}
 Night Dust^{p317}
 Karaan't'ia^{p292}
 Domgarigon Ap
 Mal^{p262}
 Nyctonymph^{p320}
 Androgeria^{p241}
 Malenox^{p310}
 Moloch^{p312}
 Unchivalry^{p357}
 ☼ **Dragon:**
 Clawflyer^{p257}

Firebreather^{p277}
 Infected
 Snarl Drake^{p291}
 Roosting Drake^{p335}
 Azraphas the
 Cunning^{p248}
 Land Dragon^{p297}
 Dross^{p265}
 Slag^{p342}
 Lyftwyrn^{p306}
 ☼ **Essence:**
 Elder Taintling^{p268}
 Azarul^{p247}
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\$10.6

Bestiary

\$10.6.4.1

Abandoned Serf

Nameless Dreg (1) Professional (any race)

Peasants from the Old world, these forgotten people attempt to carry on, using their old skills to make themselves useful.

Aspects

- ☞ **MEDIEVAL PEASANT**
- ☞ **UNPREPARED FOR THE HARSHNESS OF OUBLIETTE**
- ☞ **BEARER OF AN ARCANES MARK**
- ☞ **FOUND EVERYWHERE**

Skills

Necessities +3, Scavenging +2, Tailoring +2, Business +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.2

Absolution

Main Fallen (4) Social Draculean Fae

Terrified and lonely, this girl

appears to be no older than seventeen. Unfortunately for her, her flesh is considered the greatest delicacy in Oubliette. She is thus doomed to be repeatedly hunted down and fed upon by the Draculeans who jealously guard her against other possible killers. This has gone on for so long that she largely accepts her fate, balancing precariously on the line between the Unbroken and the Broken.

Aspects

- ☞ **PROFESSIONAL DRACULEAN PREY**
- ☞ **HEARTBREAKINGLY YOUNG**
- ☞ **VAMPIRE DELICACY**
- ☞ **KNOWS ALL THE LORDS**
- ☞ **JEALOUSLY GUARDED**
- ☞ **LUCETTE WOULD TEAR THE CASTLE ASUNDER FOR ME**

Skills

Will +6, Athletics +5, Rapport +5, Empathy +4, Stealth +4, Scavenging +4, Contacts +3, Entertain +3, Deceive +3, Arcane +3, Medicine +2, Tailoring +2, Alchemy +2, Exploration +2, Lore +2

Refresh: 2 (14 base, 12 spent)

Stunts

- ☞ **Escape Artist.** You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.
- ☞ **Tumbling Cat.** +2 to Overcome

Actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

☞ **Fame.** They've probably heard of you. You get +2 on your first social roll with someone.

☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

☞ **Mental Flexibility.** Your mind is not just agile, it's supple and limber, and better able to handle contradictions and twists than most. When you are unopposed, you can move 1 extra Zone in mental and logistical Conflicts.

☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **Ubiquity.** You get +2 when Creating an Advantage with Deceive

\$10 Appendices

to disguise yourself among other Humans.

☞ **VIP.** At the start of the second round of combat in any cell with a Draculean presence, soldiers from the local garrison rush to your aid. Gain the **Reinforcements** Situational Aspect with one free Invoke.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.3

Aege

Supporting Eminent (6) Martial Feeder Therianthrope

A strange and paradoxical man, Aege is an assassin who does much of the organizing and logistical work of the Feeders. His motives for his actions are notoriously complex and almost impossible to read, but it is known that he suffers interference poorly.

Aspects

- ☞ **FORMER ASSASSIN**
- ☞ **PURSUED BY THE GUILD**
- ☞ **NEVER GIVES A STRAIGHT ANSWER**

- ☞ **STRANGE MORAL COMPASS**
- ☞ **A CONTRACT IS A CONTRACT**
- ☞ **EXPERT LOGICIAN**

Skills

Stealth +8, Ranged +7, Precision +7, Physique +6, Athletics +6, Investigate +6, Deceive +5, Notice +5, Provoke +5, Alchemy +5, Business +4, Resources +4, Necessities +4, Lore +4

Refresh: 1 (14 base, 13 spent)

Stunts

- ☞ **People are an Open Book.** You can use Investigate instead of Empathy to Defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.
- ☞ **Predator Eyes.** You gain +2 to Ranged rolls to Create an Advantage when identifying weaknesses or aiming at your target.

☞ **Death Swarm.** Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies.

Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin** Boost on them.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Walker in Shade.** (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of Athletics for Overcome and Defend actions.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

☞ **Deceptive Frame.** Your body hides your strength well. Whenever anyone tries to determine your Aspects or Skills, your physical capabilities remain hidden, so long as your opponent hasn't already been made aware of them.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Saw it Coming.** Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw** Boost.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.4

Aislinn

Supporting Rabble (2) Subtle Bonehorde Undead

This courier-sprite is found almost everywhere in the Interior, delivering seemingly random messages and commands at the behest of an unknown master. Despite her intangible body, she still has some of the mannerisms of an Enclave Fae, and she is unusually sympathetic to those who have found themselves the victims of old laws and customs. Oddly, Aislinn does not seem to speak in a way that produces sound. Instead, she looks at people and they remember her as having spoken.

Aspects

- ☞ **PHANTOM FAERIE MESSENGER**
- ☞ **THE BONEHORDE OWNS ME NOW**
- ☞ **NO MORE MASTERS, EVER AGAIN**
- ☞ **BROAD WEB OF CONTACTS**

Skills

Contacts +4, Investigate +3, Notice +3, Will +2, Ghost +2, Resources +2, Empathy +1, Deceive +1, Lore +1, Religion +1

Refresh: 1 (6 base, 5 spent)

Stunts

- ☞ **The Perfect Person for That.** When you Create an Advantage with Contacts to find someone with a particular trait or Skill, on a success, you create a second Advantage at the same time for that character with one free Invoke.
- ☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.
- ☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.
- ☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.
- ☞ **Ear to the Ground.** Whenever someone initiates a Conflict against

you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.5

Alfheim Mindbender

Tough Forsaken (5) Martial Fae
One of the host of self-important leaders of a hidden Fae Enclave, mindbenders often use their powers to keep their group well-hidden and away from the prying eyes of the rest of the Castle.

Aspects

- ☞ **SECRET AUTARCH OF THE FAE**
- ☞ **TRULY ALIEN MORALITY**
- ☞ **NEVER, EVER PLAYS NICE**
- ☞ **NATURAL INVISIBILITY**
- ☞ **ENTER MY GARDEN AND YOU WILL BE MINE**

HYPNOTIC INDUCTION

Skills

Arcane +7, Ranged +6, Deceive +6, Stealth +5, Provoke +5, Rapport +5, Contacts +4, Notice +4, Will +4, Lore +4

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Con Artist.** You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.
- ☞ **Many Masks.** Through a combination of makeup, minor illusions, physical behavior and costuming, you can transform yourself into someone else with ease. You get +2 on Deceive rolls to disguise yourself.
- ☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.
- ☞ **Hunter's Roost.** You are adept at striking when your opponent's attention is elsewhere. Any time you attempt to Attack or harm an

opponent who is not focusing on you, you get +2 to the roll.

- ☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.
- ☞ **Changeling.** Your disguise is more than skin deep. When you take on a disguise, you can replace two of your Aspects with new ones of your choosing. At the end of the scene, they revert to your original ones.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.6

Aluadh

Supporting Eminent (6)
Professional Coquille Roi Fae

This elfin creature was one of the Shell Kings. Startlingly young looking, Aluadh has bright green piercing eyes the same color as the runes on the armor shells that constantly float about him to intercept attacks. Aluadh seems to have taken the fall of the Coquille Roi rather poorly as he clearly belongs in the Sanitarium.

Aspects

- ☞ **SHELL KING OF THE ARCANE**
- ☞ **SEVERE DEMENTIA**
- ☞ **SELF-PROPELLED ARCANE MACHINE ARMOR**
- ☞ **PRONE TO FITS OF RAGE AND TERROR**
- ☞ **ENRAGED BY THE TRUTH OF HISTORY**
- ☞ **I SHOULD BE MEDICATED**

Skills

Design +8, Arcane +7, Physique +7, Alchemy +6, Smithing +6, Lore +6, Necessities +5, Provoke +5, Contacts +5, Strategy +5, Resources +4, Tailoring +4

Refresh: 1 (14 base, 13 spent)

Stunts

- ☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.
- ☞ **Unbreachable Facade.** As long as

you do not have any Consequence slots filled, you have an additional point of mental and physical Armor.

- ☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.
- ☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury** Boost when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

- ☞ **Soothing Talisman.** You gain 1 mild mental Consequence
- ☞ **Arcane Enhancement.** You can build in magical Aspects into your works. Create an Advantage with Design. On a success, you can add an **Enchantment** Advantage on an object or location. Specify a Skill you have. Free Invokes on the **Enchantment** can be spent to utilize your Skill for a single roll. Once all Free Invokes are spent, the **Enchantment** is destroyed.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.7

Androgeria

Main Divine (9) Professional Castle Exile Demon

Older than the stones of Earth, Androgeria is a powerful and fiendish old spellmaker with a lecherous streak as wide as Fellmoor. He spends his

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time in Oubliette as a liaison between the Castles and is adept at political maneuvering and defusing potentially explosive political situations. Despite his tendency to proposition anything that flies, swims, drifts, or walks, he treats the Veiled King with absolute professionalism and has never, to anyone's knowledge, made a pass at her.

Aspects

- ☞ **PRIMORDIAL DEVIL**
- ☞ **EASILY DISTRACTED BY LUST**
- ☞ **CONTRACTS SIGNED IN BLOOD**
- ☞ **MADE MY CANE FROM THE WORLD TREE**
- ☞ **FOREIGNER FROM CASTLE EXILE**
- ☞ **PREPOSTEROUSLY ANCIENT**
- ☞ **NATURAL SHAPESHIFTER**
- ☞ **RESPECTS THE VEILED KING'S POSITION**

Skills

Resources +11, Lore +10, Stealth +10, Contacts +9, Arcane +9, Elemental +9, Business +8, Will +8, Deceive +8, Rapport +8, Provoke +7, Empathy +7, Investigate +7, Religion +7, Alchemy +7, Design +6, Melee +6, Necessities +6, Tinkering +6, Physique +6

Refresh: 4 (24 base, 20 spent)

Stunts

- ☞ **Manipulate Truth.** Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.
- ☞ **Changeling.** Your disguise is more than skin deep. When you take on a disguise, you can replace two of your Aspects with new ones of your choosing. At the end of the scene, they revert to your original ones.
- ☞ **Many Masks.** Through a combination of makeup, minor illusions, physical behavior and costuming, you can transform yourself into someone else with ease. You get +2 on Deceive rolls to disguise yourself.
- ☞ **Telepathic Manipulator.** You can use Deceive to attempt to implant a lie without speaking to the target directly. If you fail, they become aware of your

mental meddling in addition to any other outcomes.

- ☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.
- ☞ **Immolate.** (2r) You create an **On Fire Boost** on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.
- ☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice Boost** for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.
- ☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard Boost** in response to new or surprising information, as long as you are in a position to be contacted by your network.
- ☞ **Web of Lies.** When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood Boost**.
- ☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.
- ☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.
- ☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.
- ☞ **Flaunt Wealth.** You can use Resources instead of Rapport on Overcome rolls in any situation where ostentatious displays of material wealth might aid your cause.
- ☞ **Banquet of Kindness.** Your generosity is well received. Whenever

you use your Resources in a purely generous offering, you get +2 to your roll.

- ☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.
- ☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3] [4] [5]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Resource [4]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.8

Anima

Supporting Fallen (4) Social
Uninitiated Essence

Anima is incomplete, although she does not know this. She is a fractured piece of a greater being, whose efforts to transcend his own reality left shards of his own nature raining down across Oubliette. Anima is helpful and good-natured, with a flair for the domestic. Since her arrival in the Castle, she has begun volunteering at the kitchens of the Feeders, using her logistics abilities to ensure their work runs smoothly. She's fascinated by the minutia of life, and can occasionally be seen enjoying mimicking the most mundane tasks as if they were exciting and new. That said, she bemoans the fact that she's "corporeally challenged" and can only work through intermediaries, be they her various contacts, or through creative use of Arts.

Aspects

- ☞ **INGENIOUS INGENUE**
- ☞ **INCORPOREAL WOES**
- ☞ **WE ARE SO MUCH BETTER TOGETHER**
- ☞ **HELPING OUT BEHIND THE SCENES**

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☞ **ARCANA FRAGMENTS: EMPRESS AND FOOL**

Skills

Contacts +6, Business +5, Ghost +5, Rapport +4, Resources +4, Notice +4, Deceive +3, Empathy +3, Investigate +3, Will +3, Architecture +2, Lore +2, Necessities +2, Stealth +2, Tinkering +2

Refresh: 0 (10 base, 10 spent)

Stunts

☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.

☞ **Body of Gloom.** Your body literally

blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Tendrils of Night.** Writhing darkness enshrouds you, stretching out for your enemies. You get +1 to your range with Ghost Attacks.

☞ **The Perfect Person for That.** When you Create an Advantage with Contacts to find someone with a particular trait or Skill, on a success, you create a second Advantage at the same time for that character with one free Invoke.

☞ **Perfect Setup.** You get +2 to identify Situation Aspects that you can use to your advantage in Conflicts.

☞ **Walker in Shade.** (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of Athletics for Overcome and Defend actions.

☞ **Organizational Mastermind.** Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an opponent's, but only on Business or Resource rolls.

☞ **Telepathy.** You can communicate with others without speaking. You must have met the person already, and they must be currently alive. You cannot contact someone in the void between incarnations, in other cosmic domains, or in the World of Life, assuming you are currently in Oubliette.

☞ **Peacemaker.** Your benevolence and the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.

Stress

☞ Physical: [1] [2]

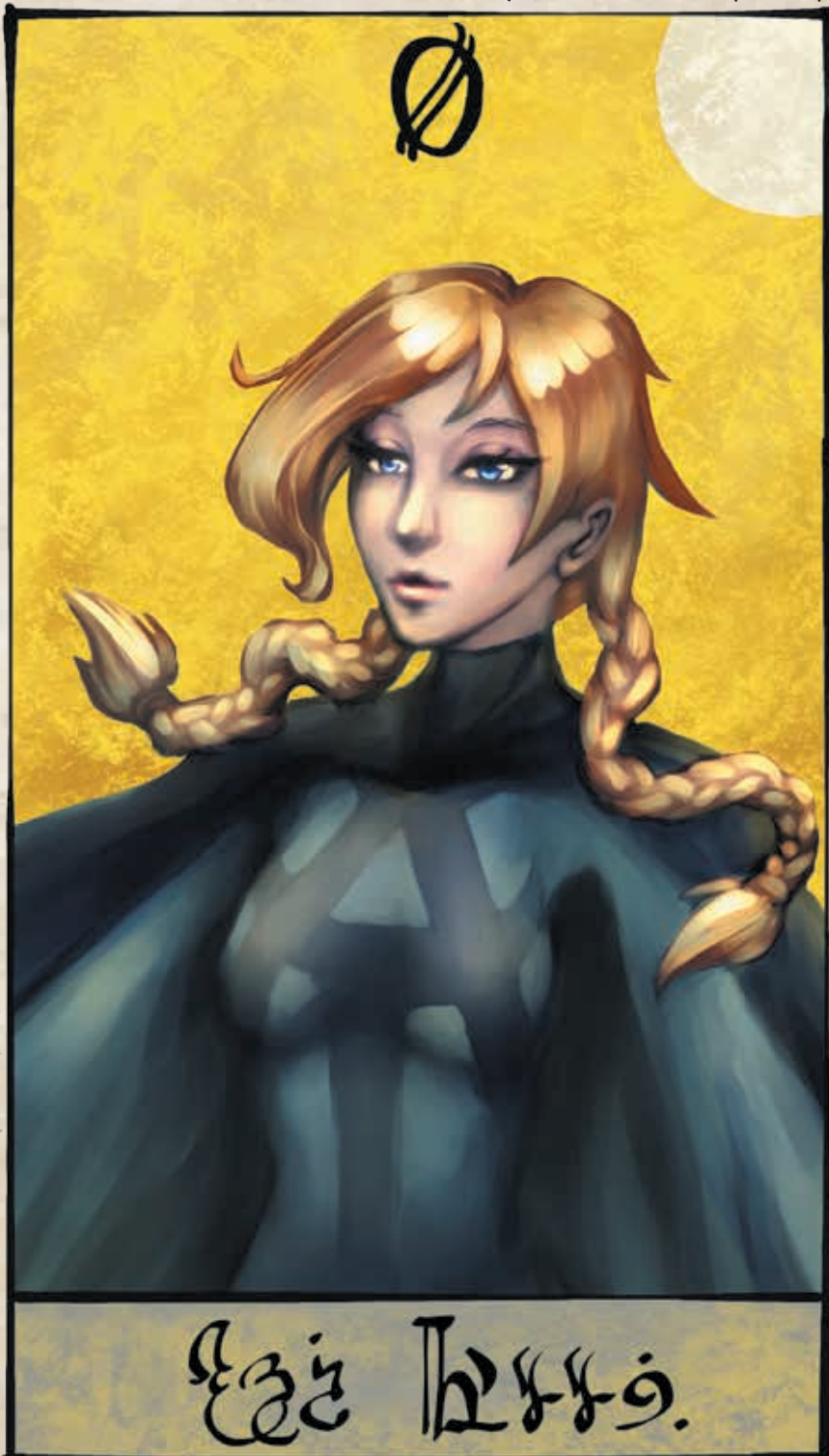
☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild [2]

☞ Moderate [4]



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Apicus

Supporting Eminent (6) Martial Essence

This Essence of Maw, commonly sighted near the border of Slair or on its many excursions into Spearfield, has inexplicably tried to cram its horrific ovoid mouth-body into a finely brocaded robe, making it look more like a nightmarish scarecrow than a proper Essence. Despite its intermittent screaming, a habit it has never managed to break, it is exceptionally polite and very knowledgeable about the cultures of the Castle. Apicus is a professional beekeeper and tends to one of the Castle's few swarms.

Aspects

- ☞ **CULTURED MOUTHBALL**
- ☞ **STILL HASN'T FIXED THE SCREAMING PROBLEM**
- ☞ **FOLLOWED BY A SWARM OF GUARDSBEES**
- ☞ **KNOWS THE WAYS THROUGH SLAIR**
- ☞ **WANDERING GASTRONOMIST**
- ☞ **SOME PRIMITIVE INSTINCTS REMAIN**

Skills

Savage +8, Necessities +7, Rapport +7, Physique +6, Contacts +6, Notice +6, Business +5, Lore +5, Resources +5, Provoke +5, Exploration +4, Entertain +4, Religion +4, Will +4, Strategy +4

Refresh: 0 (14 base, 14 spent)

Stunts

- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.
- ☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.
- ☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.
- ☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for

a meal. It might literally be stone soup, but it's enough for now.

- ☞ **A Veritable Feast.** You can almost always finagle a way to make the meal more filling. Each person you feed gains a **Stuffed Boost**.
- ☞ **Old World Cooking.** In what can only be described as magic, you can cook meals that look and taste exactly like meals from the World of Life. You gain +2 to Create Advantages when cooking for someone in specific, as long as they've described something they'd like to eat to you.
- ☞ **Lifebringer.** (2r) Your touch breathes life into the grime of Oubliette. Make an Overcome roll against a small area or Zone, with the threshold based on the area's sterility and inhospitability. If you succeed, you create a permanent **Vivarium Aspect** on the area, with 1 free Invoke for each Shift of success.
- ☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.
- ☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.
- ☞ **Bypass Dangers.** Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.10

Arcane Fireheart

Main Lost (3) Martial Pureheart Fae

Leader of the Purehearts, Arcane (her given name) provides a stable and eager foundation to her organization. She was once a member of the New

World, but has recently split to form a new organization in a slightly different direction. Her passion for protecting the weak of any race or creed has given her a reputation for foolishness, but those she assists are always thankful regardless of what the established powers think of her.

Aspects

- ☞ **ENTHUSIASTIC ELVEN SORCERESS**
- ☞ **NOBODY RESPECTS ME**
- ☞ **INSPIRING, INFECTIOUS SMILE**
- ☞ **MAGIC IS IN MY BLOOD**
- ☞ **WE ARE NOT MINDLESS SAVAGES**

Skills

Elemental +5, Arcane +4, Will +4, Rapport +3, Empathy +3, Strategy +3, Lore +2, Alchemy +2, Notice +2, Physique +2

Refresh: 2 (12 base, 10 spent)

Stunts

- ☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.
- ☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.
- ☞ **Immolate.** (2r) You create an **On Fire Boost** on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.
- ☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.
- ☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.
- ☞ **Potions and Elixirs.** You have a facility for helping others. You can begin the process of healing a physical or mental Consequence, on yourself or another, without rolling.
- ☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury Boost** when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

§10.6.4.11

Armageddon

Supporting Eldritch (7) Martial Ordo Sancti

Floating four feet in the air, this ten foot tall being appears to be a pale woman with a beautiful but sad complexion and extra faces on her torso. She has eight arms of varying size and shape, each pair with a different aspect: Plague, Famine, War, and Death. Armageddon stalks solitarily through Oubliette, destroying those who attack her but speaking wistfully with anyone who would simply talk.

Aspects

- ☞ **DISCARDED HARBINGER OF DOOM**
- ☞ **ACTS IMPULSIVELY ON FIRST IMPRESSIONS**
- ☞ **FOUR FACES OF THE APOCALYPSE**
- ☞ **MOTHER OF THE HORSEMEN**
- ☞ **BEAUTIFUL ANGELIC WINGS**
- ☞ **REFUGEE FROM CASTLE EXILE**
- ☞ **LOVES POLITENESS AND TEA**

Skills

Religion +9, Onslaught +8, Blood +8, Savage +7, Physique +7, Entertain +7, Elemental +6, Lore +6, Notice +6, Rapport +6, Empathy +5, Athletics +5, Smithing +5, Provoke +5, Investigate +5, Stealth +4, Will +4

Refresh: 1 (16 base, 15 spent)

Stunts

- ☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.
- ☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.
- ☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before

destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Legendary Agility.** You can use Blood in place of Athletics for Overcome rolls.

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.

☞ **Final Form.** (2r) Once per session, you can transform into a substantially more dangerous and terrifying creature. You roll Savage to Overcome the pain of your shifting body against +4. For each Shift of success, you replace an Aspect with a new one with a free Invoke. At the end of the scene, you revert to your original form, with all your old Aspects as they were.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Armor Monger

Supporting Eminent (6) Professional Monger

A famous and ancient monger, this being might have stood seven or so feet tall if it weren't for its gigantic pile of armor and metal. Armor Monger's horde pile reaches a solid thirteen feet into the air despite the hunched stoop. It is said that Armor Monger can sell you any sort of armor imaginable, from vampiric leather that sips the blood of its wearer to plated suits sewn from the translucent shells of the things that live at the bottom of the Cistern.

Aspects

- ☞ **MONGER WITH COQUILLE ROI ASPIRATIONS**
- ☞ **HE'S NOT GETTING ANYWHERE FAST**
- ☞ **ARMOR STATISTICS CATALOGUE**
- ☞ **INCIDENTAL ABLATIVE ARMOR**
- ☞ **DARK SECRET: HAS MURDERED KINGS**
- ☞ **EITHER BUILDING A SHELL OR GETTING READY TO PUPATE**

Skills

Business +8, Physique +7, Melee +7, Smithing +6, Resources +6, Tinkering +6, Contacts +5, Scavenging +5, Empathy +5, Provoke +5, Will +4, Design +4, Lore +4, Stealth +4

Refresh: 2 (14 base, 12 spent)

Stunts

- ☞ **Unbreachable Facade.** As long as you do not have any Consequence slots filled, you have an additional point of mental and physical Armor.
- ☞ **Teetering Stack of Goods.** You've got a lopsided tower of worldly wealth strapped to your back. You gain 1 mild resource Consequence.
- ☞ **Organizational Mastermind.** Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an opponent's, but only on Business or Resource rolls.
- ☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come

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to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Expert Armorsmith.** Armets, hausse-cols, kevlar, mainfaires, zira, you've put together such a breadth of defensive outfits that it boggles the mind. You get +2 to create armor.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Exceptional Grit.** (2r) You gain 1 physical Stress Box.

Armor: 1 Physical
Stress

☞ Physical: [1] [2] [3] [4] [5] [6]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Resource [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.13

Ash Monger

Nameless Dreg (1) Subtle Monger

These Mongers have a particular fixation, not just for their namesake ashes, but for the burnt remains of any object. They can sometimes be found in small, ad-hoc clans, migrating from house-fire to house-fire. They are startlingly respectful to the displaced, however, and they consider setting something on fire just to harvest its ashes to be the highest possible crime.

Aspects

☞ **WANDERING CARBON-RECOVERY SPECIALIST**

☞ **REEKS OF SMOKE AND ASHES**

☞ **POUCHES FULL OF STILL-SMOLDERING COALS**

☞ **POLITE AND WELL-MANNERED**
Skills

Scavenging +3, Elemental +2, Religion +2, Business +1

Refresh: 0 (2 base, 2 spent)

Stunts

☞ **Be Careful with That.** You get +2 to rolls to identify and handle ancient relics, dangerous objects, or other items of great power.

☞ **Miser.** Once you've got a hold of something it can be almost impossible to get it back from you. All attempts to steal from you are actively opposed, and you receive +2 on your defense.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.14

Astrographer

Nameless Eminent (6) Professional Seer (any race)

Devoted largely to writing down the events and accounts of experiments performed by the Seers, these scientist-magicians act as the scribes of the Observatory. While ranked above the students, each Astrographer serves a particular department and may rise no further in rank. This has led to an epidemic of illicit information-sharing among the Astrographers, who may never know as much as their department Head, but now at least have studied more broadly.

Aspects

☞ **SEER NOTE-TAKER**

☞ **NOT TAKEN SERIOUSLY BY THE SEERS**

☞ **DARE NOT TAKE ME LIGHTLY**

☞ **WELL-ROUNDED IN COSMIC SECRETS**

☞ **THE THINGS I COULD DO WITH A RESEARCH BUDGET**

☞ **IF OUR SUPERIORS WERE GONE, WE WOULD BE IN CHARGE**

Skills

Lore +8, Alchemy +7, Medicine +7, Investigate +6, Deceive +6, Contacts +6, Tinkering +5, Will +5, Notice +5, Necessities +5

Refresh: 0 (7 base, 7 spent)

Stunts

☞ **Physical Effects Specialist.**

Experience has almost taught you how to not blow off your eyebrows. You gain +2 to Alchemy rolls dealing with smoke, fire, or any other non-biological physical effect.

☞ **Master of Poisons.** You get +2 to

Alchemy when creating, identifying, treating, or otherwise handling poisons and venom.

☞ **Remedies.** You know a poultice for almost everything. You get +2 to Alchemy for recovering consequences.

☞ **Wordhoard.** You have a stupendous lexicon with which to assail your auditors. You get +2 to Create Advantages in social Conflicts with Lore.

☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

☞ **Manipulate Truth.** Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.

Stress

☞ Physical: [1]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

\$10.6.4.15

Astromancer

Nameless Eldritch (7) Professional Seer (any race)

These metaphysicists are the highest independant rank of the Seers. Fully funded and answerable to none of the tower's Heads, they design the projects and perform the experiments necessary to understand fully the underlying structure of Oubliette. Because the resources that they draw on come from the same pool as the rest of the Seers' funding, one of the few things that can unite the Heads of the various departments is preventing the ordination of a new Astromancer.

Aspects

☞ **TENURED EXISTENTIAL**

☞ **RESEARCH MAGE**

☞ **THE DEPARTMENT HEADS**

☞ **RESENT MY POSITION**

☞ **WORKING ON PROJECTS YOU**

WOULDN'T UNDERSTAND

☞ **CAN'T IMAGINE A BETTER JOB THAN THIS**

☞ **ALWAYS WRAPPED IN AT LEAST FOUR LAYERS OF WARDS**

☞ **VAGUELY INTERESTED IN THE WORK OF UNPOPULAR MAGI**

☞ **I HAVE FORGOTTEN MORE SECRETS THAN MOST PEOPLE**

LEARN

Skills

Alchemy +9, Lore +8, Will +8, Arcane +7, Resources +7, Contacts +7, Investigate +6, Notice +6, Physique +6, Deceive +6, Empathy +5

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Gold of the Soul.** (2r) Many ancient philosophers considered Alchemy to be a metaphor for the spirit. Mastering one permits control over the other. You can use Alchemy to make Defense rolls in mental Conflicts.

☞ **Physical Effects Specialist.** Experience has almost taught you how to not blow off your eyebrows. You gain +2 to Alchemy rolls dealing with smoke, fire, or any other non-biological physical effect.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

Armor: 1 Mental
Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

\$10.6.4.16

Azarul

Supporting Lost (3) Social Essence

There are those who hear the phrase “in the land of the blind, the one eyed man is king” and think “that’s so sad. Even he can’t see very much. Someone ought to get him some proper medical care.” And then there are those who think “well, I have one eye and this nice pointed stick. I certainly wouldn’t mind being a king...” Azrarul is the latter type, an Essence wearing rags and a predator’s smile. He is Unbroken, but only in pursuit of his

task: to Break every other living thing in Oubliette. Tall and gaunt, Azrarul has cosmetically pale skin and long black hair that drifts around him, seemingly animated by its own will. It is unknown whether the hair is a part of him or some sort of symbiotic being, as it occasionally feeds itself when he is not looking. If it is a separate entity, then perhaps he has sworn that it will be the last thing in the Castle that he Breaks.

Aspects

☞ **SARCASTIC WANDERING GHOST**

☞ **ALWAYS UP TO SOMETHING**

☞ **I’VE GOT A STORY ABOUT THAT**

☞ **ALWAYS BE THE SANEST ONE IN THE ROOM**

☞ **ANIMATED HAIR**

Skills

Ghost +5, Deceive +4, Will +4, Provoke +3, Arcane +3, Lore +3, Notice +2, Rapport +2

Refresh: 1 (8 base, 7 spent)

Stunts

☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent, you lose the benefit of Ghost Soul for the remainder of the scene.

☞ **Secret Blade.** You never appear armed without inspection. You have



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so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.

☞ **Cunning Smile.** You get +2 on Provoke rolls against opponents who are uncertain or suspicious of you.

☞ **Web of Lies.** When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood** Boost.

☞ **Manipulate Truth.** Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.17

Azraphas the Cunning

Challenging Eminent (6) Martial Roost Dragon

Despite their claims of freedom, most of the Castle's dragons are in the Draculeans' thrall. Their slavery is not uncomfortable. They are fed regularly and lavished with treasure, but they have forgotten what it means to fly free over the pitiful lifeforms that crawl below. They are consigned to a boring, crumbling sway of ancient towers, and worse: they are content with it. This last part Azraphas cannot stand. While the other dragons sleep atop golden hoards, he works on schemes to

unseat the vampires from their place of power—and to one day take the throne of their empire for himself.

Aspects

☞ **DRAGON KING**

☞ **FEARS THE POWER OF THE DRACULEANS**

☞ **ENJOYS LORDING OVER OTHERS**

☞ **RATIONAL SADIST**

☞ **ORGANIZING OTHER DRAGONS IS LIKE HERDING CATS**

☞ **EVERYTHING THAT IS NOT MINE BURNS**

Skills

Savage +8, Elemental +7, Physique +7, Provoke +6, Resources +6, Rapport +6, Onslaught +5, Investigate +5, Contacts +5, Notice +5, Lore +4, Architecture +4, Will +4, Empathy +4, Strategy +4

Refresh: 1 (16 base, 15 spent)

Stunts

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

☞ **Scale Brood.** (2r) You have grown thick, hard scales that protect you from harm. You gain 1 physical stress box.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.

☞ **Final Form.** (2r) Once per session, you can transform into a substantially more dangerous and terrifying creature. You roll Savage to Overcome the pain of your shifting body against +4. For each Shift of success, you replace an Aspect with a new one with a free Invoke. At the end of the scene, you revert to your original form, with all your old Aspects as they were.

☞ **Pyromancer.** Some say even your

personality is explosive. You get +2 to Attacks with Elemental.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Bad Weather.** The weather is always bad around you, even inside. Twice per session, you can call on a **Bad Weather** Boost to interfere with those close to you.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.18

Batileth Glaarn

Supporting Fallen (4) Professional Cryptarch

Found deep in Slair, this man seems to be little more than the vague outline of a statue recessed into a wall. His eyes move only barely, and it takes great effort for him to speak or lift his hands, but he is an incredible font of wisdom for the Cryptarchy and an incredible craftsman. He remembers the Castle's ancient history as clearly as if it were yesterday, and he is always starved for company. The walls around his alcove are slathered in runic warnings against letting him out, and he has learned that any attempt at asking for his freedom leaves him abandoned again in the dark.

Aspects

☞ **ANCIENT CAPTIVE**

☞ **SLOWLY CALCIFYING**

☞ **STORIES OF THE ANCIENT CASTLE**

☞ **CALM AND DELIBERATE**

☞ **THE LAST TIME I WAS FREE, EVERYTHING BURNED**

Skills

Lore +6, Architecture +5, Alchemy +5, Smithing +4, Contacts +4, Business +4, Will +3, Resources +3, Physique +3, Notice +3, Deceive +2, Empathy +2, Rapport +2, Provoke +2, Religion +2

Refresh: 1 (10 base, 9 spent)

Stunts

☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.

☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

☞ **Potions and Elixirs.** You have a facility for helping others. You can begin the process of healing a physical or mental Consequence, on yourself or another, without rolling.

☞ **Manipulate Truth.** Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.

☞ **Expert Armorsmith.** Armets, hausse-cols, kevlar, mainfaires, zira, you've put together such a breadth of defensive outfits that it boggles the mind. You get +2 to create armor.

☞ **Advanced Alloys.** Objects you forge are more durable than usual. When someone else places an Advantage with free Invokes on something you have crafted, you may cancel that Advantage and replace it with **Damaged**, which has no free Invokes.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.19

Beryse Ebrellieres

Supporting Eminent (6) Subtle Vaultbreaker Marionette

Say what you will about the Vaultbreakers, but they certainly have style. This Marionette was once a royal treasure of the Austrian Caliphate, passed down from generation to generation. She could go anywhere. Steal any treasure. Kill any foe. When the rest of her race was snatched from the World of Life, the Caliphate was unwritten and the territory that would eventually become modern Germany was fractured into disparate kingdoms. Beryse has since stolen a number of elegant componets, turning herself into a kind of well-dressed gender-bent gentleman thief, replete with a flowing dark cape. Despite her exquisite appearance, she is terse, cynical, and mischevious, and has been cast as both hero and villain in a number of Grandhall's lower-theater plays.

Aspects

☞ **ATHLETIC THRILL SEEKER**

☞ **TOO AGGRESSIVE AND FREESPIRITED**

☞ **NOTHING CAN KEEP ME OUT**

☞ **WHIRLWIND OF ACROBATIC POWER**

☞ **PEACE & QUIET, DUAL ENCHANTED STILLETTO**

☞ **MERCILESSLY STYLISH**

Skills

Athletics +8, Stealth +7, Precision +7, Exploration +6, Investigate +6, Notice +6, Deceive +5, Provoke +5, Rapport +5, Strategy +5, Will +4, Business +4, Scavenging +4, Physique +4, Empathy +4

Refresh: 1 (14 base, 13 spent)

Stunts

☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to

Overcome when entering guarded, protected, or watched territory.

☞ **Fencing.** You gain +2 to Defend with Precision against foes who are armed with weapons.

☞ **Never Lost.** You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.

☞ **Killing Skewer.** Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

☞ **Escape Artist.** You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.

☞ **Riposte.** You are particularly adept at Defending yourself. When you succeed with style on an Athletics roll to Defend, you can replace the Boost you gain with a 2-Shift hit.

☞ **No Strings To Hold Me Down.** You get +2 to Defend actions with Athletics as you move in unnatural ways or collapse bonelessly out of the paths of Attacks.

☞ **Deceptive Frame.** Your body hides your strength well. Whenever anyone tries to determine your Aspects or Skills, your physical capabilities remain hidden, so long as your opponent hasn't already been made aware of them.

☞ **Trap Breaker.** Machines are surprisingly fragile things. You get +2 to defuse, break, or halt mechanical traps.

☞ **Pathways Everywhere.** Oubliette is full of invisible halls, Ames rooms, and other optical illusions. Most people don't see them for what they are, but you do. You get +2 to rolls for getting out of, through, or past an area in Oubliette.

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Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.20

Bladebird

Tough Refuse (0) Martial Beast
A constant sight in the Castle, bladebirds look like triangular bats with fleshy wings and sharp beaks. They most often operate in flocks called avinubises.

Aspects

- ☞ **BEAKED BAT SCAVENGER**
- ☞ **SKITTISH WHEN AWAY FROM THE SWARM**
- ☞ **ECHOLOCATION**

Skills

Athletics +2, Savage +1

Refresh: 0 (1 base, 1 spent)

Stunts

- ☞ **A Bit Skittish.** You get +2 to Defense rolls in the first Exchange of any type of Conflict against opponents who go before you.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.21

Blanc d'Arbre Martyr

Nameless Lost (3) Subtle Human
Hanged on a tree by Catholic converted pagans, these people were sacrificed to build a larger repertoire of saints. They were martyred *en masse* by people who forgot about them shortly after. Their martyrology now joins them in Oubliette.

Aspects

- ☞ **SAINTED BODY IN SUSPENSION**
- ☞ **I BELONG TO THE WHITE TREE**
- ☞ **SACRED TO THE TOUCH**
- ☞ **I KNOW THE THOUGHTS OF THE OTHER MARTYRS**
- ☞ **AN OBJECT LESSON IN SUFFERING**

Skills

Contacts +5, Will +4, Blood +4, Alchemy +3, Empathy +3, Lore +3

Refresh: 1 (4 base, 3 spent)

Stunts

- ☞ **Ageless Stoicism.** You may use Will to Overcome physical Aspects that have been placed on you or to begin the recovery process for physical Consequences.

- ☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations.

You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

- ☞ **Ocultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

\$10.6.4.22

Blood Ape

Tough Dreg (1) Martial Beast
Looking like a gorilla drenched with black fluid, these eerie anthropoids were stolen from an alternate Earth where they inhabited northern Africa, roving across the deserts. They do not seem to appreciate the cold climate of Oubliette and are most often spotted in the Murder Heat, where rumors circulate that they are a Draculean experiment gone horribly awry.

Aspects

- ☞ **POWERFUL AND SUSPICIOUS APE**
- ☞ **HUNTED BY THE DRACULEANS FOR SPORT**
- ☞ **NEVER ANY LESS THAN A FULL TROOP**
- ☞ **BELLOWS HEARD ACROSS THE WARD**

Skills

Blood +3, Notice +2, Scavenging +2, Stealth +1

Refresh: 1 (2 base, 1 spent)

Stunts

- ☞ **Legendary Agility.** You can use Blood in place of Athletics for Overcome rolls.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.23

Blood Monger

Nameless Rabble (2) Martial Monger

"A sip from every soul," says the Monger, opening the brown folds of its coat just enough that the vials jangle. "You can trade it now or later, but I'll have yours in time." Judging by the rows upon rows of tightly stoppered glass containers that glimpsed through the gap in the fabric, it's hard to doubt their claims.

Aspects

- ☞ **ITINERANT BLOOD-COLLECTOR**
- ☞ **HUNDREDS UPON HUNDREDS OF FRAGILE, IRREPLACEABLE VIALS**
- ☞ **CAN READ YOUR HISTORY IN A HANDFUL OF DROPS**
- ☞ **WHEN I HAVE A SAMPLE FROM EVERY SENTIENT, I WILL KNOW THE TRUTH OF THIS PLACE**

Skills

Blood +4, Business +3, Notice +3, Empathy +2, Lore +2

Refresh: 1 (3 base, 2 spent)

Stunts

- ☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

- ☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.24

Bonehorde Fiend

Tough Lost (3) Martial Bonehorde Undead

Standing several men tall, this hulk of sinew, meat, and rage is composed of the bodies of at least a dozen people, each stretched and pasted into a limb or muscle and providing a terrible form of armor.

Aspects

- ☞ **HIDEOUS ABOMINATION OF MUSCLE**

- ☞ **RAVENOUS FOR FLESH**
- ☞ **HULKING BATTERING RAM ARMS**
- ☞ **MY PURPOSE IS DESTRUCTION**
- ☞ **PAIN IS BARELY A DISTRACTION**

Skills

Savage +5, Onslaught +4, Physique +4, Blood +3, Provoke +3, Brawl +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.25

Bonehorde Ghoul

Nameless Rabble (2) Martial Bonehorde Undead

Most members of the Bonehorde can be identified by the skins they wear. These ghouls, on the other hand, are quite visible for the opposite reason. Though protected from infection by some strange aspect of their condition, they are not insulated from pain. They roam in inarticulate packs, hoping to return upon the world some measure of their suffering.

Aspects

- ☞ **MINDLESS PLAYED GHOUL**
- ☞ **IN CONSTANT AGONY**
- ☞ **OVERWHELM AND SUBSUME**
- ☞ **IF I CAN'T KNOW PEACE, NEITHER SHOULD ANYONE ELSE**

Skills

Savage +4, Blood +3, Physique +3, Athletics +2, Notice +2, Religion +2

Refresh: 0 (3 base, 3 spent)

Stunts

☞ **Claw Brood.** Your claws aren't just

for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.26

Border Barbarian

Nameless Forsaken (5) Subtle Wallman (any race)

Loud and aggressive, a border barbarian is a tough and hardened warrior from the Bounding. These men and women are brutal, blunt, and deadly to strangers.

Aspects

- ☞ **RUGGED SURVIVALIST**
- ☞ **BLUNT INSTRUMENT**
- ☞ **A DIET OF SAWGRASS AND VENOMOUS INSECTS**
- ☞ **BETTER TO BE STARVING AND FREE**
- ☞ **NATURAL NAVIGATOR**
- ☞ **ALWAYS ON ALERT**

Skills

Brawl +7, Athletics +6, Scavenging +6, Stealth +5, Notice +5, Physique +5, Will +4, Exploration +4, Necessities +4, Rapport +4

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Never Lost.** You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.

☞ **Strangulate.** If a character you are grappling has a **Grappled** Advantage that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke removed. The victim must use at least

1 Consequence to absorb this damage.

☞ **Crushing Fists.** Your hands can crush stone and metal, never mind flesh or bone. You deal 2 extra Shifts of damage on Attacks against targets who have a **Grappled** Aspect.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

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Borderfolk

Nameless Fallen (4) Martial Wallman (any race)

A typical dweller of the Bounding, borderers are the most common folk encountered past the walls of civilization. Which is not to say that they are abundant, but rather to imply that these intimidating barbarians are the ground level for fearsomeness in the vast and hostile outer wastes.

Aspects

- ☞ **SURVIVALIST BARBARIAN**
- ☞ **CULTURE IS FOR THOSE WHO KNOW WHERE THEIR NEXT MEAL IS COMING FROM**
- ☞ **UNSQUEAMISH**
- ☞ **ACCUSTOMED TO HARDSHIP**
- ☞ **BEYOND THE WALLS OF THE INTERIOR, YOU FIND THE TRUTH OF YOURSELF**

Skills

Onslaught +6, Physique +5, Scavenging +5, Notice +4, Stealth +4, Exploration +4, Tinkering +3, Necessities +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress

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box.

☞ **Safe Spot.** Even in the heart of enemy territory, you know where to hide. You get +2 to Create Advantages pertaining to finding or making a safe place to rest.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.28

Caervalla Skaiviete, Grand Enchantress of Life

Challenging Eminent (6) Martial
Coquille Roi Fae

A woman of average height and svelte build, lean and willowy, her brown hair falls just past her shoulders, silken and shining and pinned back with diamonds. Caervalla is the kind of woman a noir narrator would describe as having legs that go for miles, and this is only accentuated by her fondness for heels, but she tends to mix and match her formalwear with battledress. Over a gown the color of sunset, she wears a chestplate and her hands are sheathed in beautifully ornamented clawed gauntlets. Caervalla possesses a fearsome temper and a long memory for grudges beneath her sweet, whimsical demeanor, but she is also said to have access to an elixir that can return the dead to Oubliette ahead of their expected reincarnation. Travelers voyage far to bargain with her for it, but only her dearest friend Cassandra is exempt from paying the price she asks in return.

Aspects

- ☞ **GRAND ENCHANTRESS OF LIFE**
- ☞ **DETERMINED TO BRING BACK HER TWIN SISTER**
- ☞ **KEEN INTUITION**
- ☞ **PUCKISH GENEROSITY**
- ☞ **SOUL-SISTER TO KASSANDRA**
- ☞ **THE ELIXIR DRAWS VISITORS TO MY DOOR**

Skills

Arcane +8, Medicine +7, Alchemy +7, Empathy +6, Entertain +6,

Necessities +6, Lore +5, Will +5, Rapport +5, Elemental +5, Resources +4, Ranged +4, Deceive +4, Contacts +4, Notice +4

Refresh: 0 (16 base, 16 spent)

Stunts

- ☞ **Know the Code.** You are used to adapting to other people's social mores. Often, your life has depended on it. You get +1 on Overcome actions using Notice, Empathy, and Religion.
- ☞ **Warp Reality.** (2r) You get +4 to Overcome and

Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

☞ **Gold of the Soul.** (2r) Many ancient philosophers considered Alchemy to be a metaphor for the spirit. Mastering one permits control over the other. You can use

Alchemy to make Defense rolls in mental Conflicts.

☞ **Aqua Resplendens.**

(3r) Your mastery of Alchemy is not to be trifled with. Once per session, you can administer a fabulous elixir of life that forcibly reincarnates a dead denizen of Oubliette into their corpse. Any previously taken consequences remain, and they suffer from a **Void Sickness** Situation Aspect with one free Invoke, but they are returned and conscious.

☞ **Anatomy Expert.** "Familiar" doesn't cover it; you've studied the biology of humans, non-humans, and animals so extensively that you could take one apart and almost put it back together. You can use Medicine to Create Advantages in physical Conflicts by pointing out anatomical weaknesses or traits.

☞ **Old World Cooking.** In what can only be described as magic, you can cook meals that look and taste exactly like meals from the World of Life. You gain +2 to Create Advantages when cooking for someone in specific, as long as they've described something they'd like to eat to you.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

☞ **Lives With Lies.** You get +2 on all Empathy rolls to discern or discover



Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Pragmatic Illusion.** (2r) You're so used to covering yourself with phantasms that you do so reflexively. Once per session, you can declare that an enemy you've just Attacked did not realize that the Attack originated with you.

☞ **Terrorizing Spells.** Your magic is inherently horrific or dreadful.

lies, whether they're directed at you or someone else.

☞ **Telepathy.** You can communicate with others without speaking. You must have met the person already, and they must be currently alive. You cannot contact someone in the void between incarnations, in other cosmic domains, or in the World of Life, assuming you are currently in Oubliette.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.29

Cannoneer

Tough Lost (3) Martial Human
Some time ago, teams of men dragging cannons on field artillery carriages began turning up in Oubliette. These cannonneers are useful for sieges, but scatter rapidly in close-quarters fighting. Over time, many of these cannon teams have grown closer and closer together, until the men and women have begun to fuse with their equipment.

Aspects

- ☞ **DISPLACED SIEGE WEAPON TECHNICIAN**
- ☞ **NOT SUITED TO FIGHTING IN CLOSE**
- ☞ **THIN LINE BETWEEN CANNON AND OPERATOR**
- ☞ **ALWAYS PREPARED TO MOVE**
- ☞ **VALUED FOR OUR SCARCITY**

Skills

Strategy +5, Ranged +4, Notice +4, Resources +3, Physique +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Tactician.** You get +2 to Initiative with Strategy in physical and logistical Conflicts.



☞ **Mobility.** You maneuver nimbly through the clutter without noticing. Advantages, Aspects, or Boosts related to cluttered environments, uneven surfaces, or rough terrain cannot be Invoked against you.

☞ **Keep the Distance.** You're always on the move. Twice per scene, when an enemy moves into your Zone, you can back out of it into another as a free action.

☞ **Defensive Shot.** You like to pin your opponents in place with your ammunition. You get +2 to Ranged rolls to Create an Advantage with a defensive purpose.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]

\$10.6.4.30

Carnassial

Tough Lost (3) Martial Beast
A brutal but sleek hunter, the carnassial is a prized beast by the upper Castes. These creatures are known for their patterned furs and their vicious blade-like heads full of razor sharp teeth. Newcomers have likened them to massive hunting weasels, but the constant high-frequency clicks and pings that these creatures trade when working in packs draws a stronger parallel with dolphins.

Aspects

- ☞ **MASSIVE HUNTING WEASEL**
- ☞ **ANYTHING SMALLER THAN ME IS PREY**
- ☞ **CONSTANT COMMUNICATION WITH PACK**
- ☞ **PRIZED BY THE UPPER CLASSES**
- ☞ **I WILL FIND THE BIGGEST SNAKE, AND I WILL KILL IT**

Skills

Savage +5, Athletics +4, Notice +4, Physique +3, Will +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra

1-Shift hit.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.31

Castellan

Tough Fallen (4) Martial Sodalitas Clostrum

These lesser keepers mostly work on maintaining the grounds of certain buildings and gates in Oubliette, but their toughness makes them dangerous in combat. They dot the Interior, leaving the dangerous parts of the castle to their more powerful cousins.

Aspects

- ☞ **MAGICAL STATUE GUARDIAN**
- ☞ **PROGRAMMED BEHAVIOR**
- ☞ **DAUNTLESS GOLEM**
- ☞ **PREDICTABLE ROUTES**
- ☞ **EVERYONE SEEMS TO THINK THERE'S SOMETHING VALUABLE HERE**

Skills

Melee +6, Elemental +5, Physique +5, Will +4, Architecture +4, Athletics +4, Notice +3, Investigate +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Cutting the Earth.** Once per scene, you can slam your weapon into the

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ground to create a shockwave of stone and earth. This Attack can affect any three targets within 1 Zone of your own.

☞ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.32

Celdith

Supporting Rabble (2) Subtle Goblinkind

An intermediary between the tribesfolk of Stonewald and the Draculean legions that come to purchase herd beasts from the stockyards, Celdith is unusually even-tempered for an orc. He carries himself confidently, but there is a harried look in his eyes that comes from too many centuries of brokering deals to keep the Bloodsuckers from invading. Due to an old curse, Celdith causes blades to glow blue in his presence.

Aspects

☞ **TIRED ORCISH GO-BETWEEN**

☞ **MY BOSSES DON'T GET ALONG**

☞ **KEEPER OF THE PEACE**

☞ **LEVEL-HEADED AND EXHAUSTED**

Skills

Contacts +4, Exploration +3, Investigate +3, Stealth +2, Physique +2, Melee +2

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2

to Contacts for Initiative in logistical Conflicts.

☞ **Someone Just as Good.** Your network of contacts includes a lot of cut-rate type folks. Twice per session, when you tie or fail a Contacts, you can choose to succeed instead. Put a **Shoddy Job** Situation Aspect into play on whatever they helped with.

☞ **People are an Open Book.** You can use Investigate instead of Empathy to Defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

☞ **Always a Step Ahead.** You get +2 to Create Advantages that predict your target's next move.

☞ **Culture Survey.** Your experience with all the different types of places, locales, and structures of Oubliette gives you +2 to Create an Advantage with Exploration.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.33

Centaur

Nameless Rabble (2) Martial Hulk
Contrary to popular belief, a centaur is any quadrupedal, hexapodal, or octopodal lower body with a hominid upper half. The majority of Centaurs are humans atop horses, but in Oubliette strangeness is always quick to flourish.

Aspects

☞ **LITERAL HERDSMAN**

☞ **NEITHER FISH NOR FOWL**

☞ **RIDE WITH THE SPIRITS OF MY ANCESTORS BESIDE ME**

☞ **I DESIRE A CASTLE OF ONLY WIND AND PLAINS**

Skills

Ranged +4, Athletics +3, Exploration +3, Notice +2, Religion +2
Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Keep the Distance.** You're always on the move. Twice per scene, when an enemy moves into your Zone, you

can back out of it into another as a free action.

☞ **Mobility.** You maneuver nimbly through the clutter without noticing. Advantages, Aspects, or Boosts related to cluttered environments, uneven surfaces, or rough terrain cannot be Invoked against you.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

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Chamberlain Gilt

Tough Eldritch (7) Subtle Cryptarch

The personal servants of the Veiled King wear golden robes and ornate masks. They serve in any capacity that the king needs, acting occasionally as bodyguards, secretaries, messengers, and spies for the Cryptarchy.

Aspects

☞ **VEILED KING'S CEREMONIAL AGENTS**

☞ **LEADS A DOUBLE LIFE**

☞ **STATELY GRACE**

☞ **EXCEPTIONAL BATTLE-LUCK**

☞ **THE EAR OF THE VEILED KING**

☞ **MOVES LIKE MERCURY**

☞ **YOU WOULDN'T KNOW ME**

WITHOUT THE MASK

Skills

Stealth +9, Notice +8, Resources +8, Contacts +7, Empathy +7, Melee +7, Will +6, Physique +6, Business +6, Investigate +6, Necessities +5, Lore +5, Brawl +5, Tailoring +5, Alchemy +5, Strategy +4, Entertain +4, Rapport +4
Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Caught My Decoy.** As long as there's something in the scene that you could be confused for, you have a chance of escape. Once per session, when captured or spotted, you can declare that your opponents caught an unsuspecting rube (or even an inanimate object) instead.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice

per session, when you roll Stealth, you can take a **Brief Illusion Boost**.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.

☞ **Burn Their Bridges for Them.** Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.

☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

\$10.6.4.35

Chandelier Spider

Nameless Lost (3) Subtle Artifact
Native to the fancy ballrooms of the vampire elite of Spearfield, these strange creatures are often startled by dragon fumes emitted by visiting dignitaries. Those that escape their confines go capering madly across the ward, accidentally setting things alight as they go.

Aspects

☞ **SCRAMBLING FIREHAZARD**

☞ **SURPRISINGLY NERVOUS ABOUT FLAMES**

☞ **USUALLY FLIPPING OUT**

☞ **SOMETIMES QUITE COURTEOUS Skills**

Athletics +5, Elemental +4, Notice +4, Entertain +3, Rapport +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Tumbling Cat.** +2 to Overcome Actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

☞ **Immolate.** (2r) You create an **On Fire Boost** on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **A Bit Skittish.** You get +2 to Defense rolls in the first Exchange of any type of Conflict against opponents who go before you.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

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Chief Headstone

Supporting Eminent (6) Martial Wallman Hulk

This dim tribal ruler of the largest group of Wallmen is a strong and capable leader for his people, but does not seem to realize his name has other meanings than "my face is like granite" or "the biggest one in a pile of rocks". Fortunately for trespassers, his people can't speak, let alone understand the nuances of irony. Unfortunately for trespassers, they are usually hungry.

Aspects

☞ **WALLMEN CHIEFTAN**

☞ **SLOW THINKER**

☞ **LANGUAGE ONLY SLOWS ME DOWN**

☞ **BRUTAL RAGES**

☞ **MY TRIBE SERVES WITH A FURY**

☞ **MIGHTIEST HEADBUTT Skills**

Brawl +8, Physique +7, Onslaught +7, Will +6, Notice +6, Exploration +6, Athletics +5, Stealth +5, Scavenging +5, Provoke +5, Rapport +4, Resources +4, Investigate +4, Strategy +4, Empathy +4

Refresh: 0 (14 base, 14 spent)

Stunts

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove

otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled Advantage** on someone, you get +2 to against Overcome rolls to escape.

☞ **Strangulate.** If a character you are grappling has a **Grappled Advantage** that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke removed. The victim must use at least 1 Consequence to absorb this damage.

☞ **Crushing Fists.** Your hands can crush stone and metal, never mind flesh or bone. You deal 2 extra Shifts of damage on Attacks against targets who have a **Grappled Aspect**.

☞ **Thrown Distraction.** Your distractions are vicious and hard to avoid. Twice per session, when you succeed at Creating an Advantage on an opponent with Brawl, you can place a **Blinded Boost** on that opponent as well.

☞ **Hard Counter.** Your fighting style is not a soft path: you block a strike with a strike. When you succeed with style on a Defense with Brawl, you can exchange your Boost for a 2-Shift hit.

☞ **Hordebreaker.** You're the sort of person who's right at home in a bar-room battle. You get +2 to Brawl Attacks when your Zone holds more than one enemy, usually by using them as weapons against each other.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation Boost**. You cannot have more than one **Violent Detonation Boost** at a time.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Axework.** Once per scene, you can acquire a **Momentum Boost** after Attacking in two consecutive Exchanges.

☞ **Hatred.** If you succeed with style to Create an Advantage, you gain a **Hatred Boost** as well.

☞ **Sky Battle.** Your mighty legs propel

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you skyward, and your powerful fingers attach you to flying adversaries. As long as you continue to Attack an opponent, you can move with them whenever they move, even if they fly up into the air. You drop to the ground if you stop Attacking or the opponent is Taken Out.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.37

Chilly Down Brother

Nameless Rabble (2) Social Fae

The most intimidating aspect of these sing-song spirits is not their ability to modify their own bodies, but their complete disregard for the fact that others cannot. They routinely (and with great mirth) try to disassemble others they meet for fun.

Aspects

- ☞ **OVEREXHUBERANT**
- ☞ **DISASSEMBLABLE BROWNIE**
- ☞ **PEOPLE FLEE AT THE SOUND OF OUR SONGS**
- ☞ **OCCASIONALLY KEPT AS REVISIONIST PETS**
- ☞ **DISMEMBERMENT IS SO MUCH FUN!**

Skills

Entertain +4, Tinkering +3, Brawl +3, Athletics +2, Provoke +2, Rapport +2

Refresh: 0 (3 base, 3 spent)

Stunts

☞ **Spare Parts.** You gain an additional mild physical Consequence. When this slot is filled, you lose a limb, or a chunk of ectoplasm, or some other nagging but non-critical part of your deathless body.

☞ **Undying Persistence.** When you take four or more damage at once, you may collapse into a pile of bones, dissolve into mist, or generally play

possum in some eerie post-mortal way. When this happens, you gain the **Did We Get Him?** Boost. As long as you have this Boost, enemies may not target you until one of them succeeds on an Overcome action with Notice equal to your Deceive rating. If an enemy does this and calls out your position, you immediately lose the Boost. If you make an Attack or otherwise reveal your position, you lose the Boost.

☞ **Slandorous Song.** You can use your skill in Entertain to plant damaging ideas about someone else. You can now use Entertain to make Attacks in mental Conflicts, as long as you have an audience besides the target.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.38

Chirobiol

Supporting Eminent (6) Martial Demon

Terrifying fiends of rubbery, bloody flesh, Chirobiols are encountered in Deathborne and Slair. They move somewhat like whipscorpions, testing out the ground ahead of them by flaying it to bare masonry, and they are easily tracked by all but the most inattentive of hunters. Still, few people hunt the Chirobiols, as this usually means finding them.

Aspects

- ☞ **DEMON MADE OF HANDS**
- ☞ **UNABLE TO COMMUNICATE**
- ☞ **EXTRAORDINARY GRAPPLER**
- ☞ **FOREIGN ANATOMY**
- ☞ **ALWAYS ON A MISSION**
- ☞ **A CHIROBIOL WENT THAT WAY, BEST NOT FOLLOW**

Skills

Physique +8, Blood +7, Onslaught +7, Savage +6, Architecture +6, Religion +6, Provoke +5, Notice +5, Athletics +5, Alchemy +5, Scavenging +4, Elemental +4, Smithing +4

Refresh: 1 (14 base, 13 spent)

Stunts

☞ **Musclebound.** (2r) You get +1 to rolls dealing with your physical strength, including appropriate Attacks from the Arts Martial.

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.

☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

☞ **Torture.** Pain is only a small part of inducing compliance. When you have a captive audience for your ministrations, you gain +2 to Create an Advantage on your victims.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Cistern Spider

Main Ancient (8) Martial Beast

Rumors in Fellmoor tell of a creature deep in the Cistern, so large that its body barely fits beneath the surface. The Cistern Spider it's called, and when it moves even slightly,

stretching out a leg beneath the dark waters, tides slosh up and down the beaches and waves nip at the foundations of lakeside properties.

Aspects

- ☞ **SUNKEN MEGASPIDER**
- ☞ **SLOW TO BE PROVOKED**
- ☞ **ENORMOUS LAKEWIDE APEX PREDATOR**
- ☞ **MASSIVE, HORRIBLE FANGS**
- ☞ **IMMUNE TO THE CRUSHING DEPTHS**
- ☞ **LURKING AND WAITING INDEFINITELY**
- ☞ **MY RELATIONSHIP WITH THE SKYSPIDER IS UNCLEAR**

Skills

Physique +10, Savage +9, Notice +9, Athletics +8, Will +8, Onslaught +8, Investigate +7, Exploration +7, Empathy +7, Precision +7, Ranged +6

Refresh: 1 (22 base, 21 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.
- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.
- ☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.
- ☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.
- ☞ **Fellbrood.** You are the apex

predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

Armor: 2 Physical, 2 Mental

Stress

☞ Physical: [1] [2] [3] [4] [5] [6] [7] [8]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate Physical [4]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.40

Clawball

Nameless Dreg (1) Martial Beast
Frighteningly quick, clawballs are tiny muscled creatures that have claws and spines all over their bodies. They can scurry and launch themselves airborne as a defensive tactic. So many powerful creatures eat them whole as a show of strength that doing so has become cliché.

Aspects

- ☞ **SPHERE OF CLAWS AND TEETH**
- ☞ **CLUMSY**
- ☞ **TOUGH OUTER SHELL**
- ☞ **MOSTLY INEDIBLE**

Skills

Savage +3, Athletics +2, Scavenging +2, Provoke +1

Refresh: 1 (2 base, 1 spent)

Stunts

- ☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]



\$10.6.4.41

Clawblin

Nameless Dreg (1) Martial Goblinkind

Clawblins are goblins who've been blessed with the mutation of jagged, serrated claws on their fingers. Clawblins often act as leaders for other goblins.

Aspects

- ☞ **BLADED GOBLIN LEADER**
- ☞ **HANDS FOR WAR, BUT NOT MUCH ELSE**
- ☞ **FEARSOME SHAPE**
- ☞ **NATURAL CLIMBER**

Skills

Savage +3, Stealth +2, Athletics +2, Physique +1

Refresh: 1 (2 base, 1 spent)

Stunts

- ☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.42

Clawflyer

Tough Lost (3) Martial Dragon
Young, aggressive little dragons, clawflyers have sharp hooks along the leading edges of their wings, as well as long talons for shredding prey. Clawflyers can be rendered surprisingly docile with the right sounds—the thermal exhale of a mother dragon or the hatching-chirps of other young—but are provoked to maddened fury by the sounds of industrial machinery. They are constantly being picked out of gears in the Foundry.

Aspects

- ☞ **TINY ANGRY DRAGON**
- ☞ **KILL THE MACHINE**
- ☞ **TALONS EVERYWHERE**
- ☞ **COMMUNICATES BY CHIRPING**
- ☞ **LOVES WARM PLACES TO ROOST**

Skills

Savage +5, Ranged +4, Athletics +4, Notice +3, Exploration +3

Refresh: 0 (4 base, 4 spent)

Stunts

\$10 Appendices

☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.43

Coegilex Monger

Supporting Eminent (6)
Professional Guild Monger

A scavenger of the highest order, Coegilex was once a woman who survived the barbarian sack of her town. She rebuilt her life by compulsively collecting everything that she found useful in the ashes, but when no one came to buy wares from her, she eventually passed away, old and lost. She found herself in Oubliette after her death, and her compulsion began again. She is now one of the most influential collectors and traders in the Castle, and her largest warehouse sprawls downward through several levels in Grandhall.

Aspects

☞ **WAREHOUSE MONGER**

☞ **IT DOESN'T MATTER WHAT THE ITEM IS, SOMETIMES I JUST HAVE TO HAVE IT**

☞ **BIGGEST COLLECTION OF MISCELLANEOUS JUNK IN THE CASTLE**

☞ **SHREWD BARGAINER**

☞ **I WILL NOT BE REDUCED TO NOTHING AGAIN**

☞ **STILL HATES FIRE**

Skills

Resources +8, Scavenging +7, Will +7, Business +6, Empathy +6,

Notice +6, Physique +5, Onslaught +5, Rapport +5, Tinkering +5, Lore +4, Contacts +4, Provoke +4, Smithing +4, Religion +4

Refresh: 3 (14 base, 11 spent)

Stunts

☞ **Flaunt Wealth.** You can use Resources instead of Rapport on Overcome rolls in any situation where ostentatious displays of material wealth might aid your cause.

☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

☞ **Vast Payroll.** Almost everyone's on the take. You can use Resources in place of Contacts on Overcome rolls.

☞ **Stoploss Plan.** You gain 1 mild resource Consequence

☞ **Hedge Funds.** (2r) You gain 1 resource Armor.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

☞ **Intercastle Trader.** No object is outside your ability to acquire, it is only a matter of price. You can roll Business to acquire particular objects, even from faraway castles. The more unique and difficult to acquire the object is, the higher the difficulty of the Overcome roll.

☞ **Organizational Mastermind.** Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an opponent's, but only on Business or Resource rolls.

☞ **Supply & Demand.** It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Mental [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.44

Criik

Supporting Lost (3) Subtle Fae

Criik is a venerable old sprite who can be bought as a guide to Grandhall. He rarely strays from its safe borders, and so has kept his life for some time. He is cowardly but knows his way around very well. Recently, Criik has been extorted into heavy debt by the a minor mob boss from Everfair and seeks desperately for a way to pay it off.

Aspects

☞ **PROFESSIONAL GRANDHALL TOURGUIDE**

☞ **I OWE MORE THAN I COULD EVER PAY**

☞ **NERVOUS DISPOSITION**

☞ **KNOW THE RULES OF THE FAE**

☞ **GRANDHALL IS THE ONLY PLACE**

WORTH LIVING

Skills

Lore +5, Exploration +4, Empathy +4, Rapport +3, Business +3, Entertain +3, Contacts +2, Notice +2, Investigate +2, Resources +2

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

☞ **Fame.** They've probably heard of you. You get +2 on your first social roll with someone.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **My Kind.** Even in Oubliette, social groups can be quite insular sometimes. You get +2 to Rapport rolls with members of your race and species.

☞ **Sudden Distraction.** It's surprising how often "Hey, look over there!" actually works for you. You get +2 to Deceive rolls specifically when you're trying to get a head start on someone,

such as at the beginning of a fight, or trying to escape into the crowd.

☞ **Feint.** Your favorite trick is to surprise others with the truth. You get +2 to feint and bluff in combat so long as there's something else going on that you can use as a distraction.

☞ **Backup Lie.** Twice per session, when caught somewhere you're not supposed to be or doing something you're not supposed to be doing, you get a Boost to **Lie Your Way Out of It.**

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.45

Cryocognate

Tough Fallen (4) Martial Essence

A cryocognate is a shard of ice with pseudopods of slush and a very expensive education. They are poorly regarded by librarians, but dream fondly of the Glacial Archives back home.

Aspects

☞ **ICY NONHUMAN SCHOLAR**

☞ **WRAPPED UP IN MY OWN MUSINGS**

☞ **ESTEEMED CRYOMANCER**

☞ **MY BRAIN IS SO BIG YOU**

☞ **WOULDN'T UNDERSTAND**

☞ **PINING FOR PLUTO**

Skills

Elemental +6, Lore +5, Alchemy +5, Rapport +4, Will +4, Investigate +4, Notice +3, Physique +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.

☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls

pertaining to the past.

☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.46

Cutter

Nameless Rabble (2) Martial (any race)

A typical man of Cutting carries a sword at the ready and fights at the drop of a hat. Or a pin. Or a bite of eyeweed. Or over anything, really. Cutters make up the rank and file of the Gangs of Cutting. How they get along with each other long enough to be called "Gangs" is anyone's guess.

Aspects

☞ **HOT-HEAD WITH A BLADE**

☞ **POORLY TEMPERED STEEL**

☞ **THE GANG'S GOT MY BACK**

☞ **EVERY KILL PROVES MY WORTH**

Skills

Melee +4, Provoke +3, Athletics +3, Entertain +2, Physique +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Enraging Insult.** When you succeed with Provoke to create an Advantage on an opponent in a Conflict, they cannot target anyone but you until the Aspect is removed or you are no longer a threat.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

Stress

☞ Physical: [1] [2]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.47

Cyclops

Tough Fallen (4) Professional Hulk

A massive but rather tame giant, the Cyclopes are renowned builders in Oubliette. Their customs, however, are sometimes impenetrable to outsiders. For example, if a Cyclops asks you who you are, it is considered a grave threat to respond with "nobody." Puns about eyes are also not appreciated.

Aspects

☞ **GIANT MASON**

☞ **PRICKLY ABOUT THE EYE**

☞ **LONG AND DISTINGUISHED**

☞ **HISTORY**

☞ **GETS ALONG EASILY WITH**

☞ **OTHER HULKS**

☞ **I AM NOT SURE IF I SHOULD BE BUILDING THE CASTLE OR TEARING**

☞ **IT DOWN**

Skills

Architecture +6, Design +5, Physique +5, Onslaught +4, Will +4, Athletics +4, Contacts +3, Notice +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Quarrying the Mound.** Oubliette is a notoriously unstable city. The land is mostly made up of shattered stone, discarded refuse, and the ancient rubble of collapsed buildings. For you, this is a boon, not a curse. You get +2 to Architecture rolls as long as you have access to the city surface.

☞ **Cyclopean Masonry.** You can design and build things few people can even imagine. You get +2 to Architecture rolls to create new buildings, structures, and spaces, provided you have time and stone.

Such structures have the Aspect

Impenetrable Walls.

☞ **Fogstone.** Your buildings soar in the air. Fogstone allows you to build fantastic structures that would normally collapse, fall over, or crumble under their own weight. Doing so takes extra time.

☞ **The Stone Bends.** (2r) Your control over stone and wood is well within the realm of magic. As an Overcome Action, you can connect or separate one small area or Zone from another. The target rating of this roll is 4 for dirt, 6 for rubble, 8 for stone, and up from there.

\$10 Appendices

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.48

Dances Among Them

Main Lost (3) Social Bonehorde Human

I will take this castle. And there is nothing the Veiled King can do to stop me.

Dances Among Them is a slender, androgynous humanoid sometimes spotted following in the wake of major Bonehorde invasions. Dances speaks honeyed words in the ears of everyone they meet and is always attended by a small retinue of mind-broken slaves of great power.

Aspects

- ☞ **WHISPERER OF SECRETS**
- ☞ **SEETHES OVER PAST WRONGS**
- ☞ **SOURCE OF THE MIND SICKNESS**
- ☞ **MASTER OF PUPPETS**
- ☞ **SKIN IS A TEMPORARY THING**

Skills

Strategy +5, Rapport +4, Deceive +4, Provoke +3, Entertain +3, Ghost +3, Contacts +2, Notice +2, Will +2, Athletics +2

Refresh: 0 (12 base, 12 spent)

Stunts

- ☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.
- ☞ **The Roving Horde Never Stops.** (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.
- ☞ **The Words of my Lord.** (2r) Your words echo in the hearts and minds of the soldiers you command, giving them unmatched strength of character. Whenever someone attempts to seduce, deceive, or coerce one of your troops, you can roll your own opposition

against that action for the soldier.

☞ **Inspire the Masses.** (2r) You are the beacon that people follow. When you inspire greatness in your subordinates with a Create Advantage roll, each individual in the group receives a free Invoke.

☞ **War Room.** (2r) A true warmaster uses every advantage an enemy gives them. You get 2 free Invokes on the Aspects of enemies you've scouted or faced this session.

☞ **Leadership.** Barking orders and belting out speeches are second nature to you. You get +2 to Strategy rolls to Create Advantage rolls on a group of soldiers or allies under your control.

☞ **Voice of Command.** When troops under your control are confronted

with attempts to sway their loyalty or opportunities to break orders, they get a **Loyalty Boost** to Overcome the temptation.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.49

Daniel the Apprentice

Supporting Forsaken (5) Social Fae
This brash, cicada-winged Fae has



an axe to grind against the Goblin King—hoping one day to unite the other Fae against His Subterranean Majesty. Formerly the representative of a Fae Enclave, he has since switched sides to represent the humans and various surface-dwellers of Mubigild against the underground interests of the King. Despite this rebellion, Daniel is not disrespectful of the other powers in the Castle and his good-natured cleverness has endeared him to many of the District’s merchants. The Goblin King, for his part, does not consider the apprentice much of a threat—yet—but he is growing to regard this Fae as a nuisance.

Aspects

- ☞ **FAE EMISSARY WORKING AGAINST THE GOBLIN KING**
- ☞ **DRIVEN TO DO MISCHIEF**
- ☞ **STARTLINGLY ATTRACTIVE**
- ☞ **MASTER TACTICIAN**
- ☞ **NEVER FINISHED THAT DUEL WITH THE GOBLIN KING**
- ☞ **DIFFERENT FROM OTHER FAE**

Skills

Rapport +7, Ghost +6, Business +6, Contacts +5, Stealth +5, Notice +5, Resources +4, Scavenging +4, Deceive +4, Strategy +4, Will +3, Necessities +3, Tinkering +3, Tailoring +3, Lore +3

Refresh: 1 (12 base, 11 spent)

Stunts

- ☞ **Know the Code.** You are used to adapting to other people’s social mores. Often, your life has depended on it. You get +1 on Overcome actions using Notice, Empathy, and Religion.
- ☞ **Tiny Magics.** Your glamour is a little more like a “glimmer,” but it’s yours. You get +1 to rolls for pranks and games.
- ☞ **Good Graces.** If you’re in an area or situation where you’re popular and well-liked, you can use Rapport in place of Contacts.
- ☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.
- ☞ **Secret Blade.** You never appear armed without inspection. You have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.
- ☞ **Moonwings.** (2r) You soar through

the night on lethally-sharp transparent wings and gain the power of flight.

- ☞ **Superior Management.** You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you **Outmaneuvered the Opposition.**
- ☞ **Liquid Assets.** By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.
- ☞ **Yes, I Know.** You’re the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.
- ☞ **Weight of Reputation.** You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you’ve cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.50

Death Eater

Nameless Ancient (8) Martial Beast
 With a maw wide enough for a troll to stand in, the Death Eater is a disgusting growth that can be found on the border of Deathborne and Slair. Though immobile, these maws can be quite well camouflaged and are a compelling reason never to venture into that dark place.

Aspects

- ☞ **SUBTERRANEAN MURDERMAW**
- ☞ **ALMOST COMPLETELY IMMOBILE**
- ☞ **NATURAL CAMOUFLAGE**
- ☞ **QUICK HEALER**
- ☞ **SYMBIOTIC INHABITANTS**
- ☞ **BONE-PELLETS ATTRACT SCAVENGERS**

☞ **EXCEPTIONAL PATIENCE**
Skills

Savage +10, Physique +9, Scavenging +9, Stealth +8, Will +8, Notice +8, Investigate +7, Deceive +7, Brawl +7, Ranged +7, Onslaught +6

Refresh: 1 (9 base, 8 spent)

Stunts

- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.
- ☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.
- ☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.
- ☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.
- ☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.
- ☞ **Hunter’s Roost.** You are adept at striking when your opponent’s attention is elsewhere. Any time you attempt to Attack or harm an opponent who is not focusing on you, you get +2 to the roll.
- ☞ **Hounding Their Heels.** Twice per session, without spending a Fate Point, you may show up in a scene that your character is not present for. As you arrive, you may then spend a Fate Point to give yourself the situational Aspect **Surprise!** with two free Invokes. If you use this ability to appear in a combat, you do not act until your turn in the Initiative order.
- ☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

\$10 Appendices

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]

\$10.6.4.51

Demon Summoner

Tough Forsaken (5) Social (any race)

These magicians prefer to fight by proxy, gating in powerful entities to do their bidding. While their servants have all the typical hallmarks of demons, experts are undecided on whether they are a product of the summoner's mind or cosmic abductees from another Castle. Many Demon Summoners embrace the philosophies of the Marauders, a few have set themselves up as warlords in the Bounding, and at least one runs an inn. Cooking and cleaning for dozens of guests is that much easier when it can be outsourced to an army of hellish minions.

Aspects

- ☞ **SUMMONS DEMONS**
- ☞ **THE BOUND ARE ALWAYS QUARRELING**
- ☞ **UNSETTLING VIBE**
- ☞ **VOICE OF COMMAND**
- ☞ **INDEPENDENT WILL**
- ☞ **DRAMATIC TIMING**

Skills

Arcane +7, Will +6, Resources +6, Contacts +5, Notice +5, Provoke +5, Rapport +4, Lore +4, Alchemy +4, Medicine +4

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Summoner.** (3r) Through portals and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.
- ☞ **Aqua Resplendens.** (3r) Your mastery of Alchemy is not to be trifled with. Once per session, you can administer a fabulous elixir of life that forcibly reincarnates a dead denizen

of Oubliette into their corpse. Any previously taken consequences remain, and they suffer from a **Void Sickness** Situation Aspect with one free Invoke, but they are returned and conscious.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]

\$10.6.4.52

Dirt Herder

Nameless Dreg (1) Professional (any race)

These lowly people farm and herd small Refuse Caste creatures, such as spongemeat, playthings, edipedes, rats, and eyeweed.

Aspects

- ☞ **REFUSE FARMER**
- ☞ **UNACCUSTOMED TO RESISTING**
- ☞ **UNNOTICED ARE THE MEEK**
- ☞ **ALGAE-GREEN THUMB**

Skills

Necessities +3, Scavenging +2, Notice +2, Physique +1

Refresh: 1 (2 base, 1 spent)

Stunts

- ☞ **Patch Farming.** You know just how to juice every ounce of utility out of a patch of dirt. You gain +2 to Necessities rolls when farming in Oubliette.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.53

Dog Cricket

Tough Refuse (0) Subtle Beast
A cricket the size of a chitinous wolfhound, these creatures are commonly herded and slaughtered for food. They feed mostly upon inedible mushrooms and rubbish, which has led to attempts to introduce them to Spearfield's cities. These attempts have succeeded in a failing sort of way—disrupting traffic and occasionally squashing pedestrians as the crickets

refuse to be contained.

Aspects

- ☞ **GIGANTIC SEMI-DOMESTICATED CRICKET**
- ☞ **FLIGHTY PREY ANIMAL**
- ☞ **THICK SHELL**

Skills

Athletics +2, Physique +1
Refresh: 0 (1 base, 1 spent)

Stunts

- ☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]



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Domgarigon Ap Mal

Supporting Ancient (8) Social Demon

Domgarigon is a servant of the powers of Castle Exile and often visits Oubliette to deliver news and offers between the great powers of each Castle. Domgarigon has been known to side with Vlad in some matters, although it is unclear if this is being done to subtly erode the power of the Veiled King, or if the demon simply likes the Vampire lord's style.

Aspects

- ☞ **DEMONIC GO-BETWEEN**
- ☞ **SENSIBLY MISTRUSTED**
- ☞ **LEAVES BEHIND A TRAIL OF SCHEMES**
- ☞ **URBANE CHARISMA**
- ☞ **VLAD'S ALLY**
- ☞ **HAS THE VEILED KING'S EAR**
- ☞ **I AM A VALUED ASSET OF CASTLE EXILE**

Skills

Rapport +10, Provoke +9, Empathy +9, Entertain +8, Deceive +8, Will +8,

Strategy +7, Contacts +7, Resources +7, Business +7, Notice +6, Stealth +6, Athletics +6, Physique +6, Alchemy +6, Religion +5, Lore +5, Medicine +5, Necessities +5, Tinkering +5, Design +5

Refresh: 0 (18 base, 18 spent)

Stunts

- ☞ **Public Sentiment.** Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.
- ☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.
- ☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.
- ☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.
- ☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.
- ☞ **Draw the Ire.** You gain +1 to Overcome actions with Provoke. In addition, you can make an Overcome action with Provoke to force an opponent to move one Zone towards you.
- ☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.
- ☞ **Craft Nightmare.** When you succeed with style on a fear-based Provoke roll, you create an extra Boost of your choice that elaborates on your intended outcome.
- ☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.
- ☞ **Theater of the Mind.** (3r) Once you've Overcome someone with

Entertain, you can trap them in your performance. As long as you continue to Entertain them, any Actions they attempt occur in your fictional world and cannot affect the physical world of Oubliette. Attempting to break out of the fictional world you've created requires overcoming your Entertain with Will. Breaking out renders someone immune to your Theater of the Mind Stunt for the duration of the session.

- ☞ **Web of Lies.** When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood** Boost.
- ☞ **Backup Lie.** Twice per session, when caught somewhere you're not supposed to be or doing something you're not supposed to be doing, you get a Boost to **Lie Your Way Out of It**.
- ☞ **Telepathic Manipulator.** You can use Deceive to attempt to implant a lie without speaking to the target directly. If you fail, they become aware of your mental meddling in addition to any other outcomes.
- ☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Draculean Elite

Tough Forsaken (5) Martial Draculean Vampire

In the same way that a World of Life military might have a special operations division, the Draculeans have their elite. Masters of blood and blade, these warriors are rarely deployed with the legions.

Aspects

- ☞ **HARDENED VETERAN VAMPIRE**
- ☞ **WAR WEARY AND THIRSTY**

- ☞ **FINELY-CRAFTED BLADES**
- ☞ **MILITARY SANGUIMANCER**
- ☞ **NOT USED FOR GRUNT-WORK**

Skills
Blood +7, Melee +6, Physique +6, Athletics +5, Contacts +5, Provoke +5, Strategy +4, Notice +4, Stealth +4, Will +4

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.
- ☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.
- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.
- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.
- ☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.
- ☞ **Tactician.** You get +2 to Initiative with Strategy in physical and logistical Conflicts.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Physical [2]
- ☞ Mild [2]

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Draculean Footman

Nameless Lost (3) Martial Draculean Vampire

Warriors in the employ of the vampire Vlad, these men and women serve their faction quite devotedly. Footmen make up the bulk of the Draculean legions, but are also found as Spearfield guards, palace security, and as part of diplomatic delegations from the Draculean territories to other Districts. Their training is broad and focuses on Draculean law, discipline, and strategy as well as on

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martial ability, but the Footmen are known throughout Oubliette for their competent bladework.

Aspects

- ⊗ **VAMPIRE FOOTSOLDIER**
- ⊗ **MY DUTY COMPELS ME**
- ⊗ **I HAVE SWORN DIRECTLY TO VLAD**

- ⊗ **WORTH MY SALT**
- ⊗ **IT'S IN MY KIT**

Skills

Melee +5, Blood +4, Physique +4, Strategy +3, Athletics +3, Notice +3, Provoke +2

Refresh: 0 (4 base, 4 spent)

Stunts

⊗ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

⊗ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

⊗ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

⊗ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invoques, be moved two Zones, or take 2 extra Shifts of damage.

Stress

- ⊗ Physical: [1] [2] [3]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

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Draculean Knight

Nameless Fallen (4) Martial Draculean Vampire

Low nobility given blades, plate mail, and the opportunity for violence, the knights are well-trained and hardy, but fewer in number than Footmen. As heavy infantry, they are often deployed in the vanguards of legions, but also for riot suppression, ceremonial guard, and parade duty. No show of Draculean power in Spearfield would be complete without a processional of these heavily veiled juggernauts marching up the main streets.

Aspects

- ⊗ **HAUGHTY VAMPIRE SWORDSMAN**
- ⊗ **PROUD AND OVERCONFIDENT**
- ⊗ **MASS PRODUCED ARMOR AND WEAPONS**

- ⊗ **BLACK PLATE AND VEIL**

- ⊗ **IF I SERVE WELL, I WILL RISE**

Skills

Blood +6, Melee +5, Athletics +5, Physique +4, Contacts +4, Provoke +4, Strategy +3, Investigate +3, Stealth +3, Notice +3

Refresh: 0 (5 base, 5 spent)

Stunts

⊗ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

⊗ **Sipping Strike.** When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

⊗ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

⊗ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

- ⊗ Physical: [1] [2] [3] [4]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

Consequences

- ⊗ Mild Physical [2]

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Draculean Peerage

Tough Eminent (6) Martial Draculean Vampire

These men and women rank high above the majority of the rest of the Draculean hierarchy. They are the generals and politicians of their faction and spend more of their time vying for social position than fighting. Many lords and ladies are granted small territories to govern.

Aspects

- ⊗ **PUREBLOOD VAMPIRE**

ARISTOCRAT

- ⊗ **POWERFULLY APATHETIC**
- ⊗ **THAUMATURGICAL SWORD**
- ⊗ **STYLISH BROCADE & ARMOR**
- ⊗ **I'VE GOT MINIONS FOR THAT**
- ⊗ **ONE DAY I SHALL BE EMPEROR**

Skills

Blood +8, Precision +7, Athletics +7, Physique +6, Contacts +6, Deceive

+6, Provoke +5, Rapport +5, Empathy +5, Stealth +5, Notice +4, Strategy +4, Entertain +4, Will +4

Refresh: 0 (7 base, 7 spent)

Stunts

⊗ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

⊗ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

⊗ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.

⊗ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

⊗ **VIP.** At the start of the second round of combat in any cell with a Draculean presence, soldiers from the local garrison rush to your aid. Gain the **Reinforcements** Situational Aspect with one free Invoke.

⊗ **Reckless Thirst.** (2r) Once per scene, when a combatant in a scene you are participating in is Taken Out with a physical Attack, you may immediately heal your entire physical Stress track. You then gain a **Distracted Sanguivore** Situational Aspect. Your enemies receive a number of free Invoques on it equal to the number of Stress boxes you healed.

Stress

- ⊗ Physical: [1] [2] [3]
- ⊗ Mental: [1] [2] [3]
- ⊗ Resource: [1]

Consequences

- ⊗ Mild Physical [2]
- ⊗ Mild [2]

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Draculean Spearman

Nameless Rabble (2) Martial Draculean Vampire

While spearmen do form the bulk of many Draculean legions, the title of Spearman denotes a very specific responsibility. Spearmen, who may

be both men and women, are tasked with inspecting the impaled bodies that line the roads of the Draculean kingdom. Bodies are to be removed when dead to free up spear-space for new criminals, but some spears come with very particular instructions for the feeding, watering, and healing of their long-term occupants. This does not pay especially well.

Aspects

- ⊗ **VAMPIRE FOOT SOLDIER**
- ⊗ **USUALLY STARVED OF BLOOD**
- ⊗ **A BLIND-EYE TO SUFFERING**
- ⊗ **NEW INNOVATIONS IN SPEAR-TECHNOLOGY COULD MAKE THIS ALL BETTER**

Skills

Melee +4, Blood +3, Athletics +3, Physique +2, Contacts +2

Refresh: 1 (3 base, 2 spent)

Stunts

- ⊗ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.
- ⊗ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

Stress

- ⊗ Physical: [1] [2]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

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Dreel**

Supporting Lost (3) Professional Preen

Though a bit lacking in other skills (such as social graces, not falling asleep mid-conversation, and focusing on anything other than his work for more than a few seconds at a time), Dreel is a preen from Cutting whose tailoring abilities are worth the trip. He is a savant with fabric and thread, throwing together bold, unusual costumes on a whim. Often, they are sized for people he has never met—although he is confident that, in time, the right person will always find the right clothes. Dreel makes his living taking commissions from major factions, but his hyperactivity, distractible nature, and general oddness make him a headache for the various intermediaries who assign him

his jobs. He is pleasant to everyone, but people who talk to him quickly get the impression that he's wishing they were something more interesting: Luxipandian firesilk perhaps, or cloth-of-gold.

Aspects

- ⊗ **EXCELLENT PREEN TAILOR**
- ⊗ **NOT REALLY PAYING ATTENTION**
- ⊗ **CLOSET FULL OF COSTUMES**
- ⊗ **MY INTERMEDIARIES KEEP ME IN BUSINESS**
- ⊗ **THE GANGS LOVE ME**

Skills

Tailoring +5, Precision +4, Will +4, Resources +3, Design +3, Contacts +3, Business +2, Athletics +2, Rapport +2, Provoke +2

Refresh: 0 (8 base, 8 spent)

Stunts

- ⊗ **Patchwork Construction.** You get +2 to Tailoring when working with sub-par materials.
- ⊗ **Cloak of Wonders.** (3r) You can create a garment that grants the wearer a Skill. The value of the Skill granted is equal to 2 less than your Tailoring rating. The garment may only grant Professional, Subtle, or Social Skills.
- ⊗ **Elaborate Costume.** When you Create an Advantage on someone to make them more impressive, they gain an extra free Invoke on the created Aspect beyond the usual.
- ⊗ **Glorious Costume.** (3r) Grander even than your previous works, this costume is fit for a ruler. You can create a **Glorious Costume** Advantage on someone. The first time an opponent gazes upon this costume in a Conflict, you may make a mental Attack with Tailoring against this person for free.

Stress

- ⊗ Physical: [1] [2]
- ⊗ Mental: [1] [2] [3] [4]
- ⊗ Resource: [1] [2] [3] [4]

Consequences

- ⊗ Mild [2]
- ⊗ Moderate [4]

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Dross

Challenging Ancient (8) Martial Dragon

Brother to Slag^{p342}, Dross is a spectacularly large dragon-shaped

creature made of various metal ores. Dross is the least deadly of the great dragons and also the most approachable, leading to frequent efforts by the other factions to get him to interfere in his brother's affairs. Dross plays an unusual game of trust among many powerful parties. He prefers to be a piece on the board, where his decisions can make or break the plans of those who believe they control him.

Aspects

- ⊗ **GREAT DRAGON OF METAL AND WASTE**
- ⊗ **NOT AS FEARSOME AS MY BROTHERS**
- ⊗ **PAMPERED TITANIC DIPLOMAT**
- ⊗ **PLAYER OF GAMES**
- ⊗ **MERCURY BREATH**
- ⊗ **A PAWN ON MANY BOARDS**
- ⊗ **I MISS MOTHER**

Skills

Physique +10, Savage +9, Elemental +9, Rapport +8, Notice +8, Will +8, Contacts +7, Deceive +7, Provoke +7, Entertain +7, Lore +6, Religion +6, Resources +6, Empathy +6, Business +6, Alchemy +5, Smithing +5, Brawl +5, Ranged +5, Strategy +5, Ghost +5

Refresh: 2 (20 base, 18 spent)

Stunts

- ⊗ **Durable Hide.** (2r) You gain 1 physical Armor.
- ⊗ **Durable Hide.** (2r) You gain 1 physical Armor.
- ⊗ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ⊗ **Blade of the Land.** When you Attack, you can spend a Fate Point to make the very ground burst forth at your opponent. If the Attack succeeds, you deal 2 extra Shifts of Damage, and the target is pushed 2 Zones in a direction of your choice.
- ⊗ **Tidal Wave.** (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.
- ⊗ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.
- ⊗ **Peacemaker.** Your benevolence and

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the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.

☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.

☞ **Appease Me.** You get +1 when using Business, Contacts, or Rapport to Create an Advantage relating to the fact that it is generally unwise to anger a dragon.

☞ **Genteel Carnivore.** You get +2 on Overcome and Create Advantage actions using Rapport, provided you are unfailingly polite about it.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

Armor: 2 Physical

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate Physical [4]

☞ Moderate [4]

☞ Serious [6]

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Dullac

Supporting Lost (3) Social Goblinskind

Sometimes it feels like Oubliette has more exceptions than rules. A far cry from his nervous, scurrying brethren in the warrens beneath Spearfield, Dullac is tall, broad-shouldered, and confident. He stands eye-to-sternum with most visitors and is solidly built—which lends him some extra authority when he has to explain to newcomers why they can't just burn down the tavern or impose their own rules on his streets. Dullac has the backing of the Goblintown guard when the threat he is negotiating with

can be overcome by force of numbers, but he prefers to use reason, a firm tone, and promises of mutual benefit to de-escalate conflicts. That said, he does not have a death-wish, and when the Draculeans descend into the warrens for one of their routine purges or when something horrific scuttles out of the neighboring catacombs, he joins his people in scattering into the dark.

Aspects

☞ **GOBLINTOWN MUNICIPAL ADMINISTRATOR**

☞ **NOBODY EVER LISTENS, DO THEY?**

☞ **TUSKS ARE FOR GORING THE LAZY**

☞ **STAY OUT OF THE WAY OF THE BIG ONES**

☞ **EVEN TEMPERED**

Skills

Business +5, Provoke +4, Necessities +4, Lore +3, Onslaught +3, Resources +3, Rapport +2, Deceive +2, Physique +2

Refresh: 1 (8 base, 7 spent)

Stunts

☞ **Barbarism.** You gain +2 to Create Advantages dealing with dirty fighting and improvised weapons.

☞ **Superior Management.** You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you **Outmaneuvered the Opposition.**

☞ **Instant Arithmetic.** Your estimations are extremely accurate, and your calculations are always correct. You gain +2 to Business to Overcome uncertain situations.

☞ **Liquid Assets.** By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.

☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving

your reputation.

☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild [2]

☞ Moderate [4]

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Dumplepreen

Nameless Rabble (2) Social Preen
Dumplepreens are oafish avian creatures that carry around great bags of hide and cloth. They are fiercely defensive of their arts, and will foolishly challenge far greater Castes to lethal combat over insults.

Aspects

☞ **PLUMP BAG BIRD**

☞ **HOT-TEMPERED TAILOR**

☞ **MONUMENTAL DIGNITY**

☞ **THERE COULD BE ANYTHING IN THIS BAG**

Skills

Tailoring +4, Empathy +3, Provoke +3, Physique +2, Arcane +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Animus Hide.** (2r) When you use Tailoring to tan the skin of a creature, you can select one of that creature's Aspects to place on the finished garment per Shift of success.

Stress

☞ Physical: [1] [2]

☞ Mental: [1]

☞ Resource: [1]

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Dungeon Vile

Nameless Eldritch (7) Martial Essence

This slick, sticky slime is peppered with small organelles that glow in darkness. Its clear fluid looks and smells reasonably harmless, but acts as an extremely potent acid and poison on contact. Dungeon Viles are mostly found in the deepest parts of the Castle, hence their name.

Aspects

☞ **MURDEROUS PARAMECIUM**

- ☞ **SIGHTLESS AND HUNGRY**
- ☞ **ACIDIC POISON COATING**
- ☞ **HIGH TACTILE INTELLIGENCE**
- ☞ **CAN FIT DOWN VERY SMALL**
- DRAINS**
- ☞ **CATACOMB DWELLER**
- ☞ **OCCASIONALLY CLIMBS UP INTO DRACULEAN WASHROOMS**

Skills

Elemental +9, Physique +8, Notice +8, Scavenging +7, Exploration +7, Will +7, Stealth +6, Alchemy +6, Savage +6, Blood +6, Onslaught +5

Refresh: 1 (8 base, 7 spent)

Stunts

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

☞ **Petramancer.** The stones call you friend, and they leap to your defense. You get +2 to Defense rolls with Elemental.

☞ **Tidal Wave.** (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild Physical [2]

☞ Mild Mental [2]

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Dwarf

Nameless Rabble (2) Professional Fae

Stolid and slow to speak, these swarthy Fae are capable craftsmen and competent engineers. Their true calling, however, is as industrialists. Rare is the dwarf that doesn't desire a factory of his own, or at least an assembly line to manage. Before the World of Life forgot them from its margins, Olaf Linesman of the Deepwarren Motorcar Company

was responsible for the first mass-produced automobile. Despite newcomers' assumptions, Dwarves come in all sizes. The youngest are short, but the old bloodlines grow much taller than any man.

Aspects

☞ **STOCKY, TACITURN MOUNTAIN-FAE**

☞ **EVERY PROJECT OUGHT TO BE BIGGER IN SCOPE**

☞ **EARTHWARES, STONEMARK, AND METALCRAFT**

☞ **INDUSTRY IS THE KEY TO POWER**

Skills

Business +4, Smithing +3, Design +3, Onslaught +2, Will +2, Physique +2

Refresh: 0 (3 base, 3 spent)

Stunts

☞ **Detailed Instructions.** You don't need to be present to oversee the work of others. You can use Design to make Create Advantage rolls even when you are not there, as long as you've left a plan for others to follow.

☞ **Eye for Detail.** When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.

☞ **Advanced Alloys.** Objects you forge are more durable than usual. When someone else places an Advantage with free Invokes on something you have crafted, you may cancel that Advantage and replace it with **Damaged**, which has no free Invokes.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2]

☞ Resource: [1]

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Ecad

Supporting Lost (3) Subtle Draculean Human

A traitor hiding amongst the population of Skull Keep, Ecad deals with the Draculeans to further their end of wresting power from Wirbald Skull, the keep's protector. This pathetic human secretly idolizes the vampires, and hopes to become one when his plan succeeds.

Aspects

- ☞ **SKULL KEEP TRAITOR**
- ☞ **INADEQUATE AT BUSINESS**
- ☞ **THIS GAMBIT HAS TO PAY OFF**
- ☞ **RAPIDLY ACCUMULATING DEBTS OF FAVOR**
- ☞ **KNOWS THE SECRETS OF SKULL KEEP**

Skills

Deceive +5, Stealth +4, Notice +4, Empathy +3, Will +3, Resources +3, Contacts +2, Investigate +2, Athletics +2, Business +2

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Saw it Coming.** Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw** Boost.

☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.

☞ **Web of Lies.** When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood** Boost.

☞ **Manipulate Truth.** Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.

☞ **Backup Lie.** Twice per session, when caught somewhere you're not supposed to be or doing something you're not supposed to be doing, you get a Boost to **Lie Your Way Out of It.**

☞ **Sudden Distraction.** It's surprising how often "Hey, look over there!" actually works for you. You get +2 to Deceive rolls specifically when you're trying to get a head start on someone, such as at the beginning of a fight, or

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trying to escape into the crowd.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.67

Eddapede

Nameless Rabble (2) Martial Beast
 These man-sized, battle-hardened centipedes are remarkable for the bright, caution-colored runes that run down their flanks. The script on each Eddapede tells a different story. Some come from the branching histories of the World of Life. Others concern Oubliette. Although the meat of the Eddapedes is edible, they are more commonly hunted by scholars, who wish to prove once and for all whether the creatures are covered in secret truths—or merely clever lies.

Aspects

- ☞ **CENTPEDE WITH A STORY**
- ☞ **HUNTED BY SCHOLARS**
- ☞ **BATTLE-HARDENED**
- ☞ **WARNING COLORS**

Skills

Brawl +4, Physique +3, Athletics +3, Will +2, Lore +2

Refresh: 0 (3 base, 3 spent)

Stunts

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.

☞ **Crushing Fists.** Your hands can crush stone and metal, never mind flesh or bone. You deal 2 extra Shifts of damage on Attacks against targets who have a **Grappled** Aspect.

☞ **Strangulate.** If a character you are grappling has a **Grappled** Advantage that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke removed. The victim must use at least 1 Consequence to absorb this damage.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2]
- ☞ Resource: [1]

\$10.6.4.68

Edengraft Chimera

Tough Eminent (6) Martial Fae
 On rare occasions when an intruder makes it into Eden undetected and approaches the Trees of Life and Knowledge, the Unseelie Court are quite gentle when they swarm out of the bushes, singing softly as they tie the stranger down with vines and spirit them away from the sacred site. For years, the now-holy interloper is fed on berry-wines, morning dew, and the psychoactive fauna of the jungle. There are constant revels. Glorious feasts. A seed is introduced to the upper back, where it rests against the spinal cord and slowly begins to sprout. The eventual product of the Unseelie Court's ministrations is half-mortal at best and terrifyingly loyal to the fae that created it. Used as shock troops and siege weapons during Eden's rare wars, the Chimeras speak in quiet, distracted voices and wear on their faces expressions of permanent bliss.

Aspects

- ☞ **BLISSED-OUT TREANT-SPLICE**
- ☞ **HARD TO CARE ABOUT THE SPECIFICS OF THE SITUATION**
- ☞ **THE SAP OF LIFE FLOWS THROUGH MY VEINS**
- ☞ **UNQUESTIONING LOYALTY**
- ☞ **STILL ABLE TO THINK AND REASON**
- ☞ **CRUSHING EMBRACE**

Skills

Brawl +8, Physique +7, Athletics +7, Empathy +6, Notice +6, Medicine +6, Lore +5, Scavenging +5

Refresh: 1 (7 base, 6 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.
- ☞ **Strangulate.** If a character you are grappling has a **Grappled** Advantage that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke

removed. The victim must use at least 1 Consequence to absorb this damage.
 ☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.
 ☞ **Hard Counter.** Your fighting style is not a soft path: you block a strike with a strike. When you succeed with style on a Defense with Brawl, you can exchange your Boost for a 2-Shift hit.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]

\$10.6.4.69

Edipede

Nameless Refuse (0) Subtle Beast
 Edipedes are pill-bugs the size of a hand that contain nutritious fats and muscle. Though they taste awful, they are an integral part of life in Oubliette.

Aspects

- ☞ **BURROWING SHELLLED SCAVENGER**
- ☞ **POOR SIGHT**
- ☞ **KIND OF CUTE IN AN UNFORTUNATE WAY**

Skills

Scavenging +2, Stealth +1
Refresh: 1 (1 base, 0 spent)

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]



\$10.6.4.70

Elder Taintling

Tough Dreg (1) Martial Essence
 The decaying patriarch of a minor detritus clan, an Elder Taintling's body has reached such a degree of fermentation that it billows with unpleasant vapors. Flies glitter in unmoving sheets on its flanks and lesser Taintlings follow after it, attending to its unspoken commands. It is theorized by some scholars that the vapors these creatures give off are actually their thoughts, and that if a

big enough Taintling could ever be constructed, it would form some kind of garbage computer.

Aspects

- ☞ **CONTEMPLATIVE TRASHKING**
- ☞ **OLFACTORY HORROR**
- ☞ **GARBAGE ENTOURAGE**
- ☞ **SIZE EQUALS INTELLIGENCE**

Skills

Savage +3, Necessities +2, Physique +2, Scavenging +1

Refresh: 0 (2 base, 2 spent)

Stunts

- ☞ **Patch Farming.** You know just how to juice every ounce of utility out of a patch of dirt. You gain +2 to Necessities rolls when farming in Oubliette.
- ☞ **Chewing the Scenery.** In Oubliette, food can come from almost anywhere. You can choose to tear a place apart searching for it. If you do so, you get +2 to Scavenging to find food, but you leave a **Ransacked and Picked Clean** Situation Aspect in your wake. You cannot use this Stunt if the area is already **Ransacked and Picked Clean**.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.71

Eri

Supporting Forsaken (5) Subtle Unaligned Angel

A singular creature in Oubliette, Eri is a young, impressionable angel from some distant land. She seems to be on a sort of study abroad trip to learn more about the goings on of this Castle. She is very kind and uses her power to help people whenever asked, though sometimes seeing others' suffering can be such a strain that she flees to regain her composure.

Aspects

- ☞ **ANGEL ABROAD**
- ☞ **IMPOSSIBLY INNOCENT**
- ☞ **POTENT MAGICS FROM BEYOND THE CASTLE**
- ☞ **YOU JUST HAVE TO BELIEVE IN YOURSELF**
- ☞ **DOESN'T KNOW HER OWN STRENGTH**

☞ **SYMPATHY FOR THE DEVIL**

Skills

Arcane +7, Will +6, Athletics +6, Investigate +5, Notice +5, Rapport +5, Empathy +4, Stealth +4, Medicine +4, Lore +4, Necessities +3, Religion +3, Elemental +3, Physique +3, Strategy +3

Refresh: 1 (12 base, 11 spent)

Stunts

- ☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.
- ☞ **Absolutely Devoted.** Select the object of your affections. It can be a person, place, or thing. You gain +2 to Defense and Create Advantage rolls when protecting it directly.
- ☞ **Many As One.** When acting under your orders, Mobs^{p144} of NPCs are counted as one size category larger. See Working Together^{p144} for rules on Mobs.

☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury** Boost when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

☞ **My Kind.** Even in Oubliette, social groups can be quite insular sometimes. You get +2 to Rapport rolls with members of your race and species.

☞ **Gentle Guidance.** You are highly skilled in helping others handle their emotional problems. You get +2 on all rolls to recover from a mental Consequence. This does not shorten the time required to recover the Consequence.

☞ **Deceptive Frame.** Your body hides your strength well. Whenever anyone tries to determine your Aspects or Skills, your physical capabilities remain hidden, so long as your opponent hasn't already been made aware of them.

☞ **Well-Ordered Humors.** You gain 1

mild physical Consequence.

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.72

Essence of Caste

Nameless Ancient (8) Martial Essence

A strange expression of Oubliette's metaphysics, this sentient embodiment of hierarchy looks like little more than an ovoid heat-mirage moving purposefully through the air. It is naturally telepathic, but does not appear to be interested in conversation. Instead, it tells people what their role is in the Castle, and then moves on. Essences of Caste have been a subject of intensive, if distant, study by the House of Revision. Revisionists theorize that if they could capture one and harvest its energies, they might be able to radically alter their own Castes. Attempts at turning other Essences into Essences of Caste have resulted in a variety of pseudo-elemental monsters and two back-to-back purges of the Revisionists by an enraged Essence of Caste.

Aspects

- ☞ **ESSENCE OF HIERARCHY**
- ☞ **THE REVISIONISTS WANT ME CAGED**
- ☞ **YOUR ROLE MATTERS MORE THAN YOUR DESIRES**
- ☞ **DISPASSIONATE NATURE**
- ☞ **I CAN SHRED WITH A TOUCH, BOIL WITH A THOUGHT**
- ☞ **ALL THINGS HAVE THEIR PLACE**

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☞ I DON'T CARE WHAT YOU THINK, ONLY WHAT YOU ARE

Skills

Elemental +10, Provoke +9, Empathy +9, Will +8, Physique +8, Ghost +8, Notice +7, Exploration +7, Scavenging +7, Resources +7, Religion +6

Refresh: 1 (9 base, 8 spent)

Stunts

☞ **Tidal Wave.** (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Wings of Fog and Cloud.** (2r) Borne aloft by gusts, blasts, and roiling air, you gain the power of flight.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

\$10.6.4.73

Essence of Eyes

Nameless Forsaken (5) Subtle Essence

An Essence of Eyes is a large fleshy sac of vitreous fluid with hundreds of sub-eyes peering out of its disgusting lens-shell. Because they see everything, they are quite well informed on a great many subjects, making them potent information brokers.

Aspects

☞ **FLOATING, EYE-SPECKLED SPHERE**

☞ **BEING POKED ANYWHERE HURTS**

☞ **I SEE IN MANY SPECTRA**

☞ **AN EAR TO THE GROUND, AS IT WERE**

☞ **APPROACHABLE ESSENCE**

☞ **HIGH TOP SPEED**

Skills

Notice +7, Contacts +6, Investigate +6, Athletics +5, Provoke +5, Business

+5, Lore +4, Resources +4, Will +4, Physique +4

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.

☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Saw it Coming.** Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw** Boost.

☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

\$10.6.4.74

Essence of Fear

Tough Eminent (6) Social Essence

Giving off terror the way a forge does heat, this horrific monstrosity has dozens of arms that hang from its floating body, each ending in some twisted manipulator or primitive claw. Its body crawls with unblinking eyes and gaping mouths, and it softly recites the names of gruesome demons to itself, as if unconsciously reeling off some kind of pedigree.

Aspects

☞ **GUT-CLENCHING NIGHTMARE SHAPECHANGER**

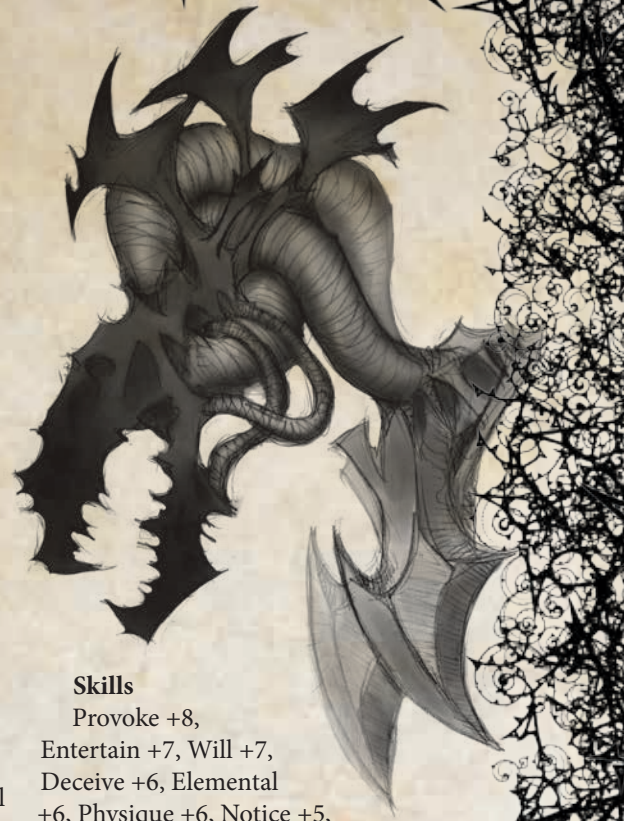
☞ **HARD TO HOLD A CONVERSATION WITH THIS THING**

☞ **KNOWS THE NAMES OF MANY DEMONS**

☞ **AURA OF FEAR**

☞ **PHOBOVORE**

☞ **HUMANS ARE DRAWN TO ME**



Skills

Provoke +8, Entertain +7, Will +7, Deceive +6, Elemental +6, Physique +6, Notice +5, Lore +5

Refresh: -1 (7 base, 8 spent)

Stunts

☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.

☞ **Craft Nightmare.** When you succeed with style on a fear-based Provoke roll, you create an extra Boost of your choice that elaborates on your intended outcome.

☞ **Break Down the Mind.** When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.

☞ **Theater of the Mind.** (3r) Once you've Overcome someone with Entertain, you can trap them in your performance. As long as you continue

to Entertain them, any Actions they attempt occur in your fictional world and cannot affect the physical world of Oubliette. Attempting to break out of the fictional world you've created requires overcoming your Entertain with Will. Breaking out renders someone immune to your Theater of the Mind Stunt for the duration of the session.

☞ **Encore.** Whatever form your performance takes, it goes beyond simple entertainment. You can sink hooks into someone that never go away. When you succeed in Creating an Advantage on someone with Entertain, you can place an **Addicted Situation Aspect** on them with one free Invoke.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]

§10.6.4.75

Essence of Fire

Tough Fallen (4) Martial Essence
A glowing ball of roiling flame, the Essence of Fire scorches everything it touches. It dances about despite its large size and can perform all manner of dangerous pyrotechnics. A few settlements have captured these Essences for use in steam heating or power generation, but keeping them contained is a perilous business, and more than one soot-stain marks the ground where once there was a prosperous community.

Aspects

- ☞ **ELEMENTAL NATURE OF HEAT**
- ☞ **UNSTABLE TEMPERMENT**
- ☞ **MIGRATORY INFERNO**
- ☞ **HARD TO CONTAIN**
- ☞ **FETCHES A GOOD MARKET PRICE**

Skills

Elemental +6, Athletics +5, Notice +5, Exploration +4, Will +4, Physique +4, Scavenging +3, Savage +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Escape Artist.** You get +2 to escape from bindings, manacles, and

restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

☞ **Immolate.** (2r) You create an **On Fire Boost** on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

§10.6.4.76

Essence of Hate

Tough Eldritch (7) Martial Essence
A seething mingling of forms. Many of an Essence of Hate's temporary shapes are humanoid, but always with grotesque, distorted bulges of muscle so that it may better tear apart those it encounters. Careful studies by the Seers during the last millennium have determined that this entity is incapable of broader ideological animosities. Instead, it selectively despises each person it meets. Follow-up studies this millennium have shown, conflictingly, a very specific hatred for Seers.

Aspects

- ☞ **WRITHING MUSCLE-CREATURE**
- ☞ **SIMPLE AND LITERAL BRAIN**
- ☞ **RENDING LIMBS**
- ☞ **ROLLING BALL OF ARMS FOR FAST TRAVEL**
- ☞ **NEVER DETERRED BY A SHEER WALL**
- ☞ **MILDLY MAGIC-RESISTANT**
- ☞ **FEASTS ON OTHER ESSENCES**

Skills

Savage +9, Physique +8, Provoke +8, Will +7, Brawl +7, Onslaught +7, Blood +6, Melee +6, Athletics +6, Notice +6, Exploration +5

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Raging Titan.** Numbers matter

nothing to you. Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]

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Essence of Maw

Tough Forsaken (5) Martial Essence
Without arms, legs, or any sort of appendages, this horrific creature appears to consist only of mouths. Its entire surface seems to be a set of interlocking jaws barely covered by stretched flesh. Most Essences of Maw are ravenous, sightless things that wander the land—simultaneously devouring and screaming—but a few are more civilized. These ones disdain mercenary work in favor of becoming gourmands or opera singers.

Aspects

- ☞ **RAVENOUS MOUTHBALL**

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- ✦ **WHEN ALL YOU HAVE IS A HAMMER...**
- ✦ **INSATIABLE HUNGER FOR ALL THINGS**
- ✦ **EERIE SCREAMS**
- ✦ **TASTES THE SCENT OF ITS PREY**
- ✦ **TIRELESS HUNTER**

Skills

Blood +7, Physique +6, Will +6, Athletics +5, Notice +5, Scavenging +5, Investigate +4, Exploration +4, Savage +4

Refresh: 1 (6 base, 5 spent)

Stunts

- ✦ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.
- ✦ **Mood Eater.** You can attempt to devour the emotions of someone quite rapidly. In a Conflict, you can attempt to Overcome another person's emotions with Empathy. If you succeed and your target has any mental or emotional Situation Aspects, you can select one to devour. If they have none, they receive a **Depressed** Situation Aspect that you cannot eat. Either way, on a success, you gain a **Well Fed** Situation Aspect in exchange, with 1 free Invoke. You cannot feed on other mood eaters or beings that have no emotions.
- ✦ **Devour.** Hungry doesn't begin to describe it. When you succeed with style on a Blood Attack, you can forgo the Boost in favor of clearing your lowest filled stress box.
- ✦ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.
- ✦ **Sipping Strike.** When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

Stress

- ✦ Physical: [1] [2] [3]
- ✦ Mental: [1] [2] [3]
- ✦ Resource: [1]

Consequences

- ✦ Mild Physical [2]
- ✦ Mild Mental [2]
- ✦ Mild [2]

\$10.6.4.78

Essence of Night

Tough Eldritch (7) Martial Shade Essence

Comprised of dark, inky murk, this being stalks the shadows during the day, waiting for nightfall so that it can linger in the open air. It cares little for the affairs of humankind, but is drawn to those who seek night's comfort. Of particular interest to it are the koom, and some Essences of Night hang around their encampments like dogs sleeping outside the tents of their masters.

Aspects

- ✦ **DRIFTING KNOT OF ELEMENTAL DARKNESS**
- ✦ **BRIGHT LIGHT HURTS ME**
- ✦ **ENTHRALLED BY THE KOOM**
- ✦ **CLINGS TO THE SHADOWS**
- ✦ **STRIKES UNSEEN**
- ✦ **NOTHING THERE TO HIT**
- ✦ **PREFERS THE OPEN AIR**

Skills

Ghost +9, Stealth +8, Lore +8, Empathy +7, Deceive +7, Physique +7, Will +6, Scavenging +6, Exploration +6, Investigate +6, Strategy +5

Refresh: 0 (8 base, 8 spent)

Stunts

- ✦ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.
- ✦ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.
- ✦ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul** Advantage on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.
- ✦ **Nightsight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of

Darkness Adaptation, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.

- ✦ **Just Like Home.** You get +2 when using Stealth to Overcome or create an Advantage in near total darkness.
- ✦ **Soothing Talisman.** You gain 1 mild mental Consequence
- ✦ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

- ✦ Physical: [1] [2] [3]
- ✦ Mental: [1] [2] [3]
- ✦ Resource: [1]

Consequences

- ✦ Mild Physical [2]
- ✦ Mild Mental [2]
- ✦ Mild Mental [2]
- ✦ Mild [2]

\$10.6.4.79

Essence of Plague

Tough Fallen (4) Martial Essence

This rolling swarm of fleas and mosquitoes and locusts and rats turns the squeak of a mouse into a thousand-strong roar of fear and pain. An Essence of Plague is often rapidly targeted and destroyed when it appears, and the area where it incarnated placed under magical quarantine. No faction wishes to risk one of the secondary plagues that these things emit sweeping through their ranks.

Aspects

- ✦ **LOCUS OF THE ENERGIES OF SICKNESS**
- ✦ **EVEN GOVERNMENTS MOVE QUICKLY TO STOP ME**
- ✦ **MADE UP OF VECTORS**
- ✦ **CONSTANTLY GENERATING NEW DISEASES**
- ✦ **I JUST WANT TO BRING NEW LIFE TO THE CASTLE**

Skills

Blood +6, Arcane +5, Elemental +5, Will +4, Notice +4, Athletics +4, Exploration +3, Physique +3, Contacts +3

Refresh: 1 (5 base, 4 spent)

Stunts

☞ **Devour.** Hungry doesn't begin to describe it. When you succeed with style on a Blood Attack, you can forgo the Boost in favor of clearing your lowest filled stress box.

☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild [2]

\$10.6.4.80

Essence of Sun

Tough Eldritch (7) Martial Essence
While the sun is a positive force in many mythologies, it is also typically a harsh and exacting deity. The Essence of Sun embodies both these principles.

Aspects

☞ **WARM AND UNFORGIVING ESSENCE**

☞ **SUFFOCATED BY DARKNESS**

☞ **LIVING AVATAR OF RADIATION**

☞ **BURNS MORE DEFIANTLY AT NIGHT**

☞ **TERRIFIES THE WALLMEN**

☞ **APPRECIATES PRAISE**

☞ **DOES NOT TOLERATE OTHER**

ESSENCES OF SUN

Skills

Elemental +9, Necessities +8, Onslaught +8, Notice +7, Medicine +7, Exploration +7, Rapport +6, Religion +6, Physique +6, Strategy +6, Empathy +5, Provoke +5

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Burning Synchronicity.** You get +2 on Attack actions with the Arts Elemental, provided the Attack uses an element from the environment around you.

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Lifebringer.** (2r) Your touch breathes life into the grime of Oubliette. Make an Overcome roll against a small area or Zone, with the threshold based on the area's sterility and inhospitability. If you succeed, you create a permanent **Vivarium** Aspect on the area, with 1 free Invoke for each Shift of success.

☞ **The Beloved.** You get +2 Rapport with people you already have a positive connection with.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild [2]

\$10.6.4.81

Essence of Taint

Nameless Forsaken (5) Martial Essence

Leaking rotten bile, this disgusting abomination drags itself along the ground with five muscled but disintegrating claw-limbs. Its huge mouth takes up the majority of its body and its prehensile tongue lashes forth eagerly, seeking waste or living matter to feed upon. These creatures never seem to excrete anything they have eaten, leading to the occasional Draculean project to use them for waste management. The results of those projects now roam the tunnels beneath Spearfield, devouring corpses, sewage lines, and the occasional Goblin city.

Aspects

☞ **ROTTING DETRITIVORE**

☞ **NO HIGHER REASONING**

☞ **INFECTIOUS WOUNDS**

☞ **A TONGUE LIKE A BLIND MAN'S CANE**

☞ **UNTHINKING STRENGTH**

☞ **ONLY A STOMACH INSIDE Skills**

Physique +7, Savage +6, Will +6, Scavenging +5, Exploration +5, Ranged +5, Onslaught +4, Brawl +4
Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Scale Brood.** (2r) You have grown thick, hard scales that protect you from harm. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

\$10.6.4.82

Essence of Wretched

Nameless Lost (3) Subtle Essence

A suggestion of a dog, curled in expectation of a kick. The harsh rasp of an addict's breath. A rusting knife, laid shakily against the ribs. These Essences are characterized more by the impressions they give off than by their own appearance; which is vague and hominid and cowering. While they seem to prefer to shy away from danger, if one of these Essences feels that it is trapped, it will attack viciously. In the poorest, most violent parts of Grandhall and Cutting, they

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have even been known to stage ambushes and feed on the scraps of their kills.

Aspects

- ☞ **ELEMENTAL COWARD**
- ☞ **INSTINCTIVE THREAT RESPONSE**
- ☞ **KNOWS THE BEST HIDING PLACES**
- ☞ **FIGHTS DESPERATELY**
- ☞ **INDISTINCT SHAPE**

Skills

Savage +5, Stealth +4, Scavenging +4, Will +3, Athletics +3

Refresh: 1 (4 base, 3 spent)

Stunts

- ☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.
- ☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.
- ☞ **A Bit Skittish.** You get +2 to Defense rolls in the first Exchange of any type of Conflict against opponents who go before you.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]



\$10.6.4.83

Essence Werething

Nameless Fallen (4) Martial Therianthrope

With no true form to call its own, the Essence Werething is an amorphous being that shifts constantly, in size, number of limbs, faces, skin texture and so on. When roused to fight, it quickly adapts to its opponent.

Aspects

- ☞ **SHAPeless SHAPE-CHANGER**
- ☞ **UNABLE TO HOLD ONE FORM FOR LONG**
- ☞ **PRIMORDIAL CHAOS**
- ☞ **MAXIMUM ADAPTABILITY**
- ☞ **I AM THE PERFECTION OF THERIANTHROPY**

Skills

Savage +6, Deceive +5, Will +5, Physique +4, Notice +4, Athletics +4, Stealth +3, Scavenging +3, Exploration +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ☞ **Changeling.** Your disguise is more than skin deep. When you take on a disguise, you can replace two of your Aspects with new ones of your choosing. At the end of the scene, they revert to your original ones.
- ☞ **Many Masks.** Through a combination of makeup, minor illusions, physical behavior and costuming, you can transform yourself into someone else with ease. You get +2 on Deceive rolls to disguise yourself.
- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.
- ☞ **Final Form.** (2r) Once per session, you can transform into a substantially more dangerous and terrifying creature. You roll Savage to Overcome the pain of your shifting body against +4. For each Shift of success, you replace an Aspect with a new one with a free Invoke. At the end of the scene, you revert to your original form, with all your old Aspects as they were.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

\$10.6.4.84

Eunan

Challenging Eldritch (7) Martial Coquille Roi Human

One of the few remaining Shell Kings, Eunan was once known for his battle prowess and speed in his shell armor. While he is still quite powerful, some feel that his skill is somewhat rusty. Chief among them is Eunan, who no longer knows if he has a purpose.

Aspects

- ☞ **RELIC SHELL KING**
- ☞ **LISTLESS APATHY**
- ☞ **STILL-STALWART ARMOR**
- ☞ **UNBROKEN BLADE**
- ☞ **PRONE TO LONG INTROSPECTION**
- ☞ **MIGHT JUST WAIT OUT THE YEARS**

- ☞ **STILL OWES VLAD A VENGEANCE**

Skills

Melee +9, Physique +8, Athletics +8, Empathy +7, Will +7, Resources +7, Business +6, Notice +6, Contacts +6, Deceive +6, Rapport +5, Provoke +5, Smithing +5, Precision +5, Onslaught +5, Lore +4, Arcane +4, Religion +4, Alchemy +4, Savage +4, Strategy +4

Refresh: 1 (18 base, 17 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.
- ☞ **Exceptional Grit.** (2r) You gain 1 physical Stress Box.
- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.
- ☞ **Combination Attack.** (2r) Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.
- ☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.
- ☞ **Cutting the Earth.** Once per scene, you can slam your weapon into the ground to create a shockwave of stone

and earth. This Attack can affect any three targets within 1 Zone of your own.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **Find the Cracks.** An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

☞ **Unbreachable Facade.** As long as you do not have any Consequence slots filled, you have an additional point of mental and physical Armor.

Armor: 1 Physical, 1 Mental
Stress

☞ Physical: [1] [2] [3] [4] [5] [6]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.85

Eyeless

Nameless Fallen (4) Subtle (any race)

The Eyeless are a terrifying group of once-humanoids who have had their eyes gouged out by a single unknown source. They are quite intelligent and cunning, and despite their lack of sight organs, are very agile. They seem to be able to sense the world through other means.

Aspects

☞ **SIGHTLESS FERAL HUMANS**

☞ **DRIVEN BY INSTINCT**

☞ **WON'T NEED EYES WHERE**

YOU'RE GOING

☞ **KNOWS THE GOUGE**

☞ **HUNTS IN PACKS**

Skills

Notice +6, Savage +5, Athletics

+5, Physique +4, Investigate +4,

Scavenging +4, Stealth +3, Will +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

☞ **Uncanny Valley.** You look *almost* like you could be a member of another race. When you select this Stunt, decide which race. You gain +1 on Overcome actions with Provoke, Rapport, and Empathy when dealing with that race.

☞ **Acrobatic Agility.** You can fight from precarious positions just as easily as anywhere else. Situational Aspects of this type cannot be used against you.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

\$10.6.4.86

Eyeweed

Nameless Refuse (0) Martial Beast

Eyeweed is a strange plant-like animal that protects itself from predators with feeble shocks of mana.

Aspects

☞ **SCRAGGLY INVASIVE PLANT**

☞ **COMPLETELY IMMOBILE**

☞ **GROWS ANYWHERE**

Skills

Notice +2, Elemental +1

Refresh: 1 (1 base, 0 spent)

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]



\$10.6.4.87

Faccovius

Main Forsaken (5) Social Thorn Human

The religious and tactical leader of the Thorns, Pope Faccovius is quite mad. He believes himself to be the patriarch of the catholic church, a resurrected Saint Peter made flesh. Only the most loyal of his followers actually believe him.

Aspects

☞ **POPE OF THE THORNS**

☞ **SANITY IS A DISTANT COUNTRY I HOPE ONE DAY TO ANNEX**

☞ **BLESSED AUTHORITY**

☞ **THE FEROCITY OF THE JUST**

☞ **ALWAYS SEEK THE GREATEST**

POSSIBLE SUFFERING FOR THE

GREATEST NUMBER OF PEOPLE

☞ **NO ONE KNOWS MY PAST**

Skills

Religion +7, Resources +6, Will +6, Rapport +5, Contacts +5, Deceive +5, Arcane +4, Lore +4, Notice +4, Medicine +4, Provoke +3, Empathy +3, Physique +3, Architecture +3, Alchemy +3

Refresh: 2 (16 base, 14 spent)

Stunts

☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.

☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **Shield of Faith.** Despite the common belief that Oubliette is forsaken by God, your belief has never been stronger. You can roll Religion in place of Will on Defend Actions in Conflicts.

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☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

☞ **High Sacrament.** Your anointments are as precious as ancient relics. You get +2 to Religion rolls to create Advantages on members of your faith.

☞ **Excommunication.** (2r) Once per session, you can cast out a member of your faith. They gain an **Excommunicated** Situation Aspect that severely impairs their relations with members of your faith. Members of your faith get 1 free Invoke on this Aspect per person. While the Aspect goes away at the end of the session, the target must still atone for their sins in the eyes of your faith.

☞ **Crusader.** (2r) Your word carries the weight of religious fervor. Make an Overcome Action against a target, or a representative of a group. As this is a social Attack, target opposes this with Religion, Rapport, or Contacts. If you succeed, you place a **Heathen** Situation Aspect on that character, and members of your faith get one free Invoke on it per person.

☞ **Indoctrination.** (2r) Once per scene, when you would take mental damage, you can gain the **Painwall** Boost. When you next take mental damage while you have **Painwall**, you lose **Painwall** and instead take no mental damage.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

Stress
 ☞ Physical: [1] [2] [3] [4] [5]
 ☞ Mental: [1] [2] [3] [4] [5]
 ☞ Resource: [1] [2] [3] [4] [5]

Consequences
 ☞ Mild Mental [2]
 ☞ Mild Mental [2]
 ☞ Mild Resource [2]
 ☞ Mild [2]

☞ Moderate [4]
 ☞ Serious [6]

\$10.6.4.88

Fae Bladehandler

Nameless Rabble (2) Martial Wielder Fae

According to Oubliette's locals, if you do anything for long enough, you can speak it like a language. These fae are poets of edged violence and prefer their conversations in the dialect of razors. Like many fae, they have a deeply ingrained respect for decorum, and proper elocution is sometimes enough to settle an edged argument.

Aspects

☞ **POOR FAERI SWORDSMAN**
 ☞ **OVERLY CONCERNED WITH MANNERS AND APPEARANCES**
 ☞ **MY SWORD IS WORTH MORE THAN I**
 ☞ **I SECRETLY WISH THE FAE COURTS WOULD RESPECT ME**

Skills

Precision +4, Athletics +3, Stealth +3, Rapport +2, Entertain +2, Necessities +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Fencing.** You gain +2 to Defend with Precision against foes who are armed with weapons.
 ☞ **Calm Heart.** You can use Precision to oppose fear and intimidation effects, including the creation of Advantages.

Stress

☞ Physical: [1]
 ☞ Mental: [1]
 ☞ Resource: [1]

\$10.6.4.89

Faeling

Tough Refuse (0) Subtle Fae
 Small elfin creatures, faelings are sprites and house fairies who flit about Oubliette. They share many traits with goblinkind except that they are far more playful and beatific. Many powerful creatures keep Faelings as pets.

Aspects

☞ **ANIMALISTIC DIMINUTIVE SPRITE**
 ☞ **INTELLECT OF A SMART DOG**
 ☞ **EXCELLENT RECALL**

Skills

Athletics +2, Stealth +1
Refresh: 0 (1 base, 1 spent)
Stunts

☞ **Tiny Magics.** Your glamour is a little more like a "glimmer," but it's yours. You get +1 to rolls for pranks and games.

Stress

☞ Physical: [1]
 ☞ Mental: [1]
 ☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.90

Farnele

Main Eminent (6) Social New World Human

A figure popularized as a crusader for a new life in this new world, Farnele is both the passionate leader of the New World movement as well as a powerful member in the Purehearts. She does everything in her power to help others, making any sacrifices required. There is some resentment among the Purehearts as to her methods, particularly among those who have suffered in their service to the order. Farnele, despite her sympathies, has been ignoring it.

Aspects

☞ **NOBLE REFORMIST**
 ☞ **PRONE TO GLORIOUS SELF-SACRIFICE**
 ☞ **CHAMPION OF THE MEEK**
 ☞ **BELOVED AND MISTRUSTED**
 ☞ **BELIEVES THE BEST OF EVERYONE**
 ☞ **I WILL SAVE THE CASTLE, BUT I WILL NOT DO IT ALONE**

Skills

Rapport +8, Will +7, Brawl +7, Strategy +6, Resources +6, Athletics +6, Contacts +5, Empathy +5, Physique +5, Notice +5, Deceive +4, Medicine +4, Architecture +4, Necessities +4, Smithing +4

Refresh: 2 (18 base, 16 spent)

Stunts

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **The Beloved.** You get +2 Rapport with people you already have a positive connection with.

☞ **Orator.** Poets and playwrights

would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

☞ **White Knight.** Righteousness fills you with hope. Whenever you are thanked for a deed you've done, you gain an **Appreciated** Boost.

☞ **Slayer of Evils.** You stand against all that would do ill. You get +2 to Attacks against adversaries that are clearly tormenting the populace.

☞ **Grudgingly Tolerated.** No faction hates you. Your work benefits all of them. You get +1 on Overcome rolls with Rapport, Empathy, and Contacts when working with members of a different faction.

☞ **Absolutely Devoted.** Select the object of your affections. It can be a person, place, or thing. You gain +2 to defense and Create Advantage rolls when protecting it directly.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations.

You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

Armor: 1 Mental

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.91

Feeder Lizard

Nameless Dreg (1) Martial Beast
Feeders are Playthings that have gorged themselves fat. They are often picked off for food by larger creatures.

Aspects

☞ **ADIPOSE TICK LIZARD**

☞ **NO LONGER SUITED TO RUNNING AWAY**

☞ **VAST CALORIE RESERVES**

☞ **WELL CARED FOR BY FARMERS**

Skills

Physique +3, Notice +2, Scavenging +2, Savage +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]



\$10.6.4.92

Firebreather

Tough Fallen (4) Martial Dragon
These draconic beasts are feral and unthinking. Their relentless scorching attacks can seriously harm lesser folk. Other dragons regard them with pity.

Aspects

☞ **INSTINCTIVE FLAMETHROWER**

☞ **NO REAL OFF-SWITCH**

☞ **STUBBY BUT FUNCTIONAL WINGS**

☞ **HEAT-RESISTANT**

☞ **HARD TO PUT DOWN**

Skills

Elemental +6, Physique +5, Savage +5, Athletics +4, Scavenging +4, Exploration +4, Notice +3, Resources +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

\$10.6.4.93

Fleuriel

Supporting Lost (3) Social Human
A famous musician from Grandhall, Fleuriel composes music and writes plays about the Old World, Oubliette, and life in general. She is known for playing the Sumeilugraron more frequently than any of her peers and is rumored to have a personal, even romantic connection to the device. This in turn has inspired several operettas in the lower Grandhall Wards and a series of improbable lithographs in Cutting.

Aspects

☞ **SUMEILUGRARION MAESTRA**

☞ **MUTE BUT FOR MY MUSIC**

☞ **BELOVED ACROSS THE CASTLE**

☞ **THE ART OF IMPROVISATION**

☞ **KNOWS THE UNFORTUNATE**

TRUTH OF THE SUMEILUGRARION

Skills

Entertain +5, Empathy +4, Rapport +4, Will +3, Lore +3, Contacts +3, Religion +2, Athletics +2, Elemental +2, Stealth +2

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Theater of the Mind.** (3r) Once you've Overcome someone with Entertain, you can trap them in your performance. As long as you continue to Entertain them, any Actions they attempt occur in your fictional world and cannot affect the physical world of Oubliette. Attempting to break out of the fictional world you've created

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requires overcoming your Entertain with Will. Breaking out renders someone immune to your Theater of the Mind Stunt for the duration of the session.

☞ **Encore.** Whatever form your performance takes, it goes beyond simple entertainment. You can sink hooks into someone that never go away. When you succeed with an Entertain roll, you can place an **Addicted** Situation Aspect on them with one free Invoke.

☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

☞ **Fame.** They've probably heard of you. You get +2 on your first social roll with someone.

☞ **Thrill of the Overture.** (2r) The first notes of a song, the first words of a play, the merest hint of one of your fascinating performances is enough to send a shiver down the spine. Twice per session, you can grant a **Thrilled** Boost to everyone in the scene who has already experienced your entertainments.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.94

Foslie

Supporting Lost (3) Social Fae
Foslie is a perpetually confused elvish girl as innocent as a yellow zinnia. Unlike most immortals, she is reincarnated every night during her sleep, awaking in the same place but with no memory and no physical changes from the prior day. She is a long-standing fixture in Vlad's Harem^{p164}, where her unique situation allows her to take care of the most sinister cravings without permanent repercussion. She isn't easy to book time with, however. On top of the fees and permission from the administration, suitors must

also acquire her permission as well, forcing even the least deviant clients to actively court a serial-reincarnating amnesiac—sometimes for decades—in hopes of a yes.

Aspects

☞ **NAIVE SÍDHE REINCARNATED DAILY**

☞ **NO MEMORY OF YESTERDAY**

☞ **IT SEEMS I HAVE MANY PATRONS**

☞ **SERVES ALL SORTS OF GRIM**

DESIRES

☞ **HAREM STAFF AND OLD PATRONS ARE FIERCELY DEVOTED TO**

PROTECTING ME

Skills

Rapport +5, Entertain +4, Empathy +4, Contacts +3, Necessities +3, Design +3, Alchemy +2, Will +2, Tailoring +2, Resources +2

Refresh: 1 (8 base, 7 spent)

Stunts

☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

☞ **Fame.** They've probably heard of you. You get +2 on your first social roll with someone.

☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **The Beloved.** You get +2 Rapport with people you already have a positive connection with.

☞ **Gentle Guidance.** You are highly skilled in helping others handle their emotional problems. You get +2 on all rolls to recover from a mental

Consequence. This does not shorten the time required to recover the Consequence.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

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Friedrich

Supporting Lost (3) Social
Purehearts Fae

This heavyset, gregarious man is a self-styled champion of the common folk, for which he is mostly paid in lodgings and beer. He wanders the borders of Cutting, defending farmers against aggression of the Draculeans and the district's many monsters—who occasionally try to take ownership of the outlying areas. Friedrich is likable and easy to talk with, but he still nurses a deep resentment for those who have power and use it, not for the betterment of their subjects, but to keep themselves safe. He has rope burns around the base of his neck, usually hidden by his tunic, and he does not speak of how he had gotten them.

Aspects

☞ **CHARISMATIC LEADER OF A LONG-FORGOTTEN REVOLUTION**

☞ **JUSTICE OR OBLIVION**

☞ **BORN A COMMONER, DIED A HERO**

☞ **BY THE WORDS OR BY THE SWORD**

☞ **NEVER TRUST A NOBLE**

Skills

Rapport +5, Melee +4, Will +4, Strategy +3, Contacts +3, Smithing +3, Stealth +2, Notice +2, Physique +2, Resources +2

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls

before an audience. The group must be larger than a handful of people.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **White Knight.** Righteousness fills you with hope. Whenever you are thanked for a deed you've done, you gain an **Appreciated Boost**.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

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Furzypig

Tough Refuse (0) Subtle Beast

A small but fat mammal, furzypigs are hedgehog-like critters that use their quills to defend themselves from would-be predators.

Aspects

☞ **POISONOUS HEDGEHOG**

☞ **ATTRACTS PREDATORS**

☞ **NEVER FAR FROM MY BURROW**

Skills

Exploration +2, Savage +1, Scavenging +1

Refresh: 1 (1 base, 0 spent)

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]



\$10.6.4.97
Gardeneer

Nameless Lost (3) Social Feeder

Most Feeders busy themselves with the task of ensuring that what food there is in Oubliette gets distributed to everyone who needs it. A few work on ways to increase the yield of the rare patches of non-hostile arable land, or to stimulate the nutritive properties of wild-growing crops. And then there are the Gardeneers. An elite order, bound by the solemn vow that no ward is untamable, the Gardeneers do battle with the sulphurous creeks of the Murder Heat and the wild edges of Fellmoor, struggling to turn those districts hospitable. A common saying among the Gardeneers is “we sow the soil with our own bones”, and there is often a literal truth to it: plants on the fringes of Fellmoor have begun to develop a taste for skeletal calcium and will sometimes form into small raiding parties when the Gardeneers wait too long between attempts to civilize the land.

Aspects

☞ **HEROIC TERRAFORMIST**

☞ **I OFTEN BECOME A PART OF THE ECOSYSTEM I MEAN TO CHANGE**

☞ **DASHING REPUTATION**

☞ **BANDOLIER OF FERTILIZER PELLETS**

☞ **MY LIFE MEANS LESS THAN MY CAUSE**

Skills

Necessities +5, Will +4, Elemental +4, Athletics +3, Contacts +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to attacks with Elemental.

☞ **Petramancer.** The stones call you friend, and they leap to your defense. You get +2 to Defense rolls with Elemental.

☞ **Lifebringer.** (2r) Your touch breathes life into the grime of Oubliette. Make an Overcome roll against a small area or zone, with the threshold based on the area's sterility and inhospitability. If you succeed, you create a permanent **Vivarium** Aspect on the area, with 1 free Invoke for each shift of success.

Stress

☞ Physical: [1]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

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Gawain

Supporting Eminent (6) Martial Pureheart Human

An apparent contradiction to the rules of Oubliette, Sir Gawain is a knight who was once quite famous in the Old World. His presence here is bizarre but not unwelcome, as he is a fine conversationalist and regales many with his experiences searching for the Grail with his master, the werewolf Haroun al Hamzah, in the frozen wastes of Siberia. Of late, he has been involved (somewhat against his will) in the Purehearts.

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Aspects

- ☞ **KNIGHT OF THE ROUND TABLE**
- ☞ **STILL LOOKING FOR THAT CUP**
- ☞ **DEFENDER OF MAIDENS**
- ☞ **DISTRIBUTOR OF ALMS**
- ☞ **GOOD-NATURED AND POLITE**
- ☞ **DOES NOT MISS THE COLD**

Skills

Melee +8, Rapport +7, Will +7, Physique +6, Athletics +6, Notice +6, Resources +5, Contacts +5, Exploration +5, Investigate +5, Empathy +4, Religion +4, Stealth +4, Smithing +4, Lore +4

Refresh: 2 (14 base, 12 spent)

Stunts

- ☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.
- ☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.
- ☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.
- ☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.
- ☞ **My Kind.** Even in Oubliette, social groups can be quite insular sometimes. You get +2 to Rapport rolls with members of your race and species.
- ☞ **Public Sentiment.** Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.
- ☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.
- ☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke,

and Rapport rolls with those in your religion.

☞ **The Only Normal People Here.**

You get +2 when using Rapport to Overcome the distrust or reservations of other Humans.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Gem Monger

Nameless Lost (3) Subtle Monger
Among the shortest lived of the mongers, these beasts covet jewelry, precious stones, and odd minerals. Because the sources for these items are distant and dangerous, Gem Mongers often mistakenly assault beings far more powerful than themselves. In the poorer areas of Grandhall, “gemcorpse” is occasionally used as slang for a wonderful find.

Aspects

- ☞ **COLLECTOR OF ALL THAT GLITTERS**
- ☞ **FIXATED BEYOND REASON**
- ☞ **ALWAYS KNOWS A GOOD SEAM**
- ☞ **I’VE BEEN ALL OVER MUBIGILD**
- ☞ **TREATED WARILY BY MINERS**

Skills

Scavenging +5, Exploration +4, Onslaught +4, Business +3, Notice +3
Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Coincidence.** It just so happens that something you need is close at hand. Twice per session, you can create a Boost representing something you **Just Happen to Have On Hand** that might serve in in this case.
- ☞ **Diligence.** Luck is a factor, but being thorough can be just as important. You get +2 to Scavenging in areas you’ve recently searched.
- ☞ **Scour the World.** If it exists somewhere, you can probably find it. For Overcome actions, you can use Scavenging in place of Investigate to find specific objects.

☞ **Miser.** Once you’ve got a hold of something it can be almost impossible to get it back from you. All attempts to steal from you are actively opposed, and you receive +2 on your defense.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Glorna Voggodyrys

Supporting Lost (3) Professional Koom

This serene koom radiates an aura of cold tragedy and quiet, intensely personal judgement. On first spending time in her presence, many say they feel as if they are being picked apart by thin fingers or else condemned for sins they had never known were wrong. Once upon a time, Glorna was a Mother Bishop of the Sunless Church in the World of Gloom. She was widely regarded for the depth of her belief and the strength of her sermons. However, something changed in her during the War of Love and, for preaching moderation and forgiveness, she was excommunicated so thoroughly that she was ejected from the World of Gloom and into Mubog on the eve of its destruction. Mother Voggodyrys now preaches that faith is the opposite of dogma—that belief is a thinking, evolving thing. Many koom still distrust her, but she is slowly accumulating a small flock—at least partially due to the hearty, comforting meals that she serves alongside her sermons.

Aspects

- ☞ **MATRON PONTIFF OF THE NEOSUNLESS THEOLOGY**
- ☞ **STRIPPED OF HER ONCE-GREAT POWER**
- ☞ **TRANSCENDENT ANTI-SHADOW**
- ☞ **OATHBREAKER OF THE SUNLESS**
- ☞ **VETERAN OF THE WAR OF LOVE**

Skills

Necessities +5, Religion +4, Lore +4, Notice +3, Investigate +3, Alchemy +3, Stealth +2, Contacts +2, Deceive +2, Resources +2

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Cook Anything.** You do not need

to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

☞ **A Veritable Feast.** You can almost always finagle a way to make the meal more filling. Each person you feed gains a **Stuffed Boost**.

☞ **Old World Cooking.** In what can only be described as magic, you can cook meals that look and taste exactly like meals from the World of Life. You gain +2 to Create Advantages when cooking for someone in specific, as long as they've described something they'd like to eat to you.

☞ **Home Making.** You and your allies get +1 to rolls of a positive social nature, such as Empathy, Rapport, or Entertain, while in a room you've tidied and decorated.

☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.

☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.

☞ **Shield of Faith.** Despite the common belief that Oubliette is forsaken by God, your belief has never been stronger. You can roll Religion in place of Will on Defend Actions in Conflicts.

☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

§10.6.4.101
Goblintown Cutpurse

Nameless Rabble (2) Subtle Goblind

It is such a common practice to walk with one hand on your wallet in

any of the underground goblin towns that it has practically become sign-language for "I have things I value." The untroubled cutpurses steal belts, caps, trousers, and blood where coins are unavailable.

Aspects

☞ **MULTIFARIOUS THIEF**

☞ **COMPLETE AND UTTER COWARD**

☞ **STEAL YOUR CLOTHES OFF YOUR BACK**

☞ **RUN LIKE THE DRACULEANS ARE AFTER ME**

Skills

Stealth +4, Scavenging +3, Athletics +3, Notice +2, Deceive +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Hide and Seek.** You are skilled at moving rapidly across open ground and ducking behind cover just in time. You get +2 to Athletics to Defend against Attacks originating from 1 Zone away or more.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

§10.6.4.102
Goblintown Guard

Nameless Rabble (2) Martial Goblind

Given the unenviable task of trying to enforce order in one of the many underground goblin wards, these men, women, ungendered dolls, elementals, ghosts, and miscellaneous others have settled on a simple judiciary system: if they see it and they can catch up to it, it's a crime. The guards are paid by a coalition of vendors from a non-stolen portion of the day's take. However, when a serious threat shows up, they scatter like everyone else.

Aspects

☞ **UNDERGROUND THUG**

☞ **ONLY BRAVE IN NUMBERS**

☞ **YOU'RE ON MY TURF**

☞ **LIVE TO GUARD ANOTHER DAY**

Skills

Onslaught +4, Provoke +3, Physique +3, Contacts +2, Notice +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Barbarism.** You gain +2 to Create Advantages dealing with dirty fighting and improvised weapons.

☞ **Tumbling Cat.** +2 to Overcome Actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

§10.6.4.103
Grandmaster of the Sword

Challenging Eminent (6) Martial Wielder (any race)

Bordering on the power of the First Listeners, these titans of sword-summoning usually find a place as headmaster of one of the numerous Wielder churches, where they guide others along their own paths. Do not tempt their wrath, for unlike some other organizations, among the Wielders, authority equals asskicking.

Aspects

☞ **FEARSOME OLD BLADESAGE**

☞ **THE POLITICS OF THE WIELDER CHURCHES**

☞ **EXTRAORDINARY CONCENTRATION**

☞ **THE ACOLYTES HAVE MUCH LEFT TO LEARN**

☞ **MASTER OF MY OWN PATH**

☞ **I NOW KNOW ENOUGH TO UNDERSTAND HOW MUCH I DO NOT KNOW**

Skills

Melee +8, Ranged +7, Onslaught +7, Will +6, Physique +6, Athletics +6, Deceive +5, Lore +5, Provoke +5, Resources +5, Strategy +4, Notice +4, Contacts +4, Stealth +4, Medicine +4

Refresh: 1 (16 base, 15 spent)

Stunts

☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

☞ **Combat Focus.** When combat

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begins, you can select an opponent to put a **Focus Advantage** on as a free action.

☞ **The Sword of Myth.** You deflect light, whirl away acid mist, and cut down arrows of flame. You can use Melee to Defend against any kind of Attack that would deal physical damage, including things that would seem impossible to others. In addition, you gain +1 to all Defend rolls with Melee.

☞ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

☞ **Cutting the Air.** You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.

☞ **Sky Arrows.** As long as you can see your target, you can hit it. Your Ranged Attacks gain +2 Zones of range.

☞ **Keep the Distance.** You're always on the move. Twice per scene, when an enemy moves into your Zone, you can back out of it into another as a free action.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Execution.** Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.

☞ **Perfection of the Art.** You can feel the moment a stroke turns, when

your body isn't right, and when your mind is elsewhere. Whenever you roll a negative number on the dice for a Melee, Arcane, or Lore roll, you get a +1 on your next roll of that Skill.

☞ **Volley.** Once per scene, you can fire a volley. You make a single Attack roll with Ranged against a specific Zone, and all creatures in that Zone must roll defense against your Attack.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

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Grimer

Nameless Dreg (1) Professional Fae
Sweaty, greasy people of extremely gaunt build, grimers function as mechanics and smiths to higher beings. They complain constantly and any attempt to clean one of them is foiled.

Aspects

- ☞ **DIESEL ELF**
- ☞ **UNAFRAID TO SPEAK MY MIND**
- ☞ **IT'S IN MY TOOL-KIT**
- ☞ **CURSES IN EVERY LANGUAGE**

Skills

Tinkering +3, Smithing +2,
Physique +2, Notice +1, Design +1
Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Junk Engineer.** Real makers don't need tools. Or decent materials. If there's junk, you can slap together a useful (or at least distracting) gadget. You get +2 to Create Advantages in physical Conflicts.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Grist Wellwisher

Nameless Dreg (1) Social Grist
A polite, if heavily parasitized, grist worshipper, the Wellwisher is often a man or woman appointed by a grist

community to represent their religion to the broader Castle. Wellwishers roam in small groups from town to town, offering assistance with civil projects, mediating disputes, and occasionally rallying to a community's defense if it is called for. Despite their politeness and upbeat attitude, they are often run out of town as soon as the villagers figure out how, exactly, the grist works.

Aspects

- ☞ **DOOR-TO-DOOR MUSHROOM WORSHIPPER**
- ☞ **THE ICKINESS OF THE GRIST**
- ☞ **POLITE AND WELL-MANNERED**
- ☞ **NO REASON NOT TO BE CHEERFUL ABOUT IT**

Skills

Rapport +3, Religion +2, Will +2
Refresh: 0 (2 base, 2 spent)

Stunts

☞ **Mycelial Nervous System.**

Whenever you take physical or mental damage, you may choose to take one Shift less of that damage. In return, you gain the **Delayed Pain** Situational Aspect with one free Invoke that your opponents can use against you. If you already have **Delayed Pain**, it gains another free Invoke that your opponents can use against you.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2]
- ☞ Resource: [1]

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Groach

Supporting Rabble (2) Professional New World Monger

This grumpy, ancient, flattened creature is a store with legs. It is only classified as a monger because its behavior matches, and no one can see the creature underneath it. Believe it or not, there are actually several groaches wandering at the pace of glaciers across the surface of Oubliette.

Aspects

- ☞ **GROCERY MONGER**
- ☞ **TECHNICALLY MOBILE**
- ☞ **ACTUAL FOOD FOR ACTUAL SALE**

☞ **THIS MONGER MAKES FREQUENT STOPS**

Skills

Necessities +4, Business +3, Resources +3, Physique +2, Provoke +2, Medicine +2, Alchemy +1, Architecture +1, Contacts +1, Tailoring +1

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **A Veritable Feast.** You can almost always finagle a way to make the meal more filling. Each person you feed gains a **Stuffed** Boost.

☞ **Old World Cooking.** In what can only be described as magic, you can cook meals that look and taste exactly like meals from the World of Life. You gain +2 to Create Advantages when cooking for someone in specific, as long as they've described something they'd like to eat to you.

☞ **Triage Ward.** Your experience makes it easy for you to assess wounds and damage for prioritization. You can begin the recovery process of all mild Consequences in a Zone with a single Overcome Action.

☞ **Fame.** They've probably heard of you. You get +2 on your first social roll with someone.

☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

Stress

☞ Physical: [1] [2] [3]
☞ Mental: [1] [2]
☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild [2]
☞ Moderate [4]

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Grul Rockeater

Supporting Fallen (4) Martial Unaligned Hulk

This ancient and decrepit troll has spent thousands of years in the Castle and is an iconic individual amongst the giants. His name is not hyperbole, and he is accorded no small measure of respect for his choice of cuisine.

Aspects

☞ **HIGHLY-REGARDED LITHIVORE**
☞ **SLOW TO THINK, SLOWER TO SPEAK**

☞ **FEARSOME STRENGTH**

☞ **WISE MAN OF STONEWALD**

☞ **AS I DIGEST THE CASTLE, I UNDERSTAND ITS NATURE**

Skills

Physique +6, Lore +5, Will +5, Onslaught +4, Ranged +4, Contacts +4, Notice +3, Empathy +3, Athletics +3, Necessities +3, Exploration +2, Resources +2, Tinkering +2, Deceive +2, Rapport +2

Refresh: -1 (10 base, 11 spent)

Stunts

☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Literal Overseer.** You get +1 on Business, Contacts, and Rapport Overcome actions in which you can direct other people to help with your work.

☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.

☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.

☞ **Weight of Reputation.** You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost

after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3] [4] [5]
☞ Mental: [1] [2] [3] [4]
☞ Resource: [1] [2] [3]

Consequences

☞ Mild Physical [2]
☞ Mild [2]
☞ Moderate [4]

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Guild Courier

Nameless Lost (3) Subtle Guild (any race)

The Guild employs professionals of every sort, from washerwomen to mathematicians, pianists to cutthroats. By far their most lucrative line of services, however, is their courier corps. These licensed messengers carry bags of missives from town to town across the Castle. Some might collect for a single tenement building in Spearfield, while others trek across the Bounding, scrying doggedly for a pack of feral Trolls they're supposed to hand a wedding invite to. Letter-carriers are sometimes scorned by the Guild's mercenaries and arcanists, but their deliveries are appreciated throughout the new world. The persistent rumors that they are used as contraband mules, the Guild insists, are completely unfounded.

Aspects

☞ **NEITHER SNOW NOR RAIN NOR HEAT NOR GLOOM OF NIGHT**
☞ **ALMOST ALWAYS CARRYING CONTRABAND**
☞ **WELL-DISGUISED FOR THE AREA**
☞ **WELL-CONNECTED EMPLOYERS**
☞ **I ALWAYS FIND MY TARGET**

Skills

Exploration +5, Athletics +4, Stealth +4, Deceive +3, Notice +3, Contacts +3, Resources +2, Precision +2

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Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Never Lost.** You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.

☞ **Perfect Navigation.** You don't need a map to navigate to a place you've never been to before, only a rough description of the location. You gain +2 on Overcome actions with Exploration.

☞ **Escape Artist.** You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1] [2]

\$10.6.4.109

Guild Mobster

Tough Lost (3) Martial Guild (any race)

"Sometimes", runs the advertisement, "you want muscle, not murder." The Guild's freelance marketers assert that the phrasing could be better, more slogan-y, but find it hard to argue with the success of the campaign. These non-lethal violence-technicians specialize in laying the hurt on someone just enough to send a message, but not enough that their target gets to escape reality into the momentary respite of death. They are popular in Grandhall, where the crime is very organized indeed, but more of a novelty in Cutting. "Bollocks to that. Killing's the whole point!" Cutting bravos have been known to say, shortly before knifing the man who's putting up these posters and stealing the stack of them for kindling.

Aspects

☞ **HIRED MUSCLE**

☞ **LIKELY TO FLEE IF THE MISSION IS COMPROMISED**

☞ **HIGHLY DEVOTED TO THE GUILD**

☞ **PROBABLY HAS BACKUP**

☞ **MASTER OF INTIMIDATION**

Skills

Physique +5, Provoke +4, Melee +4, Contacts +3, Brawl +3, Stealth +3, Notice +2, Investigate +2

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Strangulate.** If a character you are grappling has a **Grappled** Advantage that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke removed. The victim must use at least 1 Consequence to absorb this damage.

☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.

☞ **Dance the Antagonist's Tune.** Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next action, so long as it is reasonable for them to do in the heat of the moment.

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.110

Harland Elliot Chambers

Supporting Eminent (6) Social Transcendence Club Human

One of the most prolific writers of his era, Harland hypothesized the existence of the World of the Forgotten long before the other members of the Transcendence Club thought to explore the Rural French Anomalies. As such, Harland was held in high esteem by the academic circle, who raised him from the dead and took him with them on their voyage into the Castle. The World of Life's timeline, which had been so broadly effected by Harland's writing, snapped shut

on the remaining Club members, erasing or re-configuring many of their existences. Harland's role was then split across three different writers in three different eras, each of which was given a fragment of his works to publish. The Club members in the Castle know little of this, only that it is suddenly quite difficult to return home.

Aspects

☞ **FOREFATHER OF THE TRANSCENDENCE CLUB**

☞ **AN ORATOR, NOT A FIGHTER**

☞ **STILL EMITS OCCASIONAL BURSTS OF NECROMANCY**

☞ **NOW WRITES PENNY DREADFULS**

☞ **THE CLUB WILL ALWAYS HELP ME**

☞ **I DIDN'T WANT TO COME HERE, BUT I'LL MAKE THE BEST OF IT**

Skills

Entertain +8, Rapport +7, Empathy +7, Religion +6, Arcane +6, Resources +6, Will +5, Contacts +5, Investigate +5, Athletics +5, Notice +4, Business +4, Provoke +4, Deceive +4, Physique +4

Refresh: 0 (14 base, 14 spent)

Stunts

☞ **Encore.** Whatever form your performance takes, it goes beyond simple entertainment. You can sink hooks into someone that never go away. When you succeed in Creating an Advantage on someone with Entertain, you can place an **Addicted** Situation Aspect on them with one free Invoke.

☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

☞ **Phenomenal Fantasist.** (2r) So vividly described and thoughtfully constructed are the worlds you create with tone or word that people sometimes forget that they aren't real. You can grant someone an extra temporary mental Stress box by making an Overcome Action against their Caste + 1. Success creates a 1-Shift Stress box, while success with style creates a 2-Shift box instead. This box is removed at the end of any Conflict. A particular character

cannot benefit from this more than once in a scene.

☞ **From Whence It Came.** Though you aren't familiar with everything that has happened in Oubliette, you are nearly omniscient when it comes to things from the World of Life. You get +2 to rolls when trying to understand the details of something that came from Earth.

☞ **Ubiquity.** You get +2 when Creating an Advantage with Deceive to disguise yourself among other Humans.

☞ **The Only Normal People Here.** You get +2 when using Rapport to Overcome the distrust or reservations of other Humans.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **Peacemaker.** Your benevolence and the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.

☞ **Gentle Guidance.** You are highly skilled in helping others handle their emotional problems. You get +2 on all rolls to recover from a mental Consequence. This does not shorten the time required to recover the Consequence.

☞ **Bolster Psyche.** Your counsel is regarded as a blessing. When you use Empathy to begin the recovery process on a mental Consequence, you place a **Bolstered Psyche** Boost on that person.

☞ **Summoner.** (3r) Through portals and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.111

Hate

Challenging Divine (9) Martial Artifact

Hate is a microcosm reflection of Oubliette in weapon form. Granted sentience through eons of grim purpose, Hate has been formed from a fusion of every weapon prototype, past, present, and future. He, (for it has selected the male gender) suffers from immense self-loathing, wishing that he could escape from the brutal purpose of his own construction. Unfortunately, he has become something like a metaphysical expression of the concept of "Weapon" and is therefore impossible to remove from existence until all arms from all times are laid down.

Hate is usually found in one of the Veiled King's treasure troves or on the Royal Person, who gives him some comfort from his purpose, in Oubliette. He usually takes either the form of an immense swarm of grimy black blades or a single anonymous bronze gladius bearing an aura of lethal symbolism. Mostly, Hate prefers to pursue various non-lethal hobbies.

Aspects

☞ **NINE MILLION WAYS TO DIE**

☞ **THIS ACCURSED PURPOSE OF MINE**

☞ **PROTOTYPE OF EVERY WEAPON EVER MADE**

☞ **VARIABLE SIZE, SHAPE, AND FORM**

☞ **GRINDING TSUNAMI OF METAL**

☞ **WERE I ONLY NOT SENTIENT**

☞ **NO WEAPON IS GREATER THAN I**

☞ **COLLECTS STAMPS, RAISES**

BETLES, AND STUDIES

CALLIGRAPHY

Skills

Melee +11, Ranged +10, Physique +10, Onslaught +9, Smithing +9, Strategy +9, Lore +8, Provoke +8, Stealth +8, Design +8, Tinkering +7, Athletics +7, Deceive +7, Resources +7, Will +7, Business +6, Exploration +6, Empathy +6, Notice +6, Entertain +6

Refresh: 3 (22 base, 19 spent)

Stunts

☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes

wielding weapons.

☞ **Combination Attack.** (2r)

Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.

☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Cutting the Earth.** Once per scene, you can slam your weapon into the ground to create a shockwave of stone and earth. This Attack can affect any three targets within 1 Zone of your own.

☞ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

☞ **Cutting the Air.** You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Hatred.** If you succeed with style



to Create an Advantage, you gain a **Hatred Boost** as well.

☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.

☞ **Mobility.** You maneuver nimbly through the clutter without noticing. Advantages, Aspects, or Boosts related to cluttered environments, uneven surfaces, or rough terrain cannot be Invoked against you.

☞ **Volley.** Once per scene, you can fire a volley. You make a single Attack roll with Ranged against a specific Zone, and all creatures in that Zone must roll defense against your Attack.

☞ **Death Swarm.** Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies.

Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin Boost** on them.

☞ **Hellbirds.** Each of these sleek black weapons has a mind of its own and a desire to strike a target. If you miss a target, you can place a **Hellbirds Boost** in that target's Zone.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Physical [4]
- ☞ Moderate [4]
- ☞ Serious [6]

§10.6.4.112

Heathen Star

Supporting Ancient (8) Social Hulk
One of the most visually-identifiable beings in Oubliette, Heathen Star is a strange multi-faceted god made up of three indistinct persons, one female, one male, and one androgynous. Likely the most powerful small god in Oubliette, Heathen Star was once a deity in the Old World. Forgotten by its people who converted to Christianity, it found refuge in the Castle. Now, as it wanders about attempting to work small miracles and find a place for itself in the worship of peasants, but sometimes loses its temper with its

inability to make progress and goes on a jag of wanton destruction. The peasants often return afterward to console the apologetic god and help clean up.

Aspects

- ☞ **DISPLACED DIVINITY**
- ☞ **NO ONE WORSHIPS ME**
- ☞ **IN ME ALL HALVES ARE ONE**
- ☞ **I'VE WALKED ALL OVER THE CASTLE LOOKING FOR PURPOSE**
- ☞ **PRONE TO FITS OF ANNIHILATION**
- ☞ **CRUSHING COSMIC POWERS**
- ☞ **PATRON OF ASTRONOMERS**

Skills

Religion +10, Physique +9, Onslaught +9, Will +8, Notice +8, Rapport +8, Elemental +7, Alchemy +7, Lore +7, Necessities +7, Athletics +6, Contacts +6, Empathy +6, Stealth +6, Exploration +6, Provoke +5

Refresh: 2 (18 base, 16 spent)

Stunts

☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

☞ **Ancient Liturgy.** You can use Religion in place of Lore when

researching supernatural entities and powers.

☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **High Sacrament.** Your anointments are as precious as ancient relics. You get +2 to Religion rolls to create Advantages on members of your faith.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Hatred.** If you succeed with style to Create an Advantage, you gain a **Hatred** Boost as well.

☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Eidetic Recall.** You can attempt to use Notice for scenes that you have experienced in the past.

☞ **Transfusion of Substance.** Your skilled, mystical concoctions can greatly reduce the effects of wounds. When you use Alchemy to begin the healing process, you can create a transfusion from another creature. The donor marks 1 physical Stress and you reduce the Consequence one step for the recipient.

☞ **Ear to the Ground.** Whenever someone initiates a Conflict against

you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.

☞ **Weight of Reputation.** You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.113

Henge Gigant

Tough Ancient (8) Martial Hulk
In Oubliette, things can grow as tall as they choose. These Giants have expanded in height past the point where they could possibly sustain themselves by grazing on the herds that roam around their massive, recumbent bodies. Some are in the process of starving back down to the next lowest Caste. Others sleep most of the decade away, waking briefly to feed on a handful of earth, houses, people, and auruchs. It takes considerable effort to provoke a giant, and over time some have simply become the grass-shrouded hills of Stonewald.

Aspects

☞ **DORMANT MEGALITHIC GIANT**

☞ **CALORIES ARE DEAR**

☞ **SEDIMENTARY LIFESTYLE**

☞ **LONG REACH**

☞ **HERDSMEN PAY TRIBUTE**

☞ **SLEEPS LIKE A VOLCANO**

☞ **I WILL DREAM UNTIL I AM**

SMALL AGAIN

Skills

Brawl +10, Physique +9, Notice

+9, Athletics +8, Stealth +8, Lore +8, Will +7, Contacts +7, Investigate +7, Scavenging +7, Exploration +6

Refresh: 0 (9 base, 9 spent)

Stunts

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.

☞ **Crushing Fists.** Your hands can crush stone and metal, never mind flesh or bone. You deal 2 extra Shifts of damage on Attacks against targets who have a **Grappled** Aspect.

☞ **Thrown Distraction.** Your distractions are vicious and hard to avoid. Twice per session, when you succeed at Creating an Advantage on an opponent with Brawl, you can place a **Blinded** Boost on that opponent as well.

☞ **Hard Counter.** Your fighting style is not a soft path: you block a strike with a strike. When you succeed with style on a Defense with Brawl, you can exchange your Boost for a 2-Shift hit.

☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.

☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

☞ **People are Weapons Too.** (2r) Often the most expeditious way to deal with a crowd is to throw someone at it. You deal 1 extra Shift on successful Attacks against Mobs, groups using Assistance, and groups of characters



§10 Appendices

acting in the same Zone.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]

§10.6.4.114

Hide Monger

Nameless Dreg (1) Social Monger
Hide Mongers are not unlike cockroaches that swarm the megacorpses that litter parts of Oubliette. They make their way by flaying and tanning the hides of the fallen, then trading these wares to those who will pay for the leather. When there are few bodies, they sometimes attempt to make fresh ones. They will sometimes offer to trade for your skin, but only after taking a particular interest in your flesh.

Aspects

- ☞ **MONGER OF HIDES**
- ☞ **FIXATES ON REALLY GOOD SKIN**
- ☞ **ENCYCLOPEDIA OF BEASTS AND THEIR HIDES**
- ☞ **STARES WAY TOO INTENTLY AT PEOPLE'S FLESH**

Skills

Business +3, Scavenging +2, Onslaught +2, Architecture +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

§10.6.4.115

High Fae Mesmer

Nameless Fallen (4) Martial Fae
The elite servants of the Enclaves, these expert illusionists serve as spies, saboteurs, and occasionally as unseen diplomats: studying cultures and customs that their Enclave does not yet know how to safely navigate. Mesmers spend much of their time practicing various forms of invisibility, and are as

adept at blending into crowds as they are at vanishing tracelessly from sight.

Aspects

- ☞ **MYSTERIOUS AND TACITURN ILLUSIONIST**
- ☞ **CONSTANTLY UNDER THREAT OF EXPOSURE**
- ☞ **WORKS POORLY WITH OTHERS**
- ☞ **GENERALLY HARD TO SEE**
- ☞ **I STILL ABIDE BY THE CUSTOMS OF MY ENCLAVE**

Skills

Arcane +6, Ranged +5, Deceive +5, Stealth +4, Rapport +4, Contacts +4, Athletics +3, Notice +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Idiosyncrasies.** Choose a code of behavior when you select this Stunt. It should revolve around something trivial: always use a person's full name when you are speaking about them, for example. At any time, you may spend a Fate Point to activate Idiosyncrasies for the duration of your current scene. While Idiosyncrasies is active, whenever someone violates the code of behavior, you gain a **You Churl!** Boost against them. At the same time, while Idiosyncrasies is active, if you violate your own code of behavior you immediately suffer a point of mental damage, unmodified by Armor.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

§10.6.4.116

Hinnur Stafliðsson

Supporting Lost (3) Professional
Unaligned Hulk

Hinnur is one of those beings that makes newcomers question their assumptions about the monstrous denizens of Oubliette. Standing nine feet tall and broadly muscled, this imposing orgre is actually quite loathe to fight. He barely gets along by keeping to himself, finding it easier to deal with his anxiety when not interacting with others. Unlike his cousins and brothers, this soft-spoken hulk is a literatus of the first order.

Aspects

- ☞ **INTIMIDATING AND TACITURN POLYMATH**
- ☞ **CRIPPLING ANXIETY PROBLEMS**
- ☞ **SOMETIMES I GET A BIT... QUIET**

Skills

Lore +5, Empathy +4, Necessities +4, Tinkering +3, Business +3, Physique +3, Arcane +2, Strategy +2, Alchemy +2, Medicine +2

Refresh: 1 (8 base, 7 spent)

Stunts

☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

☞ **Gentle Guidance.** You are highly skilled in helping others handle their emotional problems. You get +2 on all rolls to recover from a mental

Consequence. This does not shorten the time required to recover the Consequence.

☞ **Home Making.** You and your allies get +1 to rolls of a positive social nature, such as Empathy, Rapport, or Entertain, while in a room you've tidied and decorated.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Focused Mind.** (2r)



You gain 1 mental Stress Box.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.117

Hodwig Wheatspoon

Supporting Fallen (4) Social Feeder Fae

The porridgemaster himself, Hodwig is a far better administrator and organizer than he is a chef. He travels with a small army of kitchen aides and scroungers at his back, roving from poor cell to poor cell as he organizes nourishing, if not remotely appetizing, feasts with whatever is at hand. Hodwig has been responsible for bootstrapping a lot of half-starved corpses back to functional life, but his army tends to leave terrible resource scarcity in its wake. By stripping a cell bare and serving every palatable scrap within it as part of a single meal, he sets up a hideous conflict when the leftovers run out.

Aspects

☞ **DWARVEN FOODSERVICE**

ADMINISTRATOR

☞ **MY FEASTS ARE EDIBLE, TECHNICALLY**

☞ **LEADER OF A ROVING BAND OF FOOD PREP TECHNICIANS**

☞ **STRIP THE CELL BARE**

☞ **THE ONLY THING THAT MATTERS IS THAT PEOPLE ARE FULL**

Skills

Strategy +6, Rapport +5, Physique +5, Contacts +4, Resources +4, Scavenging +4, Empathy +3, Will +3, Notice +3, Deceive +3, Provoke +2, Necessities +2, Lore +2, Religion +2, Brawl +2

Refresh: 0 (10 base, 10 spent)

Stunts

☞ **Leadership.** Barking orders and belting out speeches are second nature to you. You get +2 to Strategy rolls to Create Advantage rolls on a group of soldiers or allies under your control.

☞ **Inspire the Masses.** (2r) You are the beacon that people follow.

When you inspire greatness in your subordinates with a Create Advantage roll, each individual in the group receives a free Invoke.

☞ **Voice of Command.** When troops under your control are confronted with attempts to sway their loyalty or opportunities to break orders, they get a **Loyalty Boost** to Overcome the temptation.

☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **Public Sentiment.** Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **Know the Code.** You are used to adapting to other people's social mores. Often, your life has depended on it.

You get +1 on Overcome actions using Notice, Empathy, and Religion.

☞ **A Veritable Feast.** You can almost always finagle a way to make the meal more filling. Each person you feed gains a **Stuffed Boost**.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.118

Hogwort

Supporting Rabble (2) Subtle Unaligned Goblinkind

Somehow, everyone knows Hogwort as a guide for the confused. Those who have met Lucette find the irony in this: Hogwort is just *awful* at his job, which he neither wants nor claims to be good at. Apparently people keep directing newcomers his way for entertainment.

Aspects

☞ **COWARDLY DWARVEN GOFER**

☞ **MISLEADS, ACCIDENTALLY OR OTHERWISE**

☞ **NOBODY GETS MY NAME RIGHT**

☞ **DEEPLY APPRECIATES KINDNESS**

Skills

Will +4, Notice +3, Deceive +3, Investigate +2, Scavenging +2, Resources +2, Melee +1, Necessities +1, Lore +1, Exploration +1

Refresh: 2 (6 base, 4 spent)

Stunts

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Perfect Setup.** You get +2 to identify Situation Aspects that you can use to your advantage in Conflicts.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.119

Horse

Tough Dreg (1) Martial Beast

On occasion, horses find their way into The Grand Castle. Some come from outside, while others appear inside, possibly from the Old World. That said, the Vulgish word "Horse" refers to any number of partially domesticated creatures, all of which fill approximately the same role.

Aspects

☞ **SWIFT-MOVING BEAST OF BURDEN**

☞ **HIGH MARKET DEMAND**

☞ **POSSIBLY AN ACTUAL HORSE**

☞ **SOMETIMES AMPHIBIOUS**

Skills

Athletics +3, Physique +2, Savage

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+2, Notice +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.

Stress

☞ Physical: [1] [2]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

§10.6.4.120

Igneotic Cyst

Nameless Forsaken (5) Social Essence

Is there a fouler mouth than that of one of these pustules?

These immobile but highly volatile and corrosive pustules of magma form on hot surfaces of magically enhanced stonework in Mubigild and the Murder Heat. They are known for their obscene, slanderous, profane, and infuriating diatribes. Despite this, they are quite intelligent and hate all mobile life with an unparalleled vitriol. Given the choice between luring the unsuspecting close enough for a deadly explosion or engaging them with their repellent personalities, igneotic cysts choose both.

Aspects

☞ **MALEVOLENT MAGAMA BUBOE**

☞ **STUCK HERE FOREVER**

☞ **MOUTH OF A SAILOR FROM HELL**

☞ **EXPLOSIVE DEATH THROES**

☞ **NOTHING TO DO BUT LOOK INTO THE FUTURE**

☞ **REASONABLE-SOUNDING ADVICE**

Skills

Provoke +7, Will +6, Rapport +6, Physique +5, Elemental +5, Empathy +5, Lore +4, Notice +4

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Draw the Ire.** You gain +1 to Overcome actions with Provoke. In addition, you can make an Overcome action with Provoke to force an opponent to move one Zone towards you.

☞ **Dance the Antagonist's Tune.** Getting angry with you is just playing

into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.

☞ **Poke it with a Stick.** You can use Provoke on unfeeling entities, so long as you can find a way to reach them with something more than just words.

☞ **Break Down the Mind.** When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.

☞ **Tidal Wave.** (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Mental [2]

§10.6.4.121

Ilando Cinzia

Supporting Rabble (2) Professional Feeder Hulk

Inspired by a popular English fairy tale, this giant dreams of becoming the greatest baker Oubliette has ever seen. Traditional giantish bakery involves a great deal of bone-flour, but Ilando's passion has always run more towards gluten. Proper wheat is expensive, so he haunts the edges of Fellmoor looking for feral grains that might provide a working substitute. He has had no major successes yet, but he is optimistic about his progress, even if the latest loaf grew spiny runner-vines and legged it away into the swamp



after emerging from the oven.

Aspects

☞ **OPTIMISTIC BAKER GIANT**

☞ **MY RESOURCES ARE LIMITED**

☞ **PINK APRON, PINK OVEN MITTS**

☞ **POUCHES FULL OF**

EXPERIMENTAL FELLMOOR FLOUR

Skills

Necessities +4, Scavenging +3, Physique +3, Will +2, Notice +2, Brawl +2, Exploration +1, Rapport +1, Alchemy +1, Resources +1

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Old World Cooking.** In what can only be described as magic, you can cook meals that look and taste exactly like meals from the World of Life. You gain +2 to Create Advantages when cooking for someone in specific, as long as they've described something they'd like to eat to you.

☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.

☞ **A Veritable Feast.** You can almost always finagle a way to make the meal more filling. Each person you feed gains a **Stuffed** Boost.

☞ **Above the Rest.** When you are taller than your target, you gain +1 on Savage, Onslaught, Brawl, and Melee Attack actions against them.

☞ **Vicious Recycler.** You're a specialist in tearing things apart to get at their useful innards. You get +2 to Scavenging to find raw materials so long as you destroy something in the process.

☞ **Diligence.** Luck is a factor, but being thorough can be just as important. You get +2 to Scavenging in areas you've recently searched.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

§10.6.4.122

Imuelia

Supporting Forsaken (5) Social Marauder Pnai

Imuelia is an both old and young.

She is an old kind of pnai, from the deep days of the World of Gloom, when the pnai hunted the koom not just for food but for sport. But she is also young, and has spent very little time in Oubliette so far, leaving her grasp of the rules wanting. Despite her skills, she is known to get into all sorts of trouble, particularly when her feeding patterns leave a trail through a major city.

Aspects

- ☞ **CHILDLIKE PREDATOR**
- ☞ **UNUSED TO THE RULES**
- ☞ **EASILY FOLLOWED, IMPOSSIBLE TO CATCH**
- ☞ **DISARMINGLY HUGE EYES**
- ☞ **FLOURESCENT CAMOUFLAGE**
- ☞ **PLAYS WITH IT UNTIL IT BREAKS**

Skills

Empathy +7, Entertain +6, Stealth +6, Provoke +5, Will +5, Exploration +5, Notice +4, Scavenging +4, Deceive +4, Rapport +4, Tinkering +3, Physique +3, Brawl +3, Athletics +3, Investigate +3

Refresh: 0 (12 base, 12 spent)

Stunts

☞ **Mood Eater.** You can attempt to devour the emotions of someone quite rapidly. In a Conflict, you can attempt to Overcome another person's emotions with Empathy. If you succeed and your target has any mental or emotional Situation Aspects, you can select one to devour. If they have none, they receive a **Depressed** Situation Aspect that you cannot eat. Either way, on a success, you gain a **Well Fed** Situation Aspect in exchange, with 1 free Invoke. You cannot feed on other mood eaters or beings that have no emotions.

☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **Defuse Device.** You can use Tinkering twice in any Challenge where it is applicable. You also get +2 to neutralize traps and other dangerous gadgets.

☞ **Saboteur.** You get +2 to Tinkering rolls to damage, disable, stall, or otherwise sabotage some piece of mechanical equipment.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

☞ **Empathic Nose.** (2r) You are a sommelier of emotions, a connoisseur of feelings. of You get +4 to Empathy with those who are in your Zone.

☞ **Caught My Decoy.** As long as there's something in the scene that you could be confused for, you have a chance of escape. Once per session, when captured or spotted, you can declare that your opponents caught an unsuspecting rube (or even an inanimate object) instead.

☞ **Poke it with a Stick.** You can use Provoke on unfeeling entities, so long as you can find a way to reach them with something more than just words.

☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.

☞ **Cunning Smile.** You get +2 on Provoke rolls against opponents who are uncertain or suspicious of you.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.123

Infected Snarldrake

Challenging Forsaken (5) Martial Bonehorde Dragon

Captured by the Bonehorde and stripped of its skin and eyes, this dragon knows little more than its own fury. Blaming everything it can catch for its condition, it hunts and burns and clears the countryside of life. Occasionally, it roars, and those roars take on a curious cadence in the minds of all who hear them. "Skin is merely a cocoon", they think involuntarily. "I will shed mine soon. I am hatching."

Aspects

- ☞ **PLAYED OPEN RAGE DRAGON**
- ☞ **SIGHTLESS, CAN NAVIGATE ONLY BY SOUND**
- ☞ **HISS ECHOLOCAION**
- ☞ **PANIC-INDUCING COUNTENANCE**
- ☞ **WRACKED WITH REGRET**
- ☞ **VECTOR FOR THE HORDE**

Skills

Savage +7, Elemental +6, Physique +6, Blood +5, Provoke +5, Athletics +5, Exploration +4, Notice +4, Stealth +4, Scavenging +4

Refresh: 2 (14 base, 12 spent)

Stunts

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.

☞ **Scale Brood.** (2r) You have grown thick, hard scales that protect you from harm. You gain 1 physical stress box.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2]

☞ Resource: [1] [2]

Consequences

☞ Mild Physical [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.124

Ivesimo the Doctor

Supporting Fallen (4) Professional
New World Preen

The progress of medicine in Oubliette has always been a clumsy, uncertain thing. After all, in the Castle, most mortal wounds can be cured with a quick death. Still, there are individuals like Ivesimo who feel it's better to cure the wound than exchange it for void sickness. Blessed by the absolute conviction that he is the finest doctor in the land, Ivesimo has opened a series of free clinics across Grandhall to prove his mastery to the wounded. The New World backs him financially, but other factions have lately been trying to hire him on as their private physician. So far, he has rejected all other offers.

Aspects

- ☞ **ARROGANT MEDICAL SWAN**
- ☞ **SOMETHING TO PROVE**
- ☞ **SLEEPS ONLY RARELY**
- ☞ **THE NEW WORLD LOVES WHAT I DO**
- ☞ **WERE I NOT A DOCTOR, I WOULD BE NOTHING**

Skills

Medicine +6, Will +5, Lore +5, Tinkering +4, Alchemy +4, Contacts +4, Resources +3, Notice +3, Empathy +3, Provoke +3, Religion +2, Precision +2

Refresh: 0 (10 base, 10 spent)

Stunts

- ☞ **Master Surgeon .** (3r) You can reduce the severity of a physical Consequence. You can turn a severe Consequence into a moderate, or a moderate into a minor Consequence. You could also rename an extreme Consequence to something less damaging to a character. Renamed Consequences are marked with a star to indicate that the process of healing has begun, and that Master Surgeon can no longer be used to reduce that Consequence's severity. Surgery typically takes several hours.
- ☞ **Psychopharmacology.** Drugs aren't always used to treat wounds. Some are useful for changing behavior as well. You can use Medicine to begin the recovery process of mental Consequences.

☞ **Triage Ward.** Your experience makes it easy for you to assess wounds and damage for prioritization. You can begin the recovery process of all mild Consequences in a Zone with a single Overcome Action.

☞ **Modern Advancements.** You are familiar with germ theory, trauma theory, shock, antibiotics, and transplants. You get +2 to Medicine rolls when you have access to decent medical facilities, and you know what tools are required to set up such a facility.

☞ **Incapacitation Agents.** (2r) A doctor's bag is full of things that can be used to knock someone out. You can make Attacks in physical Conflicts with Medicine. You can also use Medicine to Create Advantages on opponents, such as **Drugged** or **Hallucinating**.

☞ **Anatomy Expert.** "Familiar" doesn't cover it; you've studied the biology of humans, non-humans, and animals so extensively that you could take one apart and almost put it back together. You can use Medicine to Create Advantages in physical Conflicts by pointing out anatomical weaknesses or traits.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.125

Junk Monger

Nameless Lost (3) Subtle Monger
Junk Mongers are the most frequently encountered by most people. They collect all sorts of trinkets and semi-valuable items, each according to its own very specific criteria, and store them in teetering heaps atop their humps.

Aspects

- ☞ **OBSESSIVE WANDERING SCROUNGER**
- ☞ **UNSTEADY HUMP HEAP**

☞ **UBIQUITOUS**

☞ **KEEN MIND FOR BUSINESS**

☞ **WHEN I HAVE FOUND ALL THE PIECES, I WILL BE COMPLETE**
Skills

Scavenging +5, Exploration +4, Physique +4, Business +3, Melee +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Heightened Awareness.** You can use Scavenging in place of Notice on Overcome actions.
- ☞ **Coincidence.** It just so happens that something you need is close at hand. Twice per session, you can create a Boost representing something you **Just Happen to Have On Hand** that might serve in in this case.
- ☞ **Bypass Dangers.** Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.
- ☞ **Pathways Everywhere.** Oubliette is full of invisible halls, Ames rooms, and other optical illusions. Most people don't see them for what they are, but you do. You get +2 to rolls for getting out of, through, or past an area in Oubliette.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.126

Karaan't'ia

Main Ancient (8) Subtle Demon
A succubus, once exiled to another plane for failing in her unholy duties because she simply couldn't stomach them anymore, Kara was exiled again to Oubliette for reasons she cannot recall. Kara isn't affiliated with any faction, but has been watching the actions of the Purehearts from a distance. Kara is not malicious compared to much of her kin, but feigns the look of a predator when she would prefer not to be bothered. Though she can look like anything, her usual appearance is that of a very dark skinned human woman, with short, straight black hair and dark eyes, and nearly two meters in height. She dresses in a dark brown poncho, hat,

and boots, that would not be out of place in movies of the old American West. Around her left wrist is a hand-tied leather and gold bracelet of a promise that should be long forgotten, but isn't.

Aspects

☞ **UNALIGNED MESSENGER TO ALL COURTS**

☞ **TERRIFYINGLY BEAUTIFUL**

☞ **FEASTS ON THE EMOTIONS OF OTHERS**

☞ **NATURAL SHAPESHIFTER**

☞ **GOOD IN AN EVIL WRAPPER**

☞ **PURSUED AS A TROPHY**

☞ **A PROMISE AROUND MY WRIST**

Skills

Empathy +10, Stealth +9, Notice +9, Investigate +8, Rapport +8, Entertain +8, Deceive +7, Contacts +7, Scavenging +7, Athletics +7, Ghost +6, Resources +6, Physique +6, Will +6, Religion +6, Provoke +5, Business +5, Medicine +5, Brawl +5, Arcane +5

Refresh: 2 (22 base, 20 spent)

Stunts

☞ **Telepathy.** You can communicate with others without speaking. You must have met the person already, and they must be currently alive. You cannot contact someone in the void between incarnations, in other cosmic domains, or in the World of Life, assuming you are currently in Oubliette.

☞ **Find the Cracks.** An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

☞ **Bolster Psyche.** Your counsel is regarded as a blessing. When you use Empathy to begin the recovery process on a mental Consequence, you place a **Bolstered Psyche** Boost on that person.

☞ **Shapechanger.** By paying 1 Fate Point, you can completely change your physical shape. This allows you to replace three Aspects with new ones, and remains in place until you let it go or are Taken Out.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in

the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Eidetic Recall.** You can attempt to use Notice for scenes that you have experienced in the past.

☞ **Deceptive Frame.** Your body hides your strength well. Whenever anyone tries to determine your Aspects or Skills, your physical capabilities remain hidden, so long as your opponent hasn't already been made aware of them.

☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain.

You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Lives With Lies.** You get +2 on all Empathy rolls to discern or discover lies, whether they're directed at you or someone else.

☞ **Shapechanger.** By paying 1 Fate Point, you can completely change your physical shape. This allows you to replace three Aspects with new ones, and remains in place until you let it go or are Taken Out.

☞ **Draw the Ire.** You gain +1 to Overcome actions with Provoke. In addition, you can make an Overcome action with Provoke to force an opponent to move one Zone towards you.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able



to recognize your voice to identify you later.

☞ **Deductive Reasoning.** You get +2 to Investigate rolls to reconstruct a chain of events, so long as you have evidence of the outcome.

☞ **Always a Step Ahead.** You get +2 to Create Advantages that predict your target's next move.

☞ **In Vino Veritas.** You have a number of tricks for getting details out of someone. You get +2 to Investigate rolls when interacting with those who aren't actively suspicious of you.

Armor: 1 Mental

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

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- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.127

Kassandra

Challenging Eminent (6) Subtle Cryptarch Marionette

A Slender Grace marionette, shorter and bustier than most of her fellow models, Kassandra is fond of dark colors, high heeled boots, and fitted coats—although she usually favors practicality over extravagance except for her fancy glasses. She keeps a dagger in her boot, or in her coat—or both, depending on her mood—and a toolkit in her pocket for minor body adjustments on the fly. Kassandra has critical eyes and a commanding presence, and her calculating mind is belied by a kindness that appears to strangers as cordiality and dear friends as devotion. The Cryptarchy has her utter allegiance, as they allow her to explore her love of hoarded secrets and hidden knowledge, making her feel important and vital—and most importantly, needed and accepted. It's edged out in importance only by her deep friendship with Caervalla, who she would do anything for.

Aspects

- ☞ **CELESTE-BASED DIPLOMATIC REPRESENTATIVE**
- ☞ **ENDLESSLY EAGER FOR SELF-MODIFICATION, ENDLESSLY UNHAPPY WITH THE RESULT**
- ☞ **SHADOWY CRYPTARCH AGENT**
- ☞ **MODIFIED SLENDER GRACE MODEL**
- ☞ **CALCULATING SCHEMER**
- ☞ **COMPLETELY DEVOTED TO CAERVALLA**

Skills

Investigate +8, Will +7, Notice +7, Deceive +6, Lore +6, Rapport +6, Athletics +5, Contacts +5, Empathy +5, Scavenging +5, Ghost +4, Provoke +4, Resources +4, Stealth +4, Tinkering +4
Refresh: 0 (16 base, 16 spent)

Stunts

☞ **Telepathy.** You can communicate with others without speaking. You must have met the person already,

and they must be currently alive. You cannot contact someone in the void between incarnations, in other cosmic domains, or in the World of Life, assuming you are currently in Oubliette.

☞ **No You Don't.** Keen senses and finely tuned reactions make you a valuable person to have around. You get +2 to Athletics rolls to protect or Defend others.

☞ **The Perfect Person for That.** When you Create an Advantage with Contacts to find someone with a particular trait or Skill, on a success, you create a second Advantage at the same time for that character with one free Invoke.

☞ **Burn Their Bridges for Them.** Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Always a Step Ahead.** You get +2 to Create Advantages that predict your target's next move.

☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations. You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

☞ **Body Modification.** Mechanical devices aren't the only thing worth modifying. In Oubliette, surgery is as close as some come to evolution.

You can use Tinkering to Create Advantages on creatures and beings.

☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

☞ **Break Down the Mind.** When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke

and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.

☞ **Secret Blade.** You never appear armed without inspection. You have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

☞ **Too Clever by Half.** You gain +2 to Create Advantages pertaining to plans, schemes, and gambits.

☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.



☞ **Backup Lie.** Twice per session, when caught somewhere you're not supposed to be or doing something you're not supposed to be doing, you get a Boost to **Lie Your Way Out of It.**

☞ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.

☞ **No Strings To Hold Me Down.** You get +2 to Defend actions with Athletics as you move in unnatural ways or collapse bonelessly out of the paths of Attacks.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.128

Keeper

Tough Fallen (4) Martial Sodalitas Clostrum Marionette

Simple but durable, these ancient and golem-like men and women seem to do nothing but guard gates specified as important some distant eons ago.

Aspects

- ☞ **ENDLESS WATCHER**
- ☞ **MY ONLY PURPOSE IS THIS**
- ☞ **NONE SHALL PASS**
- ☞ **SKIN OF STONE**
- ☞ **DUTY IS THE ONLY TRUTH**

Skills

Will +6, Physique +5, Onslaught +5, Notice +4, Athletics +4, Empathy +4, Arcane +3, Elemental +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.
- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]

\$10.6.4.129

Knifedoll

Nameless Dreg (1) Martial Marionette

Knifedolls are similar to Ragdolls and live in very similar nests, but you should never mistake the two. Knifedolls are vicious little creatures that don't desire to fight off intruders so much as inflict pain and suffering.

Aspects

- ☞ **KNIFE-WIELDING PUPPET**
- ☞ **FLAMMABLE STUFFING**
- ☞ **EERIE CAMOUFLAGE**
- ☞ **HIDES AMONG OTHER DOLLS**

Skills

Melee +3, Stealth +2, Notice +2, Physique +1

Refresh: 1 (2 base, 1 spent)

Stunts

- ☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.130

Knight

Tough Lost (3) Martial Human
Knights who were lost in combat, captured, or left to die on the battlefield often come to the Castle. Each must choose a path from there, though.

Aspects

- ☞ **WANDERING KNIGHT**
- ☞ **NO KINGDOM, NO LORD**
- ☞ **WELL-MAINTAINED ARMOR AND SWORD**
- ☞ **AFFINITY FOR HORSES**
- ☞ **I WILL FIND A CAUSE WORTHY OF MY SERVICE**

Skills

Melee +5, Physique +4, Athletics +4, Will +3, Empathy +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes

wielding weapons.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

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Kobold

Nameless Dreg (1) Subtle Goblinskind

Blamed for thousands of years of mischief and poison in the World of Life, Kobolds were once known to inhabit both mines and homes. Some prefer one lifestyle to the other, and some enjoy pranks more than respect. On the whole, they're slightly less annoying than many of their goblinskind cousins.

Aspects

- ☞ **INDUSTRIOUS DIMINUTIVE TRIBESLIZARD**
- ☞ **PRONE TO MISCHIEF**
- ☞ **SCURRYING BUSYBODY**
- ☞ **ESCAPED AND LEFT THE TAIL**

Skills

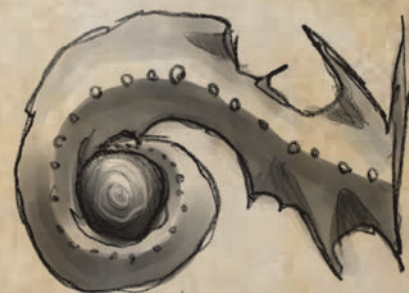
Stealth +3, Architecture +2, Necessities +2, Brawl +1

Refresh: 0 (2 base, 2 spent)

Stunts

- ☞ **Quarrying the Mound.** Oubliette is a notoriously unstable city. The land is mostly made up of shattered stone, discarded refuse, and the ancient rubble of collapsed buildings. For you, this is a boon, not a curse. You get +2 to Architecture rolls as long as you have access to the city surface.

☞ **Home Making.** You and your allies



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get +1 to rolls of a positive social nature, such as Empathy, Rapport, or Entertain, while in a room you've tidied and decorated.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Kramoure Dragomar

Supporting Forsaken (5) Martial Draculean Vampire

Kramoure, originally of the Second Belgian Empire Dragomars, is a man of style. He has perfected every expression of cold disdain, muscular indifference, and fiery condemnation that he believes a vampire lord ought to have in his repertoire, and he dresses so sharply a bystander could get cut on the edges. Still, it's not enough. No matter how powerful Kramoure becomes, he is still just Kramoure, and that is a paltry thing when compared to the majesty of Vlad. In his dreams, Kramoure sees himself pillaging, sticking bodies on spikes, and issuing cruel commands, all at the right hand of his emperor. Vlad, for his part, scarcely seems to acknowledge Kramoure. Kramoure, undeterred, resolves to try harder to be worthy of his emperor's notice.

Aspects

- ☞ **PUREBLOOD VAMPIRE**
- ☞ **ARISTOCRAT**
- ☞ **POWERFULLY APATHETIC**
- ☞ **THAUMATURGICAL SWORD**
- ☞ **STYLISH BROCADE & ARMOR**
- ☞ **NEVER LEAVE AN ENEMY**

STANDING

- ☞ **VLAD'S BIGGEST FAN**

Skills

Blood +7, Precision +6, Athletics +6, Physique +5, Contacts +5, Deceive +5, Provoke +4, Rapport +4, Empathy +4, Stealth +4, Notice +3

Refresh: 0 (12 base, 12 spent)

Stunts

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as

they are composed mostly of liquid or crystalized blood.

☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

☞ **VIP.** At the start of the second round of combat in any cell with a Draculean presence, soldiers from the local garrison rush to your aid. Gain the **Reinforcements** Situational Aspect with one free Invoke.

☞ **Reckless Thirst.** (2r) Once per scene, when a combatant in a scene you are participating in is Taken Out with a physical Attack, you may immediately heal your entire physical Stress track. You then gain a **Distracted Sanguivore** Situational Aspect. Your enemies receive a number of free Invokes on it equal to the number of Stress boxes you healed.

☞ **Devour.** Hungry doesn't begin to describe it. When you succeed with style on a Blood Attack, you can forgo the Boost in favor of clearing your lowest filled stress box.

☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

☞ **The Bloodless.** Whenever you reduce incoming damage to zero using Armor, you can immediately make a Provoke roll Create an Advantage on the opponent Attacking you.

☞ **Mortal Wound.** (2r) Once per scene, you can make an Attack that strikes whatever passes for the heart of the target. For that one Attack, the physical Armor of the target does not apply against your Attack.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

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Kyorast Pnok

Challenging Eldritch (7) Martial Essence

A Kyorast Pnok is not long-lived. It thrashes itself into being during the worst of the Castle's shadestorms, keening umbral winds whirling around it as it coalesces. Newborn in hunger, it shrieks to the sky in triumph at its return to reality. Then, predictable as clockwork, it scrambles to the top of the highest building it can find, surveying its new domain. Kyorast manifestations are rarely opposed in the places they occur. The entity fades and unravels with time, usually coming apart by the end of the storm, and it is easier for an entire district's population to flee into the driving black rain than it is for them to rally some kind of opposition to the hurricane. Pnai, koom, and other creatures from the World of Gloom find the roar of the Kyorast comforting, in a terror-inducing sort of way.

Aspects

- ☞ **LIVING GLOOMWORLD TYPHOON**
- ☞ **I LAST ONLY AS LONG AS THE STORM**
- ☞ **RAVENOUS AND CUNNING**
- ☞ **NO DEFINITE FORM**
- ☞ **JAWS WHERE I CHOOSE THEM TO BE**
- ☞ **I SCARE WHOLE CITIES INTO FLIGHT**

Skills

Ghost +9, Onslaught +8, Arcane +8, Physique +7, Will +7, Notice +7, Athletics +6, Scavenging +6, Stealth +6, Lore +6

Refresh: 4 (18 base, 14 spent)

Stunts

☞ **Mood Eater.** You can attempt to devour the emotions of someone quite rapidly. In a Conflict, you can attempt to Overcome another person's emotions with Empathy. If you succeed and your target has any mental or emotional Situation Aspects, you can select one to devour. If they have none, they receive a **Depressed** Situation Aspect that you cannot eat. Either way, on a success, you gain a **Well Fed** Situation Aspect in exchange, with 1 free Invoke. You cannot feed on

other mood eaters or beings that have no emotions.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

☞ **Undying Persistence.** When you take four or more damage at once, you may collapse into a pile of bones, dissolve into mist, or generally play possum in some eerie post-mortal way. When this happens, you gain the **Did We Get Him?** Boost. As long as you have this Boost, enemies may not target you until one of them succeeds on an Overcome action with Notice equal to your Deceive rating. If an enemy does this and calls out your position, you immediately lose the Boost. If you make an Attack or otherwise reveal your position, you lose the Boost.

☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.

☞ **Tendrils of Night.** Writhing darkness enshrouds you, stretching out for your enemies. You get +1 to your range with Ghost Attacks.

☞ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul Advantage** on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.

☞ **Enormous Form.** (3r) The range of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

☞ **Stolen Heart.** (2r) You can phase through even living matter. When you succeed with style on an Attack against an opponent Defending by blocking or absorbing (such as Physique or Savage) rather than dodging or magic (such as Athletics or Arcane), your damage is increased by 4 Shifts.

☞ **Axework.** Once per scene, you can acquire a **Momentum Boost** after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

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Land Dragon

Main Eldritch (7) Martial Dragon

Though its body has never been documented, evidence of this great dragon is seen when stonework and rock bulge and burst open as it passes beneath the surface. Crushing buildings and opening rifts to attack victims, the Land Dragon wreaks chaos whenever and wherever it strikes. It's strange omnipresence and yet lack of substantiality have led the Seers to speculate that the Land Dragon exists only in the space *between* stones rather than in the stones themselves, or should instead be classified as a kind of draconic possession of the earth.

Aspects

☞ **UNSEEN DRAGON OF THE STONES AND GROUND**

☞ **MY PASSAGE IS NOT SUBTLE**

☞ **MASTER AND PATRON OF LITHOMANCERS**

☞ **ESPECIALLY FEARED IN MUBIGILD**

☞ **LOVES BASKING BENEATH THE MURDER HEAT**

☞ **PICKS FIGHTS WITH THE SKYSPIDER**

☞ **I AM THE YOUNGEST OF MY LITTER**

Skills

Physique +9, Elemental +8, Will +8, Onslaught +7, Savage +7, Athletics +7, Investigate +6, Notice +6, Scavenging +6, Exploration +6, Stealth +5, Provoke +5

Refresh: 1 (20 base, 19 spent)

Stunts

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Protective Scales and Fluting.** (2r) Your body has significant portions that are covered in scales, and your horns are stout and strong. You gain 1 physical Armor.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.

☞ **Supernatural Power.** The discrepancy between your appearance and your ability is so vast that you can use it to your advantage. You can use Physique in place of Provoke for Actions based on fear or respect, so long as you can demonstrate your strength.

☞ **Feels No Pain.** (2r) When you fail a defense and are subject to physical damage, you can roll Physique against the original Attack roll. If you succeed, reduce the stress by 1 Shift. If you succeed with style, reduce the stress by 2 Shifts.

☞ **The Bloodless.** Whenever you reduce incoming damage to zero using Armor, you can immediately make a Provoke roll Create an Advantage on the opponent Attacking you.

☞ **Musclebound.** (2r) You get +1 to rolls dealing with your physical strength, including appropriate Attacks from the Arts Martial.

☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.

☞ **Enormous Form.** (3r) The range of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be

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zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

Armor: 3 Physical
Stress

- ☞ Physical: [1] [2] [3] [4] [5] [6]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

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Lazool

Supporting Eldritch (7)
Professional Seer Koom

Once a wealthy member of the ruling elite, Lazool was an atheist before the War of Love ever began. Like the gentleman astronomers of the early modern ages of earth, he sought the true workings of the stars, funding his own research from the deep pockets of his position. Now, here in Oubliette, he is one of the most famed astronomers of all time. His instruments are said to reach beyond the void.

Aspects

- ☞ **GENTLEMAN KOOM ASTRONOMER**
- ☞ **ALMOST BLIND WITHOUT MY GLASSES**
- ☞ **FARSEEING IN MANY RESPECTS**
- ☞ **NO LOVE LOST ON THE SUNLESS**
- ☞ **DEEP POCKETS, ARISTOCRATIC HABITS**
- ☞ **CALMING BARITONE**
- ☞ **SOMETIMES THE STARS LOOK BACK**

Skills

Lore +9, Notice +8, Design +8, Tinkering +7, Resources +7, Contacts +7, Investigate +6, Exploration +6, Alchemy +6, Rapport +6, Empathy +5, Business +5, Will +5, Arcane +5, Physique +5, Entertain +4, Architecture +4, Necessities +4, Medicine +4, Scavenging +4, Smithing +4

Refresh: 0 (16 base, 16 spent)

Stunts

- ☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.
- ☞ **Historian.** Either you've read all

the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

☞ **Cosmologist.** The secrets of the universe are laid bare before you. You gain +2 on Lore rolls dealing with how the universe works.

☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

☞ **Eidetic Recall.** You can attempt to use Notice for scenes that you have experienced in the past.

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

☞ **Scrymaster.** When using Notice as an Overcome action to remotely view locations or people, you receive more than the usual vague barrage of tactile impressions and half-observed visuals. You receive +2 on these rolls, and you can always spend a Fate Point to know exactly where something or someone is—though not necessarily how to get there.

☞ **Nightsight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.

☞ **Civil Works.** You can make useful modifications to buildings, structures, and environments, adding utilities such as Running Water, Sewer, or even—if you can come up with a

generator—Electricity. You get +2 to Tinker to Create Advantages that apply to multiple Zones.

☞ **Arcane Engineering.** Regardless of whether they're your spells or someone else's, you can incorporate magic into your gadgets and works. You can incorporate any magic that you have access to into any Aspects you create with Tinkering. Doing so grants you a +2 on a Tinker roll, as long as you have access to a magic that is applicable to the roll in question. This does not prevent you from benefitting from Advantage created using that form of magic.

☞ **Function Becomes Form.** You get +2 to Create Advantages on a final product you manufacture with your own hands.

☞ **Old Master.** You are renowned throughout Oubliette for your works.

Twice per session, you can take a **Commissioned Artist** Boost that can be used to assist your finances or fame.

☞ **Eye for Detail.** When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Least Gob

Tough Refuse (0) Martial
Goblinskind

These are the goblins that even other goblins agree aren't worth much. Least gobs are considered a burden on their warrens, and are frequently left to fend for themselves in the wilds outside.

Aspects

- ☞ **OPPORTUNISTIC WRETCH**
- ☞ **EVERYONE LOOKS DOWN ON ME**
- ☞ **NOT MORE THAN A MOUTHFUL**

Skills

Brawl +2, Scavenging +1
Refresh: 1 (1 base, 0 spent)
Stress

- ☞ Physical: [1]

- ☞ Mental: [1]
- ☞ Resource: [1]
- Consequences**
- ☞ Mild [2]

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Leech Colony

Nameless Rabble (2) Martial Beast
Colonies of *Haementeria Oublius* are far more dangerous than tick swarms. They are vicious and often totally unnoticed, rapidly sapping the strength from other beasts. Or people.

Aspects

- ☞ **LURKING NEST OF SANGUIVORES**
- ☞ **ABIDES NOT THE TOUCH OF SALT**
- ☞ **IT'S ALREADY TOO LATE**
- ☞ **TECHNICALLY AMPHIBIOUS**

Skills

Blood +4, Stealth +3, Notice +3, Athletics +2, Exploration +2

Refresh: 0 (3 base, 3 spent)

Stunts

- ☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.
- ☞ **Hunter's Roost.** You are adept at striking when your opponent's attention is elsewhere. Any time you attempt to Attack or harm an opponent who is not focusing on you, you get +2 to the roll.
- ☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Leprivore

Nameless Fallen (4) Martial Beast
At some point in the distant past, leprivores were men who broke in the face of their eternal torment and began to feed on the most available resource: diseased flesh. Modern leprivores are twisted and tainted things that bear little resemblance to men at all. Though Interior folk would scarcely believe it, Leprivores are

treated as little more than maggots in Slair, where many stalk.

Aspects

- ☞ **HORRIFIC SARCOPHAGE**
- ☞ **CAN ONLY FEED ON DISEASED FLESH**
- ☞ **ROAMS IN GIBBERING PACKS**
- ☞ **ADAPTED TO THE DARK**
- ☞ **EXCEPTIONAL TRACKER**

Skills

Savage +6, Physique +5, Notice +5, Athletics +4, Exploration +4, Scavenging +4, Will +3, Investigate +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.
- ☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.
- ☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.
- ☞ **Sweep Search.** You are highly effective at finding hidden things. You get +2 to search rooms and areas for objects or people of interest.
- ☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

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Lergath of Hast

Main Eminent (6) Professional
Guild Hornfolk

A soot-blackened man who came from the miserable ashlands surrounding Hast's Tor, Lergath learned to be an architect with nothing more than cinders as building material.

Compared with the horrid wastes of his homeland, Lergath considers Oublette a paradise. He still builds with ash, but he has become so proficient at it that he can snap whole buildings together over the course of a few minutes, so long as no one minds them crumbling by the end of the next year. Lergath is sometimes contracted out to provide temporary barracks for the armies of the Draculeans or the Undead Lords, but his role now is more of an administrative one. Some say that he might be the master of the entire Guild, and Lergath has yet to publicly deny it. In his free time, he is occasionally seen roaming the Castle, summoning spires and hovels of ash as he passes.

Aspects

- ☞ **CHARRED GUILDMASTER**
- ☞ **ASHES TO ASHES**
- ☞ **WHEN LIFE GIVES YOU RUIN...**
- ☞ **IT WILL BE READY IN MINUTES**
- ☞ **THE CASTLE IS A PARADISE**
- ☞ **I CAN ALWAYS REBUILD**

Skills

Architecture +8, Arcane +7, Business +7, Resources +6, Will +6, Contacts +6, Exploration +5, Lore +5, Notice +5, Scavenging +5, Empathy +4, Necessities +4, Medicine +4, Religion +4, Physique +4

Refresh: 1 (18 base, 17 spent)

Stunts

- ☞ **The Stone Bends.** (2r) Your control over stone and wood is well within the realm of magic. As an Overcome Action, you can connect or separate one small area or Zone from another. The target rating of this roll is 4 for dirt, 6 for rubble, 8 for stone, and up from there.
- ☞ **Vaults and Coffers.** (2r) You gain 1 resource Stress Box.
- ☞ **Quarrying the Mound.** Oublette is a notoriously unstable city. The land is mostly made up of shattered stone, discarded refuse, and the ancient rubble of collapsed buildings. For you, this is a boon, not a curse. You get +2 to Architecture rolls as long as you have access to the city surface.
- ☞ **Miracle Carpenter.** What looks like a pile of decrepit junk is a mine of fortune for you. You have no trouble finding raw materials to build wooden structures with, and the quality of

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these materials doesn't detract from your Architecture roll.

☞ **Eye for Detail.** When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.

☞ **Function Becomes Form.** You get +2 to Create Advantages on a final product you manufacture with your own hands.

☞ **Arcane Enhancement.** You can build in magical Aspects into your works. Create an Advantage with Design. On a success, you can add an **Enchantment** Advantage on an object or location. Specify a Skill you have. Free Invokes on the **Enchantment** can be spent to utilize your Skill for a single roll. Once all Free Invokes are spent, the **Enchantment** is destroyed.

☞ **Hedge Funds.** (2r) You gain 1 resource Armor.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Superior Management.** You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you **Outmaneuvered the Opposition.**

☞ **Organizational Mastermind.** Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an opponent's, but only on Business or Resource rolls.

☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

☞ **Intercastle Trader.** No object is outside your ability to acquire, it is only a matter of price. You can roll Business to acquire particular objects, even from faraway castles. The more unique and difficult to acquire the object is, the higher the difficulty of the Overcome roll.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5] [6]

Consequences

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

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Lesser Tribe-God

Tough Forsaken (5) Social (any race)

Weakened by a lack of faith and followers, lesser tribe-gods are beings that were once the object of cult religious worship. Many were co-opted into other religions and slowly changed until their true origins were forgotten. Lesser tribe-gods are somewhat unloved by the Thorns and the Ordo Sancti for their tendency to refer to the Abrahamic God as a "greater tribe-god".

Aspects

☞ **ORPHANED GOD**

☞ **NO PRIESTS, NO FLOCK**

☞ **KEENLY FAMILIAR WITH RELIGIOUS HISTORY**

☞ **SOME OF MY ORIGINAL POWERS STILL REMAIN**

☞ **HARDENED BY HARDSHIP**

☞ **I WOULD DO ANYTHING TO BE WORSHIPED AGAIN**

Skills

Religion +7, Will +6, Arcane +6, Physique +5, Notice +5, Lore +5, Contacts +4, Empathy +4

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Shield of Faith.** Despite the common belief that Oubliette is forsaken by God, your belief has never been stronger. You can roll Religion in place of Will on Defend Actions in Conflicts.

☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area.

Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Mental [2]

☞ Mild [2]

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Lesser Werething

Nameless Rabble (2) Martial Werebeast

An ever-changing chaotic mass of teeth and claws, a lesser werething is a therianthrope that has become completely unstable. They do not seem to have an original form as they prefer no given body over any other.

Aspects

☞ **UNSTABLE SHIFTER**

☞ **NO FIXED IDENTITY**

☞ **EVERYBEAST**

☞ **ONE DAY I WILL BE TRULY FORMLESS**

Skills

Savage +4, Physique +3, Athletics +3, Arcane +2, Notice +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.142

Lexocog

Nameless Refuse (0) Professional
Beast

Bizarre little beings, lexocogs look like frogs or lizards with humorously large eyes. Many wear tiny eyeglasses, as their main activity is reading and researching history. They are often found in mobs in library corners and hideaways.

Aspects

☞ **DILIGENT RESEARCH ASSISTANT**

☞ **SOCIAL ANXIETY**

☞ **INTENSE LOVE OF HISTORY**

Skills

Lore +2,

Investigate +1

Refresh: 1 (1 base, 0 spent)

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]



\$10.6.4.143

Lexonomer

Tough Eminent (6) Professional
(any race)

Though rarely used, the Magi and the Seers have an exchange program. Seers who grow sick of plumbing the Castle's secrets and decide they simply want out are released to the Magi. Magi who decide they no longer care about leaving are inducted into the Seers. This latter category is called the Lexonomers, and they are accepted as students, not as full Seers. Both factions keep a close eye on their new inductees, as this exchange is one of the most overt ways of settling a spy into the other party's tower.

Aspects

☞ **THAUMATURGIC EXCHANGE STUDENT**

☞ **THE SEERS DON'T TRUST ME**

☞ **FISH OUT OF METAPHYSICAL WATER**

☞ **NEWLY FASCINATED BY THE CASTLE ITSELF**

☞ **CAPABLE MAGICIAN**

☞ **THE MAGI MIGHT HAVE REQUESTS FOR ME**

Skills

Arcane +8, Lore +7, Will +7,

Resources +6, Alchemy +6, Rapport +6, Empathy +5, Notice +5

Refresh: 0 (7 base, 7 spent)

Stunts

☞ **Chains of Ennui.** You may take a +1 on Attack actions that deal mental damage. If you use this bonus on two consecutive rounds, you immediately suffer a point of mental damage unmodified by Armor. This poorly understood technique is widely feared outside of the ranks of the Seers.

☞ **Proper Protective Equipment.**

You get +2 when using Arcane to Defend against magical, infectious, or venomous Attacks.

☞ **Transfusion of Substance.** Your skilled,

mystical concoctions can greatly reduce the effects of

wounds. When you use Alchemy to begin the healing process, you can create a transfusion from another creature. The donor marks 1 physical Stress and you reduce the Consequence one step for the recipient.

☞ **Transmutation.** You can now transmute one material to another. Difficulty increases with the complexity of the object, and the number of materials used in it. Changing the type of matter is also more difficult: wood can easily be turned to dirt, but it is hard to transmute ice into metal.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Terrorizing Spells.** Your magic is inherently horrific or dreadful. Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

Stress

☞ Physical: [1]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

\$10.6.4.144

Lieutenant Antonia Ménage

Supporting Rabble (2) Professional
Human

Occasionally mistaken as a golem, marionette, or a member of the Sodalitas Clostrum, Antonia is actually a human woman in a suit of massive powered armor. The armor, complete with imaging technology, an emergency grappling cable, and a cohesive energy amplification rifle, is easily dismissible as any other piece of technology usually is in Oubliette: it must be sufficiently advanced magic. Although rarely out of her armor, Antonia occasionally reveals her Mediterranean heritage by leaving her visor open on accident, resulting in her quickly snapping it closed again. Plagued with memories of the squad she lost in some distant World of Life, Antonia is compassionate to those she meets and hides her own trauma behind a thick veil of sarcasm.

Aspects

☞ **SPACE COLONIST COMBAT MEDIC**

☞ **SURVIVOR'S GUILT**

☞ **INDISTINGUISHABLE FROM MAGIC**

☞ **ARAMID MEDICAL BATTLE ARMOR**

Skills

Medicine +4, Ranged +3, Physique +3, Scavenging +2, Resources +2, Empathy +2, Rapport +1, Necessities +1, Tinkering +1, Athletics +1

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Advanced Technology.** While most things in Oubliette come from medieval or renaissance periods, there are a few pieces of equipment from substantially further ahead. When you Invoke Aspects pertaining to your technological superiority, you get +3 instead of +2. In addition, you may select a Skill that is not magically-oriented. You get +1 on that Skill in situations where your technology puts you ahead of the rest.

☞ **Psychopharmacology.** Drugs aren't always used to treat wounds. Some are useful for changing behavior as well. You can use Medicine to



begin the recovery process of mental Consequences.

☞ **Combat Medic.** You've got the tools and experience to patch wounds and scrapes, even under fire. You can roll to Overcome Stress boxes in combat, clearing them on a success. The rating for the roll is the value of the Stress box. You can only patch one Stress box per Action.

☞ **Predator Eyes.** You gain +2 to Ranged rolls to Create an Advantage when identifying weaknesses or aiming at your target.

☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.

☞ **Triage Ward.** Your experience makes it easy for you to assess wounds and damage for prioritization. You can begin the recovery process of all mild

Consequences in a Zone with a single Overcome Action.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.145

Lilith-in-the-Well

Challenging Forsaken (5) Social Essence

This usually-incorporeal being haunts The Well of Lilith^{P176} where she waits eternally to speak to someone willing to listen. She grieves over innumerable religious wrongs done to women, always ready to castigate the metaphysical injustices of God. Less well known are her opinions on the

equality of all intelligent beings, the beauty of life, and the power that love can have in any world.

Aspects

- ☞ **OPINION IN THE WELL**
- ☞ **IGNORED TO THE POINT OF A CASSANDRA COMPLEX**
- ☞ **A VOICE OF FURY AND COMFORT**
- ☞ **I GRANT MY TEARS FREELY**
- ☞ **THE WELL HAS NO BOTTOM, BUT THAT IS WHERE I RESIDE**
- ☞ **MY CONNECTION TO EXILE IS COMPLICATED**

Skills

Entertain +7, Provoke +6, Will +6, Rapport +5, Arcane +5, Contacts +5, Empathy +4, Religion +4, Notice +4, Lore +4, Medicine +3, Strategy +3, Design +3, Ghost +3, Elemental +3

Refresh: 1 (14 base, 13 spent)

Stunts

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

☞ **Dance the Antagonist's Tune.** Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.

☞ **Fury of a Patient Man.** Whenever someone resists or ignores your attempts to bring a peaceful end to a situation, you gain a **Scorned** Boost. If it occurs again, add another free Invoke to the Boost.

☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations. You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

☞ **Orator.** Poets and playwrights would give anything to hear you speak

their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

☞ **Find the Cracks.** An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

☞ **Enemy of my Enemy.** You get +2 to Empathy rolls with those who share a common adversary or problem.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2]

Consequences

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.146

Linthara

Challenging Divine (9) Social
Draculean Vampire

He is weak, but he has always been such. His predecessor should have left things to me. Soon, he will fall.

There is a silent, subtle war being waged across the Castle. Linthara, an antedeluvian vampire of truly stupendous power, is attempting to overthrow the current Vlad. Moving through intermediaries, pawns, and shadow clans in the vampire high-blood hierarchy, she is positioning her pieces for a coup worthy of legends.

Linthara's personal school of thought is different from both that of True Vlad and the pretender. She believes that sentients live for their desires, and this is what keeps them from Breaking. She is one of the Veiled King's most ardent political supporters.

Aspects

☞ **HEDONISTIC PHILOSOPHER-**

QUEEN

☞ **APPARENT YOUTH AND SMALL STATURE INTERFERES WITH CREDIBILITY**

☞ **DESIRE, LOVE, AND DEVOTION ARE MY WEAPONS**

☞ **PINT-SIZED POWERHOUSE**

☞ **MISTRESS OF THE BORDELLO OF INFINITE DELIGHTS**

☞ **BERSERK BUTTON: DISRESPECT**

☞ **CRYPTARCHY TIES: ARMY HUNTER**

☞ **CASTLE EXILE IS COURTING ME Skills**

Rapport +11, Onslaught +10, Blood +10, Empathy +9, Stealth +9, Physique +9, Strategy +8, Notice +8, Contacts +8, Entertain +8, Athletics +7, Business +7, Tinkering +7, Provoke +7, Lore +7, Alchemy +6, Investigate +6, Deceive +6, Resources +6, Tailoring +6, Will +6

Refresh: 0 (22 base, 22 spent)

Stunts

☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.

☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **The Beloved.** You get +2 Rapport with people you already have a positive connection with.

☞ **Public Sentiment.** Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.

☞ **Axework.** Once per scene, you

can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Execution.** Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.

☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Legendary Agility.** You can use Blood in place of Athletics for Overcome rolls.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

☞ **Fellblood.** (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

☞ **Sipping Strike.** When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

☞ **Reckless Thirst.** (2r) Once per

scene, when a combatant in a scene you are participating in is Taken Out with a physical Attack, you may immediately heal your entire physical Stress track. You then gain a **Distracted Sanguivore** Situational Aspect. Your enemies receive a number of free Invokes on it equal to the number of Stress boxes you healed.

- ☞ **Focused Mind.** (2r) You gain 1 mental Stress Box.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.147

Loki's Dove

Nameless Dreg (1) Subtle Beast
Loki's Doves are a beautiful, pale creatures often associated with love, God, peace, and kindness. Until they steal your wallet, keys, and dinner.

Aspects

- ☞ **PRETTY KLEPTOMANIAC BIRD**
- ☞ **PEOPLE ARE ALWAYS TRYING TO KICK ME**
- ☞ **FLEE WITH THE GOODS**

Skills

Scavenging +3, Athletics +2, Resources +2

Refresh: 0 (2 base, 2 spent)

Stunts

- ☞ **A Bit Skittish.** You get +2 to Defense rolls in the first Exchange of any type of Conflict against opponents who go before you.
- ☞ **Cutpurse.** It turns out that it's often easier to find valuables in someone's pockets, than it is to find them on the ground, especially in Oubliette. You get +2 to Overcome rolls with Scavenging and Stealth to pick pockets.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1] [2]

\$10.6.4.148

Longtail

Supporting Eminent (6) Subtle Unaligned Koom

The whip of endless, suspended, raven-dark tail, followed by silence, is most people's only experience of this elusive koom. Some claim that it is not sentient; merely a living fossil, drifted into Oubliette out of the koom's distant prey-animal past. Others are certain that it was Broken during some terrible atrocity in the War of Love, and now sees all others as predators. A few gossip that Longtail holds the secret to a hidden treasure barrow, or the names of the surviving Sunless, or a way to restore the World of Gloom, and their ideas are the most popular. Treasure hunters across the Castle seek Longtail. As far as anyone can tell, it has not yet been caught.

Aspects

- ☞ **ALL YOU EVER SEE IS THE TAIL**
- ☞ **TERRIFIED OF EVERYONE**
- ☞ **MOVES FROM COVER TO COVER**
- ☞ **RUMORED TO BE THE KEY TO GREAT WEALTH**
- ☞ **ALWAYS AROUND THE NEXT CORNER**
- ☞ **LIKE CATCHING SMOKE**

Skills

Athletics +8, Stealth +7, Notice +7, Exploration +6, Will +6, Physique +6, Ghost +5, Strategy +5, Resources +5, Scavenging +5, Investigate +4, Lore +4, Medicine +4, Necessities +4, Tinkering +4

Refresh: 0 (14 base, 14 spent)

Stunts

- ☞ **Nightstight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.
- ☞ **Just Like Home.** You get +2 when using Stealth to Overcome or create an Advantage in near total darkness.
- ☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble

or glass.

- ☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

- ☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.

- ☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

- ☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.

- ☞ **Tumbling Cat.** +2 to Overcome Actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

- ☞ **Acrobatic Agility.** You can fight from precarious positions just as easily as anywhere else. Situational Aspects of this type cannot be used against you.

- ☞ **Hide and Seek.** You are skilled at moving rapidly across open ground and ducking behind cover just in time. You get +2 to Athletics to Defend against Attacks originating from 1 Zone away or more.

- ☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

- ☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

- ☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

- ☞ **Saw it Coming.** Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw** Boost.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.149

Lucette de Ardes

Main Fallen (4) Social Unaligned Human

Lucette is one of those paradoxical beings that has been around so long you'd think she'd be divine like the rest of us by now.

—The Magician

You'd be surprised. Her tales and deeds are quite popular among the high-blood courts. She's well-liked even among those she hates.

—Raymelie the Torturer

Lucette de Ardes has been a fixture of the lower Castes for as long as nearly anyone can remember. Her tireless perseverance has bootstrapped countless Broken back into functional lives, and her guidance has saved the minds of thousands, perhaps even millions of newcomers.

Despite her apparent impartiality, Lucette holds a number of powerful opinions that she tries to keep to herself. She despises those who prey upon others and can be quite the schemer when it comes to defending those she cares about. Everyone tells their own tales of how she came to Oubliette, and how her first experiences as a newcomer galvanized her will to assist others. Some even believe that she has been storing up her accumulated power for eons.

Aspects

- ☞ **THE WANDERING WITCH**
- ☞ **ENEMIES IN EVERY FACTION**
- ☞ **OUBLIETTE'S FONT OF WISDOM**
- ☞ **GUIDES THE UNINITATED**
- ☞ **ABSOLUTION'S DEFENDER**

Skills

Lore +6, Empathy +5, Arcane +5, Will +4, Rapport +4, Investigate +4, Exploration +3, Contacts +3, Scavenging +3, Elemental +3, Notice +2, Athletics +2, Resources +2,

Alchemy +2, Religion +2

Refresh: 2 (14 base, 12 spent)

Stunts

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury** Boost when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

☞ **White Knight.** Righteousness fills you with hope. Whenever you are thanked for a deed you've done, you gain an **Appreciated** Boost.

☞ **Slayer of Evils.** You stand against all that would do ill. You get +2 to Attacks against adversaries that are clearly tormenting the populace.

☞ **Bolster Psyche.** Your counsel is regarded as a blessing. When you use Empathy to begin the recovery process on a mental Consequence, you place a **Bolstered Psyche** Boost on that person.

☞ **Enemy of my Enemy.** You get +2 to Empathy rolls with those who share a common adversary or problem.

☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

☞ **Banquet of Kindness.** Your generosity is well received. Whenever

you use your Resources in a purely generous offering, you get +2 to your roll.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.150

Lucitera

Challenging Ancient (8) Martial Essence

A being of molten steel and burning carbon, this twenty foot tall humanoid shape melts the retinas of those that look at it without proper eye-protection. It dwells in Luxipandia where it restlessly hunts Essences and other magical creatures for sustenance. The New World restocks its territory with prey whenever it seems to be running low. This is done at no small expense, but it keeps the creature from roaming further afield. Or worse: migrating to a new spot in the Castle.

Aspects

- ☞ **MOLTEN HEART'S APEX PREDATOR**
- ☞ **RAVENOUS FOR THE FLAMES OF FISSION**
- ☞ **ELEMENTALS FLEE BEFORE MY PRESENCE**
- ☞ **AURA OF AIR-BURNING PLASMA**
- ☞ **THE NEW WORLD SUPPLIES ME AT GREAT EXPENSE**
- ☞ **BLINDING, INCANDESCENT BODY**
- ☞ **SURVIVED THE FALL OF THE CIVILIZATION IN THE EARTH'S CORE**

Skills

Elemental +10, Will +9, Athletics +9, Notice +8, Physique +8, Arcane +8, Empathy +7, Deceive +7, Rapport +7, Lore +7, Onslaught +6, Contacts +6, Scavenging +6, Exploration +6, Provoke +6, Alchemy +5, Religion +5, Smithing +5, Tinkering +5, Necessities +5, Resources +5

Refresh: 2 (20 base, 18 spent)

Stunts

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may

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choose to deal one physical damage to your Attacker.

☞ **Burning Synchronicity.** You get +2 on Attack actions with the Arts Elemental, provided the attack uses an element from the environment around you.

☞ **Wings of Fog and Cloud.** (2r) Borne aloft by gusts, blasts, and roiling air, you gain the power of flight.

☞ **Tidal Wave.** (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **The Last Dance.** (3r) When all of one track of your Stress boxes are filled, you can delay Invokes and Compels on Consequences of that type until the next scene, when they all take effect at once.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical
Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.151

Lurking Latchlarch

Nameless Refuse (0) Martial
Artifact

A fish made of interlocking brass

hinges, the larch dwells in shallow streams full of rusting detritus, snapping shut on anyone who comes to drink.

Aspects

- ☞ **FINGER HAZARD FISH**
- ☞ **ONCE I BITE I'M STUCK THERE**
- ☞ **BLENDS IN WITH DEBRIS**

Skills

Savage +2, Stealth +1

Refresh: 0 (1 base, 1 spent)

Stunts

☞ **Hunter's Roost.** You are adept at striking when your opponent's attention is elsewhere. Any time you attempt to Attack or harm an opponent who is not focusing on you, you get +2 to the roll.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.152

Lyftwyrn

Supporting Divine (9) Martial
Dragon

The Lyftwyrn is a gigantic beast tens of miles long that plies the sky above the castle, feeding on avinubis swarms and dragon flights. Because of its constant presence, few inhabitants think of it as a living creature, believing it more of a feature of the skyscape. Occasionally, the Skyspider shifts to gaze hungrily at it. When this happens, all of Oubliette holds its breath, trying not to think about whether the spider can jump and, if so, whether the Castle could survive its landing.

It's unclear if the Lyftwyrn came to Oubliette intact, or whether it is an agglomeration of the many lost tales of great dragons. What is for certain is that its mere presence is enough to give pause to flocks of angels and demons from Castle Exile that might otherwise rain fire and brimstone down on Oubliette.

Aspects

- ☞ **MASSIVE AERIAL SERPENT**
- ☞ **TOO BIG TO MISS**
- ☞ **FILTER-FEEDS ON ANYTHING THAT FLIES**
- ☞ **IMPERVIOUS HIDE**
- ☞ **EYES EVERYWHERE**

☞ **WINGS ARE IRRELEVANT**

☞ **A SMALL CIVILIZATION ATOP MY BACK**

☞ **THE SKYSPIDER IS FASCINATED WITH ME**

Skills

Physique +11, Savage +10, Resources +10, Athletics +9, Notice +9, Onslaught +9, Will +8, Investigate +8, Empathy +8, Lore +8, Blood +7, Provoke +7

Refresh: 0 (20 base, 20 spent)

Stunts

☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.

☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Execution.** Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.

☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.

☞ **Juggernaut.** (2r) Attacks that would

topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Enormous Form.** (3r) The range of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 2 Physical
Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate Physical [4]

☞ Moderate Resource [4]

☞ Moderate [4]

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Lynath

Supporting Forsaken (5) Subtle Cryptarch Fae

Once an intelligence agent for the Lyonesse Fae Enclave, Lynath erased all traces of herself to prevent German officers from discovering her identity during the Second World War. As a result, she was snatched into Oubliette. Within the Castle, she was courted by many of its own enclaves, but she rejected their offers out of hand. Working tirelessly on a way to return home and ensure the survival of the French resistance, she was eventually contacted by the Cryptarchy, who suggested that the World of Life might not be so far away as it seemed. All she would need to do is perform a few simple jobs, they said. It has been hundreds of years since then, but Lynath does not doubt their sincerity. The Fae are used to patience, and she has nothing but time.

Aspects

☞ **LOW-RANKING CRYPTARCHY AGENT**

☞ **MUST NOT REVEAL MASTER'S PLANS**

☞ **HAS WAITED LONG FOR A**

BETTER POSITION

☞ **CLOAK OF SHADOWS**

☞ **A FAINTLY CULTURED ACCENT**

☞ **I WILL GO HOME ONE DAY**

Skills

Stealth +7, Investigate +6, Ranged +6, Contacts +5, Notice +5, Deceive +5, Rapport +4, Provoke +4, Empathy +4, Ghost +4, Will +3, Resources +3, Physique +3, Lore +3, Medicine +3

Refresh: 1 (12 base, 11 spent)

Stunts

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

☞ **Walker in Shade.** (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of Athletics for Overcome and Defend actions.

☞ **People are an Open Book.** You can use Investigate instead of Empathy to Defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

☞ **Always a Step Ahead.** You get +2 to Create Advantages that predict your target's next move.

☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

☞ **Leading Shot.** Moving around does little to deter your Attacks. You get +2 to Ranged Attacks when your target Defends with Athletics.

☞ **Death Swarm.** Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies. Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin** Boost on them.

☞ **Hellbirds.** Each of these sleek black weapons has a mind of its own and a desire to strike a target. If you miss a target, you can place a **Hellbirds** Boost

in that target's Zone.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

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Macro Avinubis

Nameless Lost (3) Martial Beast

This huge swarm of hand-sized bladebirds is offensively dangerous, but will disperse fairly readily under a focused assault. Once every seven years, every Avinubis flock in Oubliette migrates to Spearfield. Residents flee into the catacombs or brick themselves in, and the skies are lit for weeks with Draculean countermeasures.

Aspects

☞ **LACERATING FLOCK OF DANGEROUS PESTS**

☞ **QUICK TO SCATTER**

☞ **CAN'T CATCH US ALL IN ONE STRIKE**

☞ **WE'LL FIND THE GAPS IN ANYTHING**

☞ **ROOSTS VERY QUIETLY**

Skills

Precision +5, Athletics +4, Stealth +4, Notice +3, Exploration +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.

☞ **Probe the Defenses.** By studying the body and how it works, you have learned where the most vital parts are. When you succeed with style to Create an Advantage on a foe with Precision, you deal 1 Shift of damage.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You

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get +2 to Athletics defense rolls against Attacks originating in your Zone.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Mage Hunter

Nameless Fallen (4) Martial Ordo Sancti (any race)

Anti-magic specialists sent to combat the heretical leanings and existentially dangerous experimentation of Magi, Revisionists, and others, these veteran Crusaders have lately taken to working for the Guild in hopes of raising some money as they pursue their otherwise thankless work.

Aspects

- ☞ **ANTI-MAGIC CRUSADER**
- ☞ **UNDERFUNDED**
- ☞ **CONTACTS AT THE GUILD**
- ☞ **HAPPY IS THE TOWN WHOSE WIZARDS ARE ASHES**
- ☞ **SOMETIMES I DOUBT MY**

METHODS

Skills

Melee +6, Religion +5, Will +5, Physique +4, Athletics +4, Contacts +4, Notice +3, Empathy +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ☞ **Bastion of Faith.** You may use Religion to Defend against physical Attacks, as long as you've established your moral authority beforehand. The Magi insist that this is strictly magical in nature and not proper divine intervention.
- ☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.
- ☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.
- ☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.
- ☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature

to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

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Magician

Challenging Ancient (8) Martial Guild Human

The lover of Nine Sky, this man, simply known as the Magician, was thought lost to the Void for a long stretch of time. His torso and right upper arm seem to be made of clockwork and machinery now that he has returned, suggesting such a terrible fate that it permanently disfigured his otherwise attractive body. When asked about the cause, the Magician simply replies, "Yeah, that was pretty bad."

Despite his fearsome reputation as a terrible spellcaster, he most often dispatches his foes with a mundane-looking revolver. He reserves his magic for foes who really deserve his utmost attentions, earning him the ire of those who would challenge his spellcasting ability fairly. To them he asks, "Fair? What does that even mean?"

Aspects

- ☞ **CYBORG ARCHWIZARD**
- ☞ **WITNESS TO COSMIC SECRETS**
- ☞ **OUBLIETTE IS A REVOLVING DOOR**
- ☞ **EVERYTHING ABOUT ME CAN BE REPLACED**
- ☞ **TEN RING ARCANE POWER STAGING SYSTEM**
- ☞ **TRUSTY OLD MATCH-GRADE S&W**
- ☞ **I HAVE BEEN A LONG WHILE IN THE VOID**

Skills

Arcane +10, Ranged +9, Elemental +9, Lore +8, Alchemy +8, Will +8, Investigate +7, Notice +7, Stealth +7, Tinkering +7, Smithing +6, Strategy +6, Design +6, Necessities +6, Business +6, Physique +5, Exploration +5, Provoke +5, Resources +5, Empathy +5, Rapport +5

Refresh: 1 (20 base, 19 spent)

Stunts

- ☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.
- ☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.
- ☞ **Hellbirds.** Each of these sleek black weapons has a mind of its own and a desire to strike a target. If you miss a target, you can place a **Hellbirds** Boost in that target's Zone.
- ☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.
- ☞ **Death Swarm.** Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies. Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin** Boost on them.
- ☞ **Leading Shot.** Moving around does little to deter your Attacks. You get +2 to Ranged Attacks when your target Defends with Athletics.
- ☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.
- ☞ **Petramancer.** The stones call you friend, and they leap to your defense. You get +2 to Defense rolls with Elemental.
- ☞ **Predator Eyes.** You gain +2 to Ranged rolls to Create an Advantage when identifying weaknesses or aiming at your target.
- ☞ **Too Clever by Half.** You gain +2 to Create Advantages pertaining to plans, schemes, and gambits.
- ☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.
- ☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.
- ☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.
- ☞ **Summoner.** (3r) Through portals

and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

☞ **Physical Effects Specialist.**

Experience has almost taught you how to not blow off your eyebrows. You gain +2 to Alchemy rolls dealing with smoke, fire, or any other non-biological physical effect.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

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Magnum Tenebrosum

Main Divine (9) Martial Essence

The Tenebrosum is watched very carefully by an elite special operations squad of the Cryptarchy, which do their best to avoid needing to interfere with it. Originating in the abominable starry darkness of infinity, Magnum Tenebrosum is a being that many would hail as a Great Old One. Its multitudinous, shifting, hungry body is made up of innumerable tentacles of darkness, each tipped with vicious, soul-severing hooks, and each are capable of transforming instantly into an enormous maw of shadow. Its appearance around the Castle is regarded as a calamity of the highest order.

The being is not incapable of understanding, it simply doesn't even notice the desires or fears of lesser entities. It is known to meet occasionally with Cryptarchs deep in the diplomacy chambers of Slair. What these meetings consist of, no one can say; they certainly have no bearing on the thing's collateral damage.

Aspects

☞ **OUTER GOD OF SHADOW AND VIOLENCE**

☞ **THE CRYPTARCHY IS ALWAYS INTERFERING**

☞ **ABSORBS THE SOULS OF THE BROKEN**

☞ **ENORMOUS CHAOTIC FORM**

☞ **MY ROAR SHATTERS REALITY, MY BREATH ENDS WORLDS**

☞ **STICKY SURFACE CLINGS TO EVERYTHING IT TOUCHES**

☞ **DRIVES WEAK MINDS TO BREAKING**

☞ **WRESTLING WITH THE KING FOR CONTROL OF THE DOMAIN OF SHADOWS**

Skills

Ghost +11, Savage +10, Physique +10, Will +9, Resources +9, Provoke +9, Notice +8, Strategy +8, Athletics +8, Contacts +8, Stealth +7, Deceive +7, Lore +7, Empathy +7, Religion +7, Ranged +6

Refresh: 2 (24 base, 22 spent)

Stunts

☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul** Advantage on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.

☞ **Moonwings.** (2r) You soar through the night on lethally-sharp transparent wings and gain the power of flight.

☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.

☞ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.

☞ **Tendrils of Night.** Writhing darkness enshrouds you, stretching out for your enemies. You get +1 to your range with Ghost Attacks.

☞ **Enormous Form.** (3r) The range

of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

☞ **Stolen Heart.** (2r) You can phase through even living matter. When you succeed with style on an Attack against an opponent Defending by blocking or absorbing (such as Physique or Savage) rather than dodging or magic (such as Athletics or Arcane), your damage is increased by 4 Shifts.

☞ **Incorporeality.** Trying to hit your silvery, translucent body is like trying to strike mist. You gain +2 to Defense rolls with Ghost.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Telepathic Manipulator.** You can use Deceive to attempt to implant a lie without speaking to the target directly. If you fail, they become aware of your mental meddling in addition to any other outcomes.

☞ **Craft Nightmare.** When you succeed with style on a fear-based Provoke roll, you create an extra Boost of your choice that elaborates on your intended outcome.

☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4] [5] [6]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3] [4] [5]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Physical [4]
- ☞ Moderate [4]
- ☞ Serious [6]

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Magus

Nameless Fallen (4) Martial Magi (any race)

An academy-trained spellcaster, a typical magus is consumed with arcane learning and esoteric formulae. It takes a rare and important event to draw more than a few out of their devotional studies, although younger students are occasionally sent on internships to the Guild to raise money for their masters.

Aspects

- ☞ **CLOISTERED MAGICIAN**
- ☞ **MORE THEORY THAN PRACTICE**
- ☞ **SEARCHES FOR A WAY HOME**
- ☞ **RESPECTED BY PEERS**
- ☞ **A GOOD ALLY FOR ANYONE TO HAVE**

Skills

Arcane +6, Will +5, Elemental +5, Lore +4, Alchemy +4, Religion +4, Investigate +3, Exploration +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.
- ☞ **Terrorizing Spells.** Your magic is inherently horrific or dreadful. Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.
- ☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.
- ☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury** Boost when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

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Malenox

Supporting Divine (9) Martial Demon

Malenox is a demon whose allegiance is a mystery even to the Cryptarchy. He claims to have a pact with Hate^{P285} to liberate the weapon from the clutches of the Veiled King, but those who know either doubt this is the case. Other times, he claims to be serving the interests of Castle Exile, but surprisingly, other diplomats from that faraway Castle do not accord him such honors. It seems that anything he says is a lie or misdirection.

Aspects

- ☞ **WANDERING WARRIOR-DEMON**
- ☞ **I WILL TAKE HATE FROM THE VEILED KING**
- ☞ **CASTLE EXILE HAS DISAVOWED MY ACTIONS**
- ☞ **MAYBE I CAN FIND ANOTHER BUYER**
- ☞ **MY BODY IS LESS IMPORTANT THEN MY GOAL**
- ☞ **NEVERTHELESS, MY BODY IS A WEAPON**
- ☞ **PRAGMATIC COMBATANT**
- ☞ **I COULD BRING PEACE TO THE WORLDS**

Skills

Melee +11, Will +10, Lore +10, Blood +9, Physique +9, Ranged +9, Onslaught +8, Deceive +8, Notice +8, Athletics +8, Resources +7, Contacts +7, Stealth +7, Empathy +7, Medicine +7, Tinkering +6, Provoke +6, Rapport +6, Religion +6, Ghost +6, Elemental +6

Refresh: 0 (20 base, 20 spent)

Stunts

- ☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.
- ☞ **Combination Attack.** (2r) Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.
- ☞ **Vanquish Combo.** (2r) When you succeed with style on a Melee Attack, you can reduce the damage of the Attack by 1. If you do, the opponent must absorb an extra 1-Shift hit. Armor does not apply to this extra hit.
- ☞ **Mighty Strikes.** You are a master

at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Cutting the Earth.** Once per scene, you can slam your weapon into the ground to create a shockwave of stone and earth. This Attack can affect any three targets within 1 Zone of your own.

☞ **Cutting the Air.** You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

☞ **Mobility.** You maneuver nimbly through the clutter without noticing. Advantages, Aspects, or Boosts related to cluttered environments, uneven surfaces, or rough terrain cannot be Invoked against you.

☞ **Keep the Distance.** You're always on the move. Twice per scene, when an enemy moves into your Zone, you can back out of it into another as a free action.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4]

- ☞ Resource: [1] [2] [3] [4]
- Consequences**
- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Mental [4]
- ☞ Moderate [4]

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Masquerade Dancer

Nameless Rabble (2) Social Undead
Many courtiers who were lost to alcohol and opiates end up in Grandhall as masquerade dancers, pale reflections of their past selves who can only subsist on music. Inevitably, they are drawn toward the Sanitarium.

Aspects

- ☞ **REFLECTION OF DECADENCE**
- ☞ **THE SANITARIUM CALLS ME**
- ☞ **HALF-REAL AT BEST**
- ☞ **MANNERS HAVE NOT DESERTED ME**

Skills

Entertain +4, Empathy +3, Deceive +3, Ghost +2, Athletics +2

Refresh: 1 (3 base, 2 spent)

Stunts

- ☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.
- ☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Mega Avinubis

Tough Forsaken (5) Martial Beast
Darkening the sky with their presence, this swarm of bladebirds is so large that it has gained a kind of malicious hivemind intelligence. Mega Avinubises will loiter on the tops of buildings, waiting for lone men to pass

on the streets below to pluck skyward for a meal.

Aspects

- ☞ **DAUNTINGLY HUGE BLADEBIRD WHIRLWIND**
- ☞ **CAN'T MISS IT**
- ☞ **SHREDDING VOYAGE**
- ☞ **CAN SEE IT COMING FROM MILES AWAY**
- ☞ **WHERE DID THE SUNLIGHT GO?**
- ☞ **KEENING SHRIEKS**

Skills

Physique +7, Savage +6, Athletics +6, Scavenging +5, Notice +5, Exploration +5, Ghost +4

Refresh: 1 (6 base, 5 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.
- ☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]

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Memento

Supporting Fallen (4) Professional Unaligned Monger

A Monger working out of a small shop in the Murder Heat, Memento collects memories. For a fee, he will decant from your head any that you would care to be rid of. And for a greater fee, he will let you try one of the stoppered glass vials from his collection. Memento is an outsider among other Mongers, who regard the idea of collecting something intangible with horror and disgust. Nevertheless, he coming to the attention of several factions. Word of his shop has been spreading ever since it was discovered

that the contents of his vials could be projected for the viewing and entertainment of others.

Aspects

- ☞ **MEMORY MONGER**
- ☞ **DOES NOT WANT CONFLICT**
- ☞ **SLOW, EVEN VOICE**
- ☞ **KNOWS THE LOCALS**
- ☞ **DRIVES A FAIR BARGAIN**

Skills

Business +6, Lore +5, Resources +5, Alchemy +4, Contacts +4, Will +4, Notice +3, Empathy +3, Rapport +3, Religion +3, Medicine +2, Arcane +2, Exploration +2, Scavenging +2

Refresh: 1 (10 base, 9 spent)

Stunts

- ☞ **Just What You're Looking For.** You get +2 to create Advantages with Business as you produce the perfect wares from your pack to interest the other party. Sometimes the items that traveling mongers produce seem to have had no business being in their packs in the first place—such as a Needlemonger producing a perfect balloon animal from a knapsack full of rusting sharps. There is a heated ongoing debate between groups of Seers over whether the mongers draw their items from *elsewhere* or if this is Simply How Mongers Work.
- ☞ **Supply & Demand.** It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.
- ☞ **Liquid Assets.** By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.
- ☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.
- ☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.
- ☞ **Stoploss Plan.** You gain 1 mild resource Consequence
- ☞ **Remedies.** You know a poultice for almost everything. You get +2 to

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Alchemy for recovering consequences.

☞ **Wordhoard.** You have a stupendous lexicon with which to assail your auditors. You get +2 to Create Advantages in social Conflicts with Lore.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

Stress

☞ Physical: [1] [2]
 ☞ Mental: [1] [2] [3] [4]
 ☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Resource [2]
 ☞ Mild [2]
 ☞ Moderate [4]

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Might-God

Tough Fallen (4)
 Martial Fae

Once worshipped by small cults of primitive barbarians, might-gods tend to make their way employing their strength however they can. A few have found their calling as warriors in the new world, but most prefer the stability of working as dockhands or porters.

Aspects

☞ **FORGOTTEN GOD OF STRENGTH**
 ☞ **MY PEOPLE WERE DESTROYED**
 ☞ **RELIABLE WORKER**
 ☞ **DIVINE DURABILITY**
 ☞ **I WOULD RATHER NOT GROW ATTACHED AGAIN**

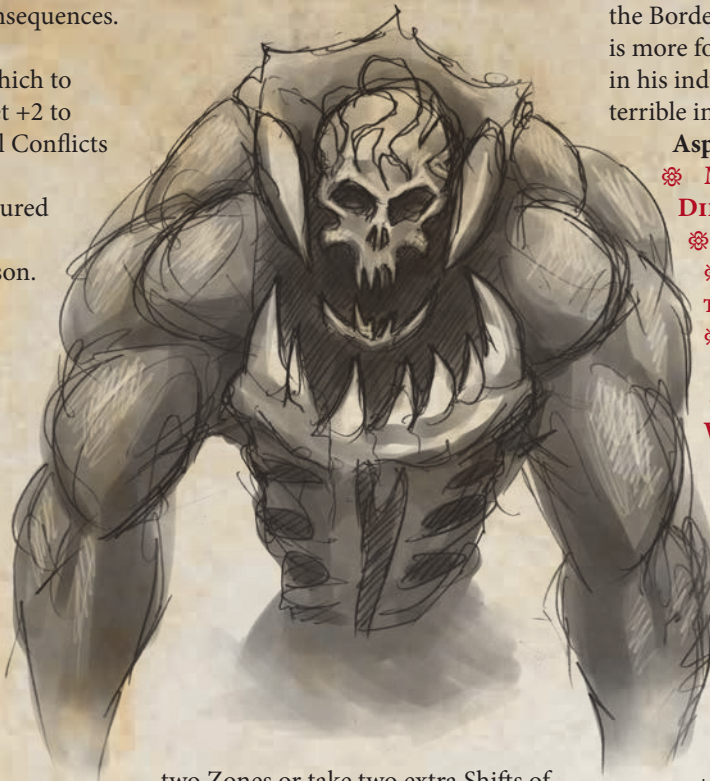
Skills

Physique +6, Onslaught +5, Athletics +5, Contacts +4, Resources +4, Rapport +4, Smithing +3, Architecture +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.
 ☞ **Musclebound.** (2r) You get +1 to rolls dealing with your physical strength, including appropriate Attacks from the Arts Martial.
 ☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move



two Zones or take two extra Shifts of damage, your choice.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

☞ Physical: [1] [2] [3]
 ☞ Mental: [1]
 ☞ Resource: [1] [2] [3]

Consequences

☞ Mild Physical [2]
 ☞ Mild Physical [2]
 ☞ Mild [2]

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Moloch

Supporting Divine (9) Martial Castle Exile Demon

Like many of the great demons that come to Oubliette, Moloch is here at the behest of the High Choirs of Exile. He has acted the friend of the Veiled King for many eons, facilitating negotiations and providing gifts to highly placed members of the Cryptarchy. But also as with other great demons, his purpose here in Oubliette is not entirely altruistic. While he may not be as much of a schemer as his rival Androgeria, he is still the nexus of many plans and plots here in the Castle.

Moloch is fond of the delights of Cryptarchia, and frequently travels to

the Bordello of Infinite Delights. He is more forthright than other demons in his indulgences, but his wrath is terrible indeed when it is earned.

Aspects

☞ **MASSIVE DEMONIC DIPLOMAT**
 ☞ **EXPLOSIVE TEMPER**
 ☞ **FORMER GENERAL OF THE SOUTHERN LEGION**
 ☞ **ASSURED OF EXILE'S SUPERIORITY**
 ☞ **I DON'T GET ALONG WITH ANDROGERIA**
 ☞ **USED TO BEING TREATED LIKE A KING**
 ☞ **SACRIFICES GIVE ME POWER**
 ☞ **LET'S COME TO A MUTUALLY BENEFICIAL AGREEMENT**

Skills

Onslaught +11, Strategy +10, Physique +10, Resources +9, Will +9, Notice +9, Rapport +8, Business +8, Deceive +8, Empathy +8, Religion +7, Contacts +7, Investigate +7, Athletics +7, Lore +7, Necessities +6, Smithing +6, Tailoring +6, Blood +6, Elemental +6, Savage +6

Refresh: 1 (20 base, 19 spent)

Stunts

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Execution.** Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.

☞ **Hatred.** If you succeed with style to Create an Advantage, you gain a

Hatred Boost as well.

☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.

☞ **Sky Battle.** Your mighty legs propel you skyward, and your powerful fingers attach you to flying adversaries. As long as you continue to Attack an opponent, you can move with them whenever they move, even if they fly up into the air. You drop to the ground if you stop Attacking or the opponent is Taken Out.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **The Roving Horde Never Stops.** (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.

☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.

☞ **Voice of Command.** When troops under your control are confronted with attempts to sway their loyalty or opportunities to break orders, they get a **Loyalty** Boost to Overcome the temptation.

☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate Physical [4]

☞ Moderate [4]

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Monger Monger

Tough Eldritch (7) Professional Monger

So it's come to this: a monger hoarding mongers in its monger-hoard of mongers. The Monger Monger cares deeply for its collection of mongers, supplying them with all the debris, relics, dirt, strawberries, and other objects they could desire, and many of its mongers seem not to be bothered by their captivity. Because of the weight that it carries, the Monger Monger is enormous and almost completely flat-backed. Lingering stories of its existence in the World of Life eventually became the myth of Baba Yaga's cottage.

Aspects

☞ **MONGER CARRYING MONGERS**

☞ **OCCASIONALLY THERE ARE ESCAPES**

☞ **CAREFUL AND ATTENTIVE**

☞ **IMPRESSIVE COLLECTION**

☞ **EVERYONE ELSE KEEPS OUT OF THE WAY**

☞ **ELAPHANTINE CHICKEN-LEGS**

☞ **I DREAM ONLY OF COLLECTING ANOTHER MONGER MONGER**

Skills

Resources +9, Physique +8, Athletics +8, Business +7, Brawl +7, Notice +7, Scavenging +6, Contacts +6, Exploration +6, Deceive +6, Empathy +5

Refresh: 1 (8 base, 7 spent)

Stunts

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.

☞ **No You Don't.** Keen senses and finely tuned reactions make you a valuable person to have around. You get +2 to Athletics rolls to protect or Defend others.

☞ **Organizational Mastermind.** Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an

opponent's, but only on Business or Resource rolls.

☞ **Liquid Assets.** By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.

☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.

☞ **People are Weapons Too.** (2r) Often the most expeditious way to deal with a crowd is to throw someone at it. You deal 1 extra Shift on successful Attacks against Mobs, groups using Assistance, and groups of characters acting in the same Zone.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Physical [2]

☞ Mild Resource [2]

☞ Mild [2]

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Moon Preen

Nameless Fallen (4) Professional Preen

While these Preens are, in fact, from the moon, they are actually named for their enormous eyes. More owl than peacock, they have shorter, hooked bills, thick talons, and downy white feathers. Many speak forlornly of a great kingdom that flourished in the airless dark of their home, and of the princess that sleeps there still.

Aspects

☞ **ALOOF OWL-PREEN**

☞ **ALIEN AND COLD**

☞ **PRONE TO LONG BOUTS OF INTROSPECTION**

☞ **PURVEYORS OF FABULOUS MOON MACHINES**

☞ **WE MUST BE READY WHEN THE PRINCESS RETURNS**

Skills

Tinkering +6, Ranged +5, Smithing +5, Will +4, Rapport +4, Provoke +4, Religion +3, Resources +3, Physique +3, Arcane +3

Refresh: 0 (5 base, 5 spent)

Stunts

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☞ **Handy Gadget.** Twice per session, you can take a Boost representing some **Useful Tool** or **Handy Gadget** you made previously.

☞ **A Horde of My Own.** (2r) You can roll Tinkering to Create a Advantage called **A Horde of my Own** on a particular Zone in the Conflict. You can spend the free Invokes to make an Attack roll with Tinkering, as a separate Action on a subsequent turn. All opponents in this Zone must Defend against this Attack.

☞ **Arcane Engineering.** Regardless of whether they're your spells or someone else's, you can incorporate magic into your gadgets and works. You can incorporate any magic that you have access to into any Aspects you create with Tinkering. Doing so grants you a +2 on a Tinker roll, as long as you have access to a magic that is applicable to the roll in question. This does not prevent you from benefitting from Advantage created using that form of magic.

☞ **Rune Alloy.** You can hot-forged magic into your wares. Such objects have a **Rune Alloy** Aspect and get 1 free Invoke per scene against creatures of inherent magical power, such as Essences, Dragons, and Vampires.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

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Moor Crab

Tough Rabble (2) Martial

With a tough shell and dangerous pincers, claws, and fangs, these crabs are found in Fellmoor; in the waters and on land. Strangely, the shells of these crabs are constantly found adorned with lost treasure, bits of bracken, and even decorative leeches, leading some to suspect that they share a distant ancestor with the Mongers.

Aspects

☞ **GARGANTUAN CRAB**

☞ **TINY STRUCTURAL WEAKPOINT**

☞ **SYMBIOTIC SHELL-DWELLERS**

☞ **RAPID SIDEWAYS SCUTTLE**

Skills

Savage +4, Physique +3, Athletics

+3, Notice +2, Scavenging +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

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Mordred

Main Eminent (6) Martial Human
Somehow tied with his half-brother Gawain, Mordred is another famous person from the Old World who managed to find his way here. Whereas Gawain supports the people, Mordred does his best to take every advantage that presents itself to him. He works currently as an advisor to the Draculeans, but if Vlad trusts him, the vampiric emperor has never turned his back on the man.

Aspects

☞ **CUNNING KNIGHT**

☞ **BAD REPUTATION**

☞ **WHISPERS IN THE DRACULEANS' EARS**

☞ **AFFABLE AND CHARISMATIC**

☞ **EVERY TURNED BACK IS AN OPPORTUNITY**

☞ **GAWAIN WILL LEAD ME TO THE CUP**

Skills

Melee +8, Deceive +7, Ghost +7, Provoke +6, Resources +6, Will +6, Rapport +5, Notice +5, Contacts +5, Stealth +5, Empathy +4, Business +4, Physique +4, Lore +4, Religion +4

Refresh: 1 (18 base, 17 spent)

Stunts

☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

☞ **Combination Attack.** (2r)

Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.

☞ **Secret Blade.** You never appear armed without inspection. You have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

☞ **Cunning Smile.** You get +2 on Provoke rolls against opponents who are uncertain or suspicious of you.

☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.

☞ **Con Artist.** You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.

☞ **Feint.** Your favorite trick is to surprise others with the truth. You get +2 to feint and bluff in combat so long as there's something else going on that you can use as a distraction.

☞ **Telepathic Manipulator.** You can use Deceive to attempt to implant a lie without speaking to the target directly. If you fail, they become aware of your mental meddling in addition to any other outcomes.

☞ **Vast Payroll.** Almost everyone's on the take. You can use Resources in place of Contacts on Overcome rolls.

☞ **Servants of the Elite.** (3r)

Twice per session you can call in reinforcements, as long as it is feasible for agents to arrive from outside the situation. This puts a **Servants of the Elite** Advantage into play with two free Invokes without taking up your Action.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

- ⊗ Moderate [4]
- ⊗ Serious [6]

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Mosquitornado

Nameless Lost (3) Martial Beast
This swirling, roving swarm buzzes as loudly as a dentist's drill, blowing through villages and stripping them of blood.

Aspects

- ⊗ **BLOOD-HUNGRY INSECT WINDSTORM**
- ⊗ **MUST FEED TO CONTINUE TO EXIST**
- ⊗ **OMINOUS WHINE APPROACHING**
- ⊗ **FITS THROUGH THE SMALLEST OF CRACKS**
- ⊗ **SMELLS THE CARBON DIOXIDE OF YOUR BREATH**

Skills

Blood +5, Scavenging +4, Physique +4, Notice +3, Athletics +3

Refresh: 1 (4 base, 3 spent)

Stunts

- ⊗ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.
- ⊗ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.
- ⊗ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

- ⊗ Physical: [1] [2] [3]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

Consequences

- ⊗ Mild Physical [2]

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Muckspout

Nameless Dreg (1) Social Goblinkind

This vulgar little amphibian should have its mouth washed out with soap for several reasons. When it's not spewing rude (and sometimes hilarious) vitriol, it's spewing mud and filth.

Aspects

- ⊗ **FOUL-MOUTHED PINT-SIZED FROG-GOBLIN**
- ⊗ **I PICK FIGHTS AS A REFLEX**
- ⊗ **CRASS IS A LANGUAGE I**

SPEAK FLUENTLY

⊗ CANNOT ABIDE THE PRETTY OR NOBLE

Skills

Provoke +3, Will +2, Athletics +2

Refresh: 0 (2 base, 2 spent)

Stunts

⊗ **Draw the Ire.** You gain +1 to Overcome actions with Provoke. In addition, you can make an Overcome action with Provoke to force an opponent to move one Zone towards you.

⊗ Dance the Antagonist's Tune.

Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.

Stress

- ⊗ Physical: [1]
- ⊗ Mental: [1] [2]
- ⊗ Resource: [1]

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Mycoraptured Heretic Hive

Challenging Forsaken (5) Social Grist

The Grist do not talk about these hives. It is one of their few taboos, but the thought of an entire colony turning against its most deeply held principles scares them to the core. It is unknown as of yet whether the Rapture is a madness or else some kind of infection that corrupts the fungus beds, but the grist colonies that it touches are turned slowly from peaceful worshippers to frenzied zealots. Some lose all language, becoming packs of screaming berserkers that stalk the darkness for victims to feed to the beds. Others retain their powers of reason and are worse by far because of it. Grist communities flee wards where they believe a heretic to be located, sometimes on little more than rumor, and not even teams of fletches will go near one. The only way to cure a hive is to burn it, and that is an unforgivable act in the eyes of all grist.

Aspects

- ⊗ **FESTERING CORRUPTED COMMUNITY**

⊗ NOTHING WITHOUT THE FUNGAL BEDS

⊗ ATTENDED BY ZEALOTS

⊗ EXTREMELY INFECTIOUS

⊗ SECURE LOCATION

⊗ CONSEQUENCES FOR MEDDLING

Skills

Contacts +7, Religion +6, Resources +6, Strategy +5, Physique +5, Notice +5, Stealth +4, Scavenging +4, Will +4, Rapport +4, Lore +3, Alchemy +3, Empathy +3, Provoke +3, Medicine +3

Refresh: 0 (14 base, 14 spent)

Stunts

⊗ Mycelial Nervous System.

Whenever you take physical or mental damage, you may choose to take one Shift less of that damage. In return, you gain the **Delayed Pain** Situational Aspect with one free Invoke that your opponents can use against you. If you already have **Delayed Pain**, it gains another free Invoke that your opponents can use against you.

⊗ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.

⊗ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

⊗ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

⊗ **Excommunication.** (2r) Once per session, you can cast out a member of your faith. They gain an **Excommunicated** Situation Aspect that severely impairs their relations with members of your faith. Members of your faith get 1 free Invoke on this Aspect per person. While the Aspect goes away at the end of the session, the target must still atone for their sins in the eyes of your faith.

⊗ **The Roving Horde Never Stops.** (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move

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a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

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Nakaryon

Main Divine (9) Martial Cryptarch
Human

*I have high hopes for you, my children.
High hopes indeed.*

—*The Veiled King*

Enrobed in shadows, raven feathers, and tattered black cloaks, The Veiled King² is seen among the masses once every ten-thousand years or so. So obscured is this presence that most misunderstand it to be a man, a literal king.

Beneath the veils of warding and shrouds of bent-space and mantles of ancient spells, Nakaryon is a tall, pale woman with night-dark hair and galactic eyes. She commands truly awesome might, binding together vast forces into her weapons. The magics that Nakaryon wields can barely be described in the Vulgish tongue. Rarely does she find the need to dirty her hands, but when she does, she treats the situation as a solemn duty for the good of all denizens in the Castle. She does not engage in

² The King's tale and truth can be found in the *Legendarium*^{p378}, but spoilers abound.

combat to relieve the frustration and exhaustion of her duties, and even when the World of the Forgotten is falling down around her.

Fighting the Veiled King is something even other Divine-Caste beings would not dare suggest. When her anger is roused, the world boils around her, and the vast portions of the cosmos she controls bend to her will. Many claim to have seen the wrath of the Veiled King, but in truth she is careful not to lose her temper within Oubliette, lest it cease to exist.

Aspects

☞ **I AM THE VEILED KING OF OUBLIETTE**

☞ **IMPENDING WAR WEIGHS HEAVILY ON MY MIND**

☞ **DOMAIN OF SHADOW: COMMANDS ALL SHADES IN OUBLIETTE**

☞ **ARBITER OF PHYSICAL AND MAGICAL LAWS**

☞ **THE IMPERIAL REGALIA: A SWORD CALLED HATE, TEN MILLION WINGS, UNCHIVALRY**

☞ **LOVER OF ARTS, MUSIC, AND MAGIC**

☞ **COLLECTOR OF THE ESSOTERIC AND FORGOTTEN**

☞ **EMBATTLED IDEALIST**
Skills

Arcane +11, Will +10, Resources +10, Strategy +9, Notice +9, Contacts +9, Rapport +8, Lore +8, Empathy +8, Deceive +8, Provoke +7, Investigate +7, Stealth +7, Physique +7, Business +7, Religion +6, Entertain +6, Alchemy +6, Architecture +6, Design +6, Smithing +6

Refresh: -14 (24 base, 38 spent)

Stunts

☞ **Summoner.** (3r) Through portals and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **The Maker.** (4r) The world bows to your merest desire. You get +1 to

all Overcome and Create Advantage actions.

☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.

☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.

☞ **Absolutely Devoted.** Select the object of your affections. It can be a person, place, or thing. You gain +2 to Defense and Create Advantage rolls when protecting it directly.

☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations.

You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

☞ **Servants of the Elite.** (3r) Twice per session you can call in reinforcements, as long as it is feasible for agents to arrive from outside the situation. This puts a **Servants of the Elite** Advantage into play with two free Invokes without taking up your Action.

☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

☞ **Something's Off.** You have an almost preternatural capacity for

detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Eclipse Magic.** (2r) Your power, by its very nature, consumes the power of others. You gain +2 on Overcome rolls with Arcane, Ghost, and Elemental.

☞ **Mental Flexibility.** Your mind is not just agile, it's supple and limber, and better able to handle contradictions and twists than most. When you are unopposed, you can move 1 extra Zone in mental and logistical Conflicts.

☞ **Telepathy.** You can communicate with others without speaking. You must have met the person already, and they must be currently alive. You cannot contact someone in the void between incarnations, in other cosmic domains, or in the World of Life, assuming you are currently in Oubliette.

☞ **Nebula of Superintelligence.** (3r) You get +4 to Create Advantages with Contacts and Religion.

☞ **Stars Sway the Mind.** (3r) The Sunless have a spectacular talent for inducing shame in others. You get +1 on all Attack actions in social Conflicts.

☞ **Indoctrination.** (2r) Once per scene, when you would take mental damage, you can gain the **Painwall** Boost. When you next take mental damage while you have **Painwall**, you lose **Painwall** and instead take no mental damage.

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3] [4] [5]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Mental [4]
- ☞ Moderate Resource [4]
- ☞ Moderate [4]
- ☞ Serious [6]

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Nechnagan the Fleet

Supporting Fallen (4) Subtle Vaultbreaker Goblindkind

This kobold is dashing in at least two ways. With perfectly coifed hair and a flaring cloak, he sprints down alleyways and over rooftops, fleeing the Guild, the guards, Draculean noblemen, or the minions of whichever great power he has recently burgled. Driven to prove himself against greater and greater challenges, it is only a matter of time before someone dares him to take something from the Veiled King.

Aspects

- ☞ **CONSUMMATE PROFESSIONAL THIEF**
- ☞ **OVERLY CONCERNED WITH HIS APPEARANCE**
- ☞ **LUCK HAS NOTHING TO DO WITH IT**
- ☞ **PLAN FIRST, THEN IMPROVISE**
- ☞ **ESCAPE ARTIST**

Skills

Stealth +6, Investigate +5, Notice +5, Athletics +4, Deceive +4, Scavenging +4, Exploration +3, Precision +3, Resources +3, Will +3, Contacts +2, Ghost +2, Lore +2, Architecture +2

Refresh: 0 (10 base, 10 spent)

Stunts

- ☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.
- ☞ **Walker in Shade.** (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of Athletics for Overcome and Defend actions.
- ☞ **Always a Step Ahead.** You get +2 to Create Advantages that predict your target's next move.
- ☞ **Sweep Search.** You are highly effective at finding hidden things. You get +2 to search rooms and areas for objects or people of interest.
- ☞ **Clamberling.** You excel at getting into the hard-to-reach places of the Castle. Your explorations can take you anywhere—particularly where you're not wanted. You get +2 on Athletics Overcome actions.



☞ **Scramblelord.** When you succeed at all on an Athletics Overcome action and there are onlookers around to witness you, you may choose to immediately take a **Lookit Me!** Boost in addition to the other benefits of your success. You may only have one **Lookit Me!** Boost at a time. Posing is usually involved.

☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.

☞ **Escape Artist.** You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

☞ **Caught My Decoy.** As long as there's something in the scene that you could be confused for, you have a chance of escape. Once per session, when captured or spotted, you can declare that your opponents caught an unsuspecting rube (or even an inanimate object) instead.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.174

Night Dust

Tough Eminent (6) Martial Demon Little more than a cloud of glimmering sparkles in the light, a Night Dust is in fact a powerful demon. Formed from a mingling of predatory shadows, it can propel

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tiny flecks of crystallized dark fast and accurate enough to kill men and monsters alike. In the World of Life, the victims of Night Dusts were once considered to be “Elfshot”, a term which the often-blamed Elves still find infuriating.

Aspects

- ☞ **SPARKLY MURDERSHADOW**
- ☞ **HARD TO MISS IT IN THE LIGHT**
- ☞ **EATS PIECES OF YOUR SHADOW**
- ☞ **LITTLE MORE THAN A RIPPLE IN THE DARK**
- ☞ **A LIGHTLESS CASTLE WOULD BE A WONDERFUL THING INDEED**
- ☞ **WHAT IS THIS WORLD OF GLOOM EVERYONE KEEPS TALKING ABOUT?**

Skills

Ghost +8, Physique +7, Notice +7, Will +6, Exploration +6, Scavenging +6, Deceive +5, Empathy +5

Refresh: 1 (7 base, 6 spent)

Stunts

- ☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.
- ☞ **Tendrils of Night.** Writhing darkness enshrouds you, stretching out for your enemies. You get +1 to your range with Ghost Attacks.
- ☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.
- ☞ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.
- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.
- ☞ **Vanishing into Mist.** Whenever a character misses you in a physical Conflict, you can roll Ghost to Overcome their Notice. If you succeed, you gain a **Vanished** Boost.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]

\$10.6.4.175

Nightmaster

Tough Forsaken (5) Social Koom The War of Love cost the koom much of their culture, but fragments of it have survived. Koom Nightmasters seek to emulate an ancient order of warrior-musicians, whose furious harmonies led them into battle against their foes. Dressed in darkened leather and metal, the Nightmasters of Oubliette carry blades and instruments in equal measure.

Aspects

- ☞ **BATTLE-HARDENED RESONANCE POET**
- ☞ **SUBTLETY IS FOR THE MEEK**
- ☞ **VICIOUS OPENING RIFF**
- ☞ **PNAI LOVE ME**
- ☞ **LIVING EMBODIMENT OF KOOM HISTORY**
- ☞ **MUSIC IS THE ONLY TRUTH**

Skills

Entertain +7, Melee +6, Will +6, Physique +5, Athletics +5, Notice +5, Contacts +4, Rapport +4

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Theater of the Mind.** (3r) Once you've Overcome someone with Entertain, you can trap them in your performance. As long as you continue to Entertain them, any Actions they attempt occur in your fictional world and cannot affect the physical world of Oubliette. Attempting to break out of the fictional world you've created requires overcoming your Entertain with Will. Breaking out renders someone immune to your Theater of the Mind Stunt for the duration of the session.
- ☞ **Slanderous Song.** You can use your skill in Entertain to plant damaging ideas about someone else. You can now use Entertain to make Attacks in mental Conflicts, as long as you have an audience besides the target.
- ☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.
- ☞ **Thunderous Stroke.** Once per

scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]

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Nine Sky

Challenging Ancient (8) Martial Unaligned Human

One of the most widely recognized warriors in all of Oubliette, Nine Sky is a young-looking woman who apparently came from the future of the World of Life rather than the past. She is an expert in combat: her technique of “sword summoning” parallels and predates the Wielders and is widely feared, leading to many amateur attempts to replicate it with magic. These are so common that gangs in Cutting, Grandhall, and Spearfield have taken to reporting the wounds that they receive while about their illegal work as “sword summoning accidents”.

Aspects

- ☞ **SPECTACULAR HOLOGRAPHIC WEAPON KINETICIST**
- ☞ **MY ENEMIES ARE WORKING ON A WAY TO FOLLOW ME HERE**
- ☞ **SWORD SUMMONING TECHNIQUE HAS SPAWNED MANY IMITATORS**
- ☞ **THINKS THREE-DimensionALLY**
- ☞ **MAGICIAN HAS MY BACK**
- ☞ **ALIEN CUSTOMS**
- ☞ **WAY OF THE INTERRUPTING BLADE**

Skills

Melee +10, Ghost +9, Precision +9, Onslaught +8, Physique +8, Will +8, Athletics +7, Scavenging +7, Notice +7, Stealth +7, Rapport +6, Lore +6, Empathy +6, Provoke +6, Medicine +6, Smithing +5, Exploration +5, Deceive +5, Tinkering +5, Contacts +5, Religion +5

Refresh: 0 (20 base, 20 spent)

Stunts

- ☞ **Perfection of the Art.** You can feel the moment a stroke turns, when your body isn't right, and when your mind is elsewhere. Whenever you roll a negative number on the dice for a Melee, Arcane, or Lore roll, you get a +1 on your next roll of that Skill.
- ☞ **The Only Normal People Here.** You get +2 when using Rapport to Overcome the distrust or reservations of other Humans.
- ☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.
- ☞ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.
- ☞ **Cutting the Air.** You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.
- ☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.
- ☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.
- ☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.
- ☞ **Climbing the Beast.** Your tenacity and agility allows you to perch on precipices, ride aerial enemies, and leap between buildings. You can move into any adjacent Zone that contains either an enemy or structure. You can use this Stunt to move into Flight Zones^{p139}, but will fall if at any point there is neither a structure nor enemy for you to cling to.

- ☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.
- ☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.
- ☞ **Execution.** Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.
- ☞ **Combination Attack.** (2r) Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.
- ☞ **Vanquish Combo.** (2r) When you succeed with style

- on a Melee Attack, you can reduce the damage of the Attack by 1. If you do, the opponent must absorb an extra 1-Shift hit. Armor does not apply to this extra hit.
- ☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.
- ☞ **Advanced Technology.** While most things in Oubliette come from medieval or renaissance periods, there are a few pieces of equipment from substantially further ahead. When you Invoke Aspects pertaining to your technological superiority, you get +3 instead of +2. In addition, you may select a Skill that is not magically-oriented. You get +1 on that Skill in situations where your technology puts you ahead of the rest.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]



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Nonce Equitaur

Supporting Forsaken (5)
Martial Therianthrope
Beneath his floppy

leather hat and easygoing demeanor, there is a foundation of steel to this centaur. Originally part of a Conquistador army sent from Spain to conquer the Flowerlands, their troops were routed and their boats destroyed by the native mages. The Spanish monarchy, unwilling to even discuss the loss, struck it from their records. Many of Nonce's companions, fallen soldiers, were spirited away to Castle Lost. As the lone survivor, Nonce was taken to Oubliette instead. In combat, Nonce has a fondness for puns and ice magic, conjuring arrows out of the latter, and—were it not

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for his tendency to monologue—he would be quite dangerous to those he encounters. Nonce seeks to understand this new world and treats its greatest secrets as prey, fleeting bits of knowledge that he can gallop after and pin to the dirt with an arrow.

Aspects

- ☞ **EQUITUR CONQUISTADOR THAT DOESN'T KNOW WHEN TO QUIT**
- ☞ **LET ME TELL YOU ALL I KNOW**
- ☞ **MY WATER MAGICS ARE SURPRISINGLY FLEXIBLE**
- ☞ **STRONG AS A HORSE, SIZE OF A HORSE**
- ☞ **EVERY PERSON CAN GIVE ME A KEY TO THE MYSTERY**
- ☞ **SPEED OF A RACEHORSE, PACE OF A RESEARCHER**

Skills

Elemental +7, Ranged +6, Physique +6, Entertain +5, Lore +5, Athletics +5, Will +4, Strategy +4, Investigate +4, Notice +4, Empathy +3, Melee +3, Brawl +3, Precision +3, Rapport +3

Refresh: 4 (12 base, 8 spent)

Stunts

- ☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.
- ☞ **Aquamancer.** As water flows, it can also guide. You get +2 to Create Advantages with Elemental.
- ☞ **Keep the Distance.** You're always on the move. Twice per scene, when an enemy moves into your Zone, you can back out of it into another as a free action.
- ☞ **Volley.** Once per scene, you can fire a volley. You make a single Attack roll with Ranged against a specific Zone, and all creatures in that Zone must roll defense against your Attack.
- ☞ **Move and Shoot Tactics.** (2r) You are used to using cover, keeping moving, and flanking your opponents. You can use Strategy to Defend in physical Conflicts.
- ☞ **Encore.** Whatever form your performance takes, it goes beyond simple entertainment. You can sink hooks into someone that never go away. When you succeed in Creating an Advantage on someone with Entertain, you can place an **Addicted**

Situation Aspect on them with one free Invoke.

☞ **Wordhoard.** You have a stupendous lexicon with which to assail your auditors. You get +2 to Create Advantages in social Conflicts with Lore.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Nyctonymph

Tough Ancient (8) Social Shade Demon

These fiendish ladies of the night are something like the ladies in waiting of the Castle's highest echelons. They frolic in Cryptarchia and sometimes make forays into Celeste but rarely do much else unless it's excruciatingly mischievous.

Aspects

- ☞ **CELESTIAL BEVY OF BALEFUL BACHELORETTEs**
- ☞ **WON'T PASS UP AN OPPORTUNITY FOR MISCHIEF**
- ☞ **ALL INK AND SLINK AND FASHIONABLE ACCESSORIES**
- ☞ **GETS BORED QUICKLY**
- ☞ **SHARP INTELLECT**
- ☞ **SUPPOSED TO BE LEARNING DIPLOMACY**
- ☞ **KNOWS THE NAMES OF ALL MORTAL EMOTIONS**

Skills

Entertain +10, Provoke +9, Rapport +9, Will +8, Resources +8, Empathy +8, Arcane +7, Notice +7, Contacts +7, Stealth +7, Athletics +6

Refresh: 0 (9 base, 9 spent)

Stunts

- ☞ **Nothing Sticks to Celebrities.** Somehow, even the gravest sins are brushed off because of your talent. You gain +2 to Defend with Entertain in mental Conflicts.
- ☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You

get +2 to begin the recovery process on mental Consequences.

☞ **Theater of the Mind.** (3r) Once you've Overcome someone with Entertain, you can trap them in your performance. As long as you continue to Entertain them, any Actions they attempt occur in your fictional world and cannot affect the physical world of Oubliette. Attempting to break out of the fictional world you've created requires overcoming your Entertain with Will. Breaking out renders someone immune to your Theater of the Mind Stunt for the duration of the session.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Break Down the Mind.** When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.

☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.

☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]

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Oedipede

Supporting Fallen (4) Martial Beast

This hulking, chitinous monster is feared by all who encounter it. Easily tall enough to braid a giant up in its poisonous grip, it nevertheless hunts the Castle for more than just meat. It is prophesied to be the rightful king of all centipedes as well as the future husband to an allegedly beautiful centipede queen, but an usurper sits its promised throne and the Oedipede will not rest until the matter of its succession has been settled. Despite its brutal nature, the Oedipede is rumored to have a taste for some of the finer things in the World of the Forgotten, as it occasionally wriggles out of the street to visit tea shops in Spearfield. This is to the profound dismay of Spearfield's tea shop owners, whose customers have lately taken to lichen-coffee rather than stand in the same line as a towering stack of carnivorous hugs.

Aspects

- ☞ **CENTIPEDE REX**
- ☞ **WEAKENED BY MY CONSTANT HUNGER**
- ☞ **TASTE FOR THE FINER THINGS**
- ☞ **BURROWING SAVANT**
- ☞ **POISONOUS LEGS**

Skills

Brawl +6, Physique +5, Savage +5, Will +4, Notice +4, Stealth +4, Exploration +3, Ghost +3

Refresh: 0 (10 base, 10 spent)

Stunts

- ☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled** Advantage on someone, you get +2 to against Overcome rolls to escape.
- ☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{p144} or Mob rules against you in physical Conflicts.
- ☞ **Hordebreaker.** You're the sort of person who's right at home in a bar-room battle. You get +2 to Brawl Attacks when your Zone holds more than one enemy, usually by using them as weapons against each other.
- ☞ **Enormous Form.** (3r) The range

of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.
- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical
Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Ogre

Tough Lost (3) Social Hulk

Originating from Germanic areas of the Old world, ogres are also sometimes described as lowland giants. Unlike their herding cousins, the giants, ogres are generally accepted as being more aggressive, more metropolitan, and more vicious. Newcomers are likely to be surprised to find that they can also be urbane, wealthy, and sophisticated.

Aspects

- ☞ **CITYFOLK GIANT**
- ☞ **DOESN'T UNDERSTAND THE ALL THE FEAR**
- ☞ **A SUCKER FOR A GOOD PIECE OF MEAT**
- ☞ **ABUNDANT HAIR AND SMELL**
- ☞ **INTIMIDATION SPECIALIST**

Provoke +5, Onslaught +4, Business +4, Physique +3, Resources +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.
- ☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.
- ☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.
- ☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]

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Orwan Liarch

Supporting Rabble (2) Social Draculean Therianthrope

The castellan of Castle Dragomar, Orwan is an impeccably dressed, old, haggard, and nervous werebear, who does his best not to remind Kramoure who owns the castle he sits in. Orwan is typically found in places just after Vlad has visited them, smoothing feathers and ordering repairs. His daughter is kept in Vlad's personal wing at the Court, and is allowed to see her father rarely, as insurance against any attempts to sell his secrets to the enemies of the Draculeans.



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Aspects

- ☞ **DRACULEAN MAJORDOMO**
- ☞ **OVERWORKED AND HARASSED**
- ☞ **HAS ALWAYS FEARED FOR HIS DAUGHTER**
- ☞ **ONE DAY THIS KINGDOM WILL FALL**

Skills

Contacts +4, Resources +3, Necessities +3, Empathy +2, Rapport +2, Lore +2

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.
- ☞ **Peacemaker.** Your benevolence and the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.
- ☞ **Public Sentiment.** Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.
- ☞ **Rumormonger.** +2 to Create an Advantage when you plant vicious rumors about someone else.
- ☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.
- ☞ **Burn Their Bridges for Them.** Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2]



- ☞ Resource: [1] [2] [3] [4]
- ☞ **Consequences**
- ☞ Mild [2]
- ☞ Moderate [4]

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Ox

Tough Dreg (1) Martial Beast
Oxen are very valuable when found. They can provide food for dozens and are kept in small numbers by the larger political factions that have control over small plots of arable land. Some resemble the herd-beasts of the World of Life. Others are made of stone, infested with snakes, or are constantly on fire, having adapted more thoroughly to life in Oubliette.

Aspects

- ☞ **EVEN-TEMPERED DRAFT ANIMAL**
- ☞ **STUBBORN TO A FAULT**
- ☞ **CAPABLE SWIMMER**
- ☞ **MAGICAL ADAPTATION**

Skills

Physique +3, Savage +2, Athletics +2, Will +1

Refresh: 1 (2 base, 1 spent)

Stunts

- ☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

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Pain Leech

Nameless Eldritch (7) Martial Beast
These extremely deadly worm-like monstrosities can attach to their prey and extract sensation from them, often in their sleep. Unfortunately, the process of extracting these sensation causes crippling agony for the duration of the feeding. Pain leech attacks have led to a programs by several rogue Revisionist businessmen to create a Pleasure Leech, an Amiability Leech, and a Drunkenness Leech.

Aspects

- ☞ **SLIPPERY PAIN-EATER**
- ☞ **NOT DOCTOR-RECOMMENDED**

- ☞ **YOU'LL DEFINITELY FEEL IT**
- ☞ **PALE, MAGGOT-LIKE SKIN**
- ☞ **CLINGS TO THE SIDES OF BUILDINGS AND FALLS OFF ONTO PEDESTRIANS IN THE RAIN**
- ☞ **INTERESTS THE REVISIONISTS**
- ☞ **ALWAYS HUNGRY**

Skills

Blood +9, Stealth +8, Provoke +8, Scavenging +7, Exploration +7, Notice +7, Athletics +6, Savage +6, Physique +6, Will +6, Medicine +5

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.
- ☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.
- ☞ **Devour.** Hungry doesn't begin to describe it. When you succeed with style on a Blood Attack, you can forgo the Boost in favor of clearing your lowest filled stress box.
- ☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.
- ☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.
- ☞ **Enraging Insult.** When you succeed with Provoke to create an Advantage on an opponent in a Conflict, they cannot target anyone but you until the Aspect is removed or you are no longer a threat.
- ☞ **Torture.** Pain is only a small part of inducing compliance. When you have a captive audience for your ministrations, you gain +2 to Create an Advantage on your victims.
- ☞ **Break Down the Mind.** When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]

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Perna

Supporting Forsaken (5) Social Undead

One of the most approachable of the Undead Lords of Deathborne, Perna is famed for her hospitality towards outsiders. Like any other Undead Lord, traders are welcome at her dread tomb-complex, but so too are wanderers, mercenaries, pilgrims, and every other sort of traveller in the Interior. It is unclear if this kindness is simply Perna's personality, or if it is part of a broader strategy to gain an edge over the other Lords by being more liked by the rest of the Castle than they are. If the latter, it is working. Perna dresses in all black, like a mourner, and wears a thick veil, but her voice is pleasant and her tone is strong.

Aspects

- ☞ **HOSPITABLE DEAD LADY**
 - ☞ **ANYONE CAN VISIT MY ESTATE**
 - ☞ **VAST NECROMANTIC POWER**
 - ☞ **PLEASANT CONVERSATION**
- PARTNER**
- ☞ **EFFICIENT ZOMBIE MINIONS**
 - ☞ **JUST BECAUSE I'M DEAD DOESN'T MEAN I HAVE TO BE MELODRAMATIC**

Skills

Will +7, Arcane +6, Empathy +6, Rapport +5, Entertain +5, Resources +5, Physique +4, Deceive +4, Business +4, Notice +4, Contacts +3, Lore +3, Alchemy +3, Medicine +3, Tailoring +3

Refresh: 0 (12 base, 12 spent)

Stunts

- ☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations. You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.

☞ **Combat Illusionist.** The fireball is a distraction. The wall is a blade of force. You get +2 to Create Advantages using Arcane illusions.

☞ **Damn With Faint Praise.** You can use Empathy in place of Provoke in situations where you can speak with people other than the target.

☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **Find the Cracks.** An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

☞ **Enemy of my Enemy.** You get +2 to Empathy rolls with those who share a common adversary or problem.

☞ **Comforting Tales.** Your games and songs are not just enjoyable, they're deeply fulfilling experiences that help people cope with life in Oubliette. You get +2 to begin the recovery process on mental Consequences.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

Armor: 1 Mental

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Plaything

Nameless Refuse (0) Subtle Beast Reptilian humanoids that stand about at the knee, playthings are a diverse and curious bunch. Like many Refuse Caste creatures, they eat Spongemeat and provide a more palatable meal for higher beings.

Aspects

- ☞ **AMICABLE REPTILOID**
- ☞ **DELICIOUS INTERMEDIARY**
- ☞ **GREAT SPRINTERS**

Skills

Rapport +2, Scavenging +1

Refresh: 1 (1 base, 0 spent)

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Plumepreen

Nameless Lost (3) Social Preen

These kinds of preens are known for their tall feather crests. Like all preens, they are intensely vain, but plumepreens will have contests amongst themselves over who has the best plume. Their feathers are sometimes sought for writing quills by higher Castes, a practice which the Plumepreens embrace. After all, the higher the Caste requesting it, the better the plume must have been.

Aspects

- ☞ **HIGH-CRESTED PEACOCK PERSON**
- ☞ **THE PLUME IS EVERYTHING**
- ☞ **SHOWY FEATHERS**
- ☞ **ELABORATE COSTUMING**
- ☞ **KEEN EYES**

Skills

Provoke +5, Arcane +4, Empathy +4, Rapport +3, Will +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain



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+2 to Defense rolls with Arcane.

☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

☞ **Absolutely Devoted.** Select the object of your affections. It can be a person, place, or thing. You gain +2 to Defense and Create Advantage rolls when protecting it directly.

☞ **Berserk Retribution.** If the object of your affection is harmed or severely threatened, you gain a Boost called **Snapped**.

Stress

☞ Physical: [1]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

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Priest Hunter

Nameless Fallen (4) Martial Magi (any race)

Priest Hunters are those who specialize in eliminating religiously-motivated threats. In theory, their profession carries no more connotation than that of any other hired assassin in Oubliette, but nearly all priest hunters fall into one of two categories: sociopaths who hold a deep grudge against religious institutions, and hit men hired by the Magi to protect their own agents from the interference of Thorns and Ordo Sancti. Either way, “priest hunter” is synonymous with bad news.

Aspects

☞ **ANTI-EXTREMIST ASSASSIN**

☞ **BAD REPUTATION**

☞ **SUPPORTED BY THE MAGI**

☞ **MY PRESENCE IS HIDDEN**

☞ **INFILTRATOR OF THE DEVOUT**

Skills

Ranged +6, Will +5, Stealth +5, Notice +4, Athletics +4, Physique +4, Contacts +3, Religion +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **The Last Dance.** (3r) When all of one track of your Stress boxes are filled, you can delay Invokes and Compels on Consequences of that type until the next scene, when they

all take effect at once.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

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Primorph Nerva

Challenging Eldritch (7)
Professional Revisionist

The second biggest project of Primorph Nerva is the House of Revision. The first is his own form. It is unknown what race Nerva’s original body may have been. For every change that he has made in a patient, he has made an equal and opposite one in his own physical or ideological makeup. Now something like a hydra, the Primorph is treasured by the other Revisionists as an incredible repository of knowledge. His appetites, however, are strange and confusing. His whims: murderous. More than one Revisionist has made the mistake of asking Nerva to free their mind from their belief in the House of Revision, and now his faith in change is the single, burning orbital point of his soul. All that he is revolves around Revisionist work, and he nurses a growing resentment against those who would want to keep their original form, thoughts, or identity.

Aspects

☞ **METAMORPHIC LEADER OF THE REVISIONISTS**

☞ **FOR EVERY CHANGE THERE IS AN EQUAL AND OPPOSITE CHANGE**

☞ **THE REVISIONISTS ARE TRYING TO PACIFY ME**

☞ **CONTEMPT FOR THE UNCHANGED**

☞ **TRAITS OF A THOUSAND SPECIES**

☞ **A LIMB FOR EVERY PURPOSE**

☞ **TREMENDOUS PHYSICAL FORM**

Skills

Tinkering +9, Medicine +8,
Physique +8, Blood +7, Will +7,

Resources +7, Lore +6, Alchemy +6, Arcane +6, Athletics +6, Contacts +5, Notice +5, Deceive +5, Business +5, Empathy +5, Rapport +4, Religion +4, Onslaught +4, Tailoring +4, Strategy +4, Investigate +4

Refresh: 0 (18 base, 18 spent)

Stunts

☞ **Body Modification.** Mechanical devices aren’t the only thing worth modifying. In Oubliette, surgery is as close as some come to evolution. You can use Tinkering to Create Advantages on creatures and beings.

☞ **Vat Creature.** (4r) Sure it means causing a little agony, but you can build completely new critters out of the parts of old ones. You spend 1 Fate Point, and at the end, the creature comes to life as a character under the GM’s control, with a neutral disposition towards you. The being is a nameless NPC with a Caste equal to the Shifts of your success but not exceeding your own Caste minus 1.

☞ **Graft Modification.** There’s more you can do with a doctorate than patch wounds. You get +2 with Medicine when you’re trying to add new features or modify existing, healthy ones. The larger and more complex the modification, the higher the difficulty rating of the roll.

☞ **Genteel Carnivore.** You get +2 on Overcome and Create Advantage actions using Rapport, provided you are unfailingly polite about it.

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

☞ **Idiosyncrasies.** Choose a code of behavior when you select this Stunt. It should revolve around something trivial: always use a person’s full name when you are speaking about them, for example. At any time, you may spend a Fate Point to activate Idiosyncrasies for the duration of your current scene. While Idiosyncrasies is active, whenever someone violates the code of behavior, you gain a **You Churl!** Boost against them. At the same time, while Idiosyncrasies is active, if you violate your own code of behavior you immediately suffer a point of mental damage, unmodified by Armor.

☞ **Literal Overseer.** You get +1 on Business, Contacts, and Rapport Overcome actions in which you can direct other people to help with your work.

☞ **A Nose for New Faces.** You automatically get an opportunity to roll Notice to discover Advantages on beings you meet for the first time. You get +1 on this initial roll.

☞ **No Strings To Hold Me Down.** You get +2 to Defend actions with Athletics as you move in unnatural ways or collapse bonelessly out of the paths of Attacks.

☞ **Sipping Strike.** When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

☞ **Protective Scales and Fluting.** (2r) Your body has significant portions that are covered in scales, and your horns are stout and strong. You gain 1 physical Armor.

☞ **Mycelial Nervous System.** Whenever you take physical or mental damage, you may choose to take one Shift less of that damage. In return, you gain the **Delayed Pain** Situational Aspect with one free Invoke that your opponents can use against you. If you already have **Delayed Pain**, it gains another free Invoke that your opponents can use against you.

☞ **Nightsight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.

☞ **Spare Parts.** You gain an additional mild physical Consequence. When this slot is filled, you lose a limb, or a chunk of ectoplasm, or some other nagging but non-critical part of your deathless body.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

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Princess Euna

Challenging Rabble (2) Social Human

Sitting quietly in her chambers in a gem-encrusted labyrinth in Grandhall, Princess Euna spends her time crafting delicate jewelry from her abundant riches, attended only by her goose. She rarely ventures into the outer reaches of her cell, mostly to avoid the horrifying sight and equally horrifying stench of corpses that have become stuck to the treasure horde, and delegations occasionally come to her to trade food, water, and luxury goods for small portions of her wealth. Euna has the power to declare small parts of her hoard safe for others to touch, although the goose does not like this, and the steady trickle of expensive baubles out of her cell has been responsible for a gradual, several-millennia slump in the price of gold in Grandhall. Euna is a blonde girl, likely in her late teens, of Eastern European extraction. The goose is of the sort that might be found in any of the infinite revisions of the World of Life. It has a powerful beak and exceptional contempt for all mammalian life, Euna aside.

Aspects

☞ **GOLDEN PRINCESS AND SAVAGE GOOSE**

☞ **I DO NOT WANT FOR MUCH, SO I LEAVE MY CELL VERY LITTLE**

☞ **ONLY I CAN BREAK THE ADHESION-CURSE ON MY TREASURE**

☞ **THE FACTIONS DO NOT WANT ANYTHING TO HAPPEN TO ME**

Skills

Business +4, Savage +3, Design +3, Contacts +2, Empathy +2, Notice +2, Will +1, Medicine +1, Necessities +1, Lore +1

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Elaborate Embellishments.** Your pieces are well received and highly

sought-after. Things you've made give a +2 bonus when used for their intended purpose in social and logistical scenes.

☞ **Stylistic Choice.** Your personal style is identifiable, strong, emotive, an unique. You get +2 to rolls when you're competing with someone who is making the same type of object. This applies to any Skill you use to craft something.

☞ **Supply & Demand.** It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.

☞ **Superior Management.** You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you

Outmaneuvered the Opposition.

☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

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Princess Rilainan

Supporting Lost (3) Social Fae

Princess Rilainan is the victim of one of the Castle's oddest horrors: an

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inter-Enclave war. Though she belongs to neither of the two insular Fae communities fighting over her, she has been captured by first one and then the other in increasingly vicious raids. Both communities insist that she is their rightful ruler, although neither will permit her to rule, for fear that she might put an end to the conflict and declare herself a free citizen.

Aspects

- ☞ **TERRIFIED CAPTURED NYMPH**
- ☞ **PLEADING FIGUREHEAD LEADER**
- ☞ **CONSTANT SERVANTS OF ROOT AND VINE**
- ☞ **TRAGIC BEAUTY WORTHY OF WAR**
- ☞ **I WILL FIND PEACE IN ALL OF THIS SOMEHOW**

Skills

Rapport +5, Empathy +4, Athletics +4, Stealth +3, Savage +3, Alchemy +3, Tailoring +2, Deceive +2, Will +2, Resources +2

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.
- ☞ **Gentle Guidance.** You are highly skilled in helping others handle their emotional problems. You get +2 on all rolls to recover from a mental Consequence. This does not shorten the time required to recover the Consequence.
- ☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.
- ☞ **The Beloved.** You get +2 Rapport with people you already have a positive connection with.
- ☞ **Peacemaker.** Your benevolence and the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.
- ☞ **Soothing Talisman.** You gain 1 mild mental Consequence
- ☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **Enemy of my Enemy.** You get +2 to Empathy rolls with those who share a common adversary or problem.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Professional Negotiator

Tough Lost (3) Social Guild (any race)

The heart of the Guild, if it can be said to truly have one, is its intermediaries. Without hundreds of diligent secretaries and talent agents, there would be no one to match freelancers with the jobs that the citizens of Oubliette need performed. It is a sore spot for Professional Negotiators that they are not a part of this unsung-but-well-paid corps. Instead, they are contractors, like any common killer-for-hire, whose job revolves around brokering deals, settling disputes, and resolving the occasional hostage crisis for the Guild's clients. Many are fairly high-strung individuals, frustrated by the lack of recognition or appreciation for their work.

Aspects

- ☞ **THE HANDS OF THE GUILD ITSELF**
- ☞ **DISPATCHED FOR THE MOST ANNOYING THINGS**



☞ **AURA OF CONTROL**

☞ **HATES DOING LEGWORK**

☞ **DREAMS OF A LIFETIME OF QUIET ADMINISTRATION**

Skills

Contacts +5, Business +4, Investigate +4, Deceive +3, Will +3, Empathy +3, Rapport +2, Notice +2

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.
- ☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.
- ☞ **Weight of Reputation.** You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.
- ☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

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Proselytizing Spore-Fetch

Tough Lost (3) Martial Grist

Some places are too dangerous to risk Wellwishers on, even if the communities in them are in desperate need of the good word of the Grist.

For these situations, a Fletch is sent in. Trained to cultivate toxic darts on their own skin, the Fletches are preacher-militants, fighting to make every place in Oubliette safe enough for a cavern or two full of fungus-beds. Fletches will not stay in a place where they are not wanted, but they do their best to solve a town's problems before leaving, even if the town does not want their help.

Aspects

- ☞ **SACRED MYCELIAL DESPERADO**
- ☞ **WORKING WITHOUT THE COLONY'S SUPPORT**
- ☞ **POISON DARTS**
- ☞ **PREPARED FOR THIS**
- ☞ **I DON'T CARE IF YOU DON'T WANT MY HELP**

Skills

Ranged +5, Empathy +4, Notice +4, Physique +3, Will +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.
- ☞ **Walking Pharmacy.** The mycoculture that covers you is a symbiotic sprawl of grist fungus and local mushrooms. When you take an Overcome action to start a physical or mental Consequence on the road to healing, you may fill in one or more of your own physical Stress boxes. For each box you fill, add +2 to the Overcome roll.
- ☞ **Death Swarm.** Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies. Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin Boost** on them.
- ☞ **Volley.** Once per scene, you can fire a volley. You make a single Attack roll with Ranged against a specific Zone, and all creatures in that Zone must roll defense against your Attack.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

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Proto Man

Supporting Eminent (6) Subtle Human

A creature from the deep, deep past, the Proto Man seems to have been transported to Oubliette from the dawn of time. It is unclear what it thinks of the savage wonders and beautiful terrors of this strange new world, as it is completely pre-lingual. The Proto Man does understand the rudiments of tool use and communicates mostly by touch. He shies away from other creatures, picking Edipedes off rocks and sipping from still pools where he finds them, but he is fearsome enough when cornered.

Aspects

- ☞ **ANCIENT MAN**
- ☞ **PRE-LINGUAL**
- ☞ **EXCELLENT SCAVENGER**
- ☞ **DESPERATE FIGHTER**
- ☞ **MOSTLY WANTS TO BE LEFT ALONE**

Paints Occasionally

Skills

Scavenging +8, Exploration +7, Notice +7, Athletics +6, Savage +6, Physique +6, Will +5, Lore +5, Brawl +5, Stealth +5, Investigate +4, Rapport +4, Provoke +4, Necessities +4, Tinkering +4

Refresh: 1 (14 base, 13 spent)

Stunts

- ☞ **Diligence.** Luck is a factor, but being thorough can be just as important. You get +2 to Scavenging in areas you've recently searched.
- ☞ **Chewing the Scenery.** In Oubliette, food can come from almost anywhere. You can choose to tear a place apart searching for it. If you do so, you get +2 to Scavenging to find food, but you leave a **Ransacked and Picked Clean Situation Aspect** in your wake. You cannot use this Stunt if the area is already **Ransacked and Picked Clean**.
- ☞ **Vicious Recycler.** You're a specialist in tearing things apart to get at their useful innards. You get +2 to Scavenging to find raw materials so long as you destroy something in the process.
- ☞ **Mental Map.** You've spent a grotesque amount of time just looking

around, and have developed a sort of catalogue of places in your head. You are never lost in a place, so long as you were conscious when you arrived.

- ☞ **Bypass Dangers.** Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.
- ☞ **Safe Spot.** Even in the heart of enemy territory, you know where to hide. You get +2 to Create Advantages pertaining to finding or making a safe place to rest.

- ☞ **Pathways Everywhere.** Oubliette is full of invisible halls, Ames rooms, and other optical illusions. Most people don't see them for what they are, but you do. You get +2 to rolls for getting out of, through, or past an area in Oubliette.

- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

- ☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]
- ☞ Moderate [4]

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Psychetrope

Tough Lost (3) Social Hulk

These mystic giants sacrificed much of their brawn to gain what they lacked most: wisdom. Now intellectually gifted, they are ironically amongst the weakest giants. This has not prevented other Hulks from

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revering them, and many undertake pilgrimages to their hovels in Stonewald to seek their advice.

Aspects

- ☞ **WISE OLD GIANT**
- ☞ **NO TALLER THAN A STRETCHED MAN**
- ☞ **ALWAYS TIME FOR CONTEMPLATION**
- ☞ **THE MINDS OF OTHERS ARE AN OPEN BOOK**
- ☞ **THERE IS NO MEANING BUT THAT WHICH WE MAKE**

Skills

Lore +5, Will +4, Empathy +4, Brawl +3, Physique +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.
- ☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.
- ☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.
- ☞ **Cosmologist.** The secrets of the universe are laid bare before you. You gain +2 on Lore rolls dealing with how the universe works.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.195

Pyrocaust

Nameless Eminent (6) Martial Essence

An incredibly violent and particularly aggressive storm of seething flame and plasma, Pyrocausts roam the Murder Heat and sometimes the outskirts of Cutting looking for groups of people to murder with their ravenous flames.

Aspects

- ☞ **ROVING PLASMA VORTEX**
- ☞ **A BOTTOMLESS HUNGER FOR CARBON**

☞ **LEAVES A SWATH OF SECONDARY FIRES**

☞ **DON'T LOOK DIRECTLY AT IT**

☞ **CIVILIZATION IS JUST A BIG PILE OF TIMBERS**

☞ **I WISH THE THIRD EYE OF JUPITER WOULD NOTICE ME**

Skills

Elemental +8, Will +7, Exploration +7, Physique +6, Notice +6, Scavenging +6, Athletics +5, Religion +5

Refresh: 0 (7 base, 7 spent)

Stunts

- ☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.
- ☞ **Bad Weather.** The weather is always bad around you, even inside. Twice per session, you can call on a **Bad Weather** Boost to interfere with those close to you.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.
- ☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.
- ☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.

Armor: 1 Mental

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]

\$10.6.4.196

Qor'th

Supporting Lost (3) Social Pnai

This blue-colored pnai is quite a bit more open with his habits and feeding than most of his kin. In fact, he advertises constantly as he wanders through the cells and wards of the Interior. He offers respite from boredom, relief from hunger, and comfort to the pained. Unfortunately potential clients are put off by his salesman-like demeanor.

Aspects

- ☞ **WANDERING PNAI SALESMAN**

☞ **A LITTLE TOO EAGER TO EAT YOUR EMOTIONS**

☞ **CONVINCING ARGUMENTS**

☞ **DISCOUNT RATES**

☞ **BOOK NOW FOR PARTIES AND FUNCTIONS**

Skills

Rapport +5, Empathy +4, Business +4, Provoke +3, Will +3, Resources +3, Exploration +2, Scavenging +2, Stealth +2, Contacts +2

Refresh: 1 (8 base, 7 spent)

Stunts

- ☞ **Mood Eater.** You can attempt to devour the emotions of someone quite rapidly. In a Conflict, you can attempt to Overcome another person's emotions with Empathy. If you succeed and your target has any mental or emotional Situation Aspects, you can select one to devour. If they have none, they receive a **Depressed** Situation Aspect that you cannot eat. Either way, on a success, you gain a **Well Fed** Situation Aspect in exchange, with 1 free Invoke. You cannot feed on other mood eaters or beings that have no emotions.
- ☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.
- ☞ **Hypnotic Voice.** Your voice is very hard to ignore. You can choose to take a **Hypnotic Voice** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.
- ☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.
- ☞ **Liquid Assets.** By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.
- ☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.
- ☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.197

Quin Schuyler-Lovecraft

Supporting Eldritch (7) Martial Transcendence Club Human

One of the foremost occultists in his era, he emigrated from his birthplace in Africa to the Federated Territories of the Americas to study at the world-renowned colleges of the Iroquois Protectorate. His dark skin made him something of an oddity on the Forrested Continent, but he was welcomed warmly once his incredible aptitude for chemistry and the arcane came to light. Eventually, Quin took up with a group of visiting European scholars and was inducted into the mysteries of the Transcendence Club, just in time for their fateful journey to rural France. He is not sure whom the World of Life has replaced him with, but he expects them to be very much like him, and hopes to meet them one day.

Aspects

- ☞ **TRANSCENDENCE CLUB OCCULTIST**
- ☞ **MILD-MANNERED**
- ☞ **MORE CURIOUS ABOUT THE WORLD OF LIFE THAN OUBLIETTE**
- ☞ **POTENT SUMMONER**
- ☞ **PET BLUE-RINGED LAND**
- ☞ **OCTOPUS: SPOT**
- ☞ **HIGHLY TALKATIVE**
- ☞ **GETS ALONG WITH EVERYONE**

Skills

Arcane +9, Lore +8, Will +8, Notice +7, Blood +7, Rapport +7, Medicine +6, Empathy +6, Religion +6, Resources +6, Contacts +5, Athletics +5, Investigate +5, Exploration +5, Business +5, Deceive +4, Provoke +4, Alchemy +4, Necessities +4, Tailoring +4, Tinkering +4

Refresh: 2 (16 base, 14 spent)

Stunts

- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Terrorizing Spells.** Your magic is inherently horrific or dreadful. Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

☞ **Summoner.** (3r) Through portals and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury** Boost when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.

☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.

☞ **Occultist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]

- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.198

Quintilipede

Tough Dreg (1) Subtle Beast

Hiding amongst the edipedes are immature Quintilipedes, a much more dangerous variety. These venomous bugs can kill dirt herders with their poisons. Quintilipedes sometimes eat edipedes, but this has not kept swarms of the more harmless bugs from congregating around their identical-looking cousins in a strange mutualism. Seers call this Batesian mimicry. Everyone else uses more colorful language.

Aspects

- ☞ **UNPLEASANT MOUTHFUL OF TOXIC INSECT**
- ☞ **SOMETIMES MISTAKEN FOR AN EDIPEDE**
- ☞ **ONE WITH THE HERD**
- ☞ **IN CREVICES AND UNDER ROCKS**

Skills

Savage +3, Athletics +2, Scavenging +2, Exploration +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Fellbrood.** You are the apex predator that even monsters fear. Twice per scene you can gain an additional Invocation of a Consequence you have dealt to an enemy.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.199

Raeldric, Archaeologist

Supporting Eminent (6) Subtle Guild Human

A famous student of history, Raeldric is an archaeologist who studies the past of Oubliette. He is known for making dozens if not

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hundreds of vital discoveries about the construction, age, and origin of the castle itself. An academic rival to the Transcendence Club, Raeldric often ridicules them for the sheer effort they had to put into arriving in Oubliette. He made his own voyage much later, by himself, centuries after they had vanished from the timeline, and arrived earlier. The Club insists that he somehow profited off of their work and routinely offers bounties to the Guild to find him and insult him. Raeldric has won no small share of laughs by taking many of these bounties himself.

Aspects

- ☞ **ARCHAEOLOGIST IS JUST ANOTHER WORD FOR TREASURE HUNTER**
- ☞ **ONGOING BEEF WITH THE CLUB**
- ☞ **BELOVED BY THE PEOPLE OF THE INTERIOR**
- ☞ **DISLIKED BY DRAGONS**
- ☞ **ALWAYS HAS A PLAN B**
- ☞ **SCRAPPY FOR AN OLDER GENT**

Skills

Exploration +8, Scavenging +7, Lore +7, Brawl +6, Physique +6, Will +6, Resources +5, Athletics +5, Contacts +5, Notice +5, Investigate +4, Stealth +4, Rapport +4, Architecture +4, Medicine +4

Refresh: 1 (14 base, 13 spent)

Stunts

- ☞ **Trap Breaker.** Machines are surprisingly fragile things. You get +2 to defuse, break, or halt mechanical traps.
- ☞ **Bypass Dangers.** Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.
- ☞ **Never Lost.** You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.
- ☞ **Souvenirs From Afar.** You gain +2 to Create an Advantage with Exploration when something from your travels might come in handy.
- ☞ **Be Careful with That.** You get +2 to rolls to identify and handle ancient relics, dangerous objects, or other items of great power.
- ☞ **Culture Survey.** Your experience

with all the different types of places, locales, and structures of Oubliette gives you +2 to Create an Advantage with Exploration.

- ☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.
- ☞ **Cosmologist.** The secrets of the universe are laid bare before you. You gain +2 on Lore rolls dealing with how the universe works.
- ☞ **Ocultanist.** You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.
- ☞ **Heightened Awareness.** You can use Scavenging in place of Notice on Overcome actions.
- ☞ **Scour the World.** If it exists somewhere, you can probably find it. For Overcome actions, you can use Scavenging in place of Investigate to find specific objects.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.200

Rag and Bone

Nameless Lost (3) Social (any race)
In the World of Life, a rag and bone was little more than a scavenger plying the homes of the more wealthy. Here, they are traveling merchants, not unlike mongers with a flair for the dramatic and a tongue that can tempt vampires. They are especially frequent in the affluent border wards of Spearfield, but the closer in towards the Court of Vlad, the better dressed and behaved they appear.

Aspects

- ☞ **DIRECT SALES PAWN SHOP HUSTLER**
- ☞ **ALWAYS LEAVES YOU FEELING USED**

- ☞ **HIGH PRESSURE SALES TACTICS**
- ☞ **FASHIONABLE MOTLEY**
- ☞ **A CARTLOAD OF PROBABLY STOLEN GOODS**

Skills

Business +5, Deceive +4, Empathy +4, Resources +3, Stealth +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Con Artist.** You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.
- ☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.
- ☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.
- ☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1] [2] [3]

\$10.6.4.201

Ragdoll

Nameless Refuse (0) Subtle
Marionette

These little balls of silk and fluff are strange accumulations of garbage that scurry about collecting things. Similar to most of their Caste, they are communal and doll nests can be troves of buttons, trinkets, and even coins or jewels.

Aspects

- ☞ **TRASHWAD MAGPIE**
- ☞ **TREASURE NESTS**
- ☞ **CAN GO PERFECTLY STILL**

Skills

Stealth +2, Scavenging +1

Refresh: 1 (1 base, 0 spent)

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.202

Ragpicker Lord

Tough Rabble (2) Professional (any race)

Ragpicker communities are nebulous, diffuse things, often scattered across a dozen or more city blocks. However, over time, each tends to develop its own locus. This might be an untended basement, an overgrown churchyard, or the urban lair of a departed horror. Or it might be a belfry. A main street. A single wall, crawling with graffiti. Regardless, at each locus one of these patriarchs of rags sits. They are taller, denser than other ragpickers—their eyes more red and recessed—and they administer the unspoken law of their overlooked communities.

Aspects

☞ **PRINCEING OF SHREDS AND SCRAPS**

☞ **ALWAYS KNOW WHERE TO FIND ME**

☞ **I CAN FEEL THE SECRETS OF MY TERRITORY**

☞ **MY COAT IS TOUGHER THAN MERE TATTERS**

Skills

Lore +4, Ghost +3, Physique +3, Will +2, Scavenging +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.203

Ragpicker Urchin

Nameless Dreg (1) Subtle (any race)

Revisionists claim this is the first step on the road to Mongerhood. Seers disagree. Whatever their eventual spiritual destination, these waifs horde even the smallest scraps of

cloth. Most were human once, before they receded into their coats of rags, but others show beady eyes, fur, or pick their way down crumbling alleys on eight mincing, chitinous legs.

Aspects

☞ **COVETOUS MATCHSTICK-CHILD IN A HEAP OF RAGS**

☞ **PREFERS THE DANGEROUS PARTS OF TOWN**

☞ **AGILE SPRINTER**

☞ **SMALL HORDE OF SCRAPS AND FRAGMENTS**

Skills

Scavenging +3, Notice +2, Athletics +2, Ghost +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Vicious Recycler.** You're a specialist in tearing things apart to get at their useful innards. You get +2 to Scavenging to find raw materials so long as you destroy something in the process.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.204

Rat Fink

Tough Rabble (2) Subtle Marauder Goblinkind

Marauders exist at all levels of Interior society. For every prey there is a predator, even if it's closer to a carrion eater than a wolf in sheep's clothing.

Aspects

☞ **CHRONICALLY BACKSTABBING SQUEALER**

☞ **COWARD AT HEART**

☞ **I WAIT FOR MY MOMENT**

☞ **I CAN TELL WHEN REAL PREDATORS ARE AROUND**

Skills

Stealth +4, Savage +3, Deceive +3, Notice +2, Contacts +2, Scavenging +2

Refresh: 0 (3 base, 3 spent)

Stunts

☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.

☞ **Sudden Distraction.** It's surprising how often "Hey, look over there!" actually works for you. You get +2 to

Deceive rolls specifically when you're trying to get a head start on someone, such as at the beginning of a fight, or trying to escape into the crowd.

☞ **Adaptation.** Creatures in Oublette are notoriously adaptable, and you're the most flexible of the lot. Twice per session, you can take a Boost for Stealth, Athletics, Notice, or Scavenge.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.205

Raymelie the Torturer

Supporting Eminent (6) Social Human

Reluctantly the most skilled and most practiced torturer in the entire castle, this young woman is often hired against her will to do her work on others. The Draculeans and Thorns are both known to have used her in the past, and intelligence agents belonging to every faction consider her either their greatest asset or their greatest threat.

Aspects

☞ **RELUCTANT PROFESSIONAL TORTURE ARTIST**

☞ **HIRED AGAINST HER WILL**

☞ **MASTER SURGEON**

☞ **TOO MUCH HEART**

☞ **LOVES THE MUSIC OF THE SUMEILUGRARIAN**

☞ **I ONLY KNOW HOW TO BREAK THINGS**

Skills

Provoke +8, Lore +7, Design +7, Empathy +6, Tinkering +6, Rapport +6, Contacts +5, Medicine +5, Deceive +5, Alchemy +5, Necessities +4, Precision +4, Will +4, Notice +4, Physique +4

Refresh: 0 (14 base, 14 spent)

Stunts

☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

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- ☞ **Torture.** Pain is only a small part of inducing compliance. When you have a captive audience for your ministrations, you gain +2 to Create an Advantage on your victims.
- ☞ **Craft Nightmare.** When you succeed with style on a fear-based Provoke roll, you create an extra Boost of your choice that elaborates on your intended outcome.
- ☞ **Terrorize.** Necrokinetic energy whirls at your beck and call. You gain +2 to Provoke rolls specifically dealing with fear.
- ☞ **Break Down the Mind.** When you have the time to get to know your victim, you can really get to work on them. When you deal mental damage with Provoke and the victim has an open mild, moderate, or severe Consequence slot, you can force the victim to use a Consequence of their choice to absorb some or all of the damage.
- ☞ **Artistic Specialization.** Select a form of visual art, painting or drawing, for example. You get +2 on Overcome or Create Advantage rolls to create pieces in that medium.
- ☞ **Eye for Detail.** When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.
- ☞ **Function Becomes Form.** You get +2 to Create Advantages on a final product you manufacture with your own hands.
- ☞ **Old Master.** You are renowned throughout Oubliette for your works. Twice per session, you can take a **Commissioned Artist** Boost that can be used to assist your finances or fame.
- ☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.
- ☞ **Aqua Resplendens.** (3r) Your mastery of Alchemy is not to be trifled with. Once per session, you can administer a fabulous elixir of life that forcibly reincarnates a dead denizen of Oubliette into their corpse. Any previously taken consequences remain, and they suffer from a **Void Sickness** Situation Aspect with one free Invoke, but they are returned and conscious.
- ☞ **Master of Poisons.** You get +2 to Alchemy when creating, identifying,

treating, or otherwise handling poisons and venom.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.206

Razordoll

Nameless Rabble (2) Martial Marionette

Though less than a foot tall, razordolls are vicious little creatures that dwell with other dolls. They disguise themselves as ragdolls with silks and rags and cloth, but underneath they hide a skeleton of rusty razors.

Aspects

- ☞ **RAZORS IN DISGUISE**
- ☞ **BRITTLE SKELETON**
- ☞ **TETANUS HAZARD**
- ☞ **ALWAYS FOUND NEAR DOLLS**

Skills

Precision +4, Stealth +3, Smithing +3, Exploration +2, Athletics +2

Refresh: 1 (3 base, 2 spent)

Stunts

- ☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.
- ☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.207

Rebella the Puppeteer

Supporting Eminent (6) Social Unaligned Marionette

One of the most approachable informants in Oubliette is called Rebella the Puppeteer. She is a master of dolls and uses them extensively for combat and to collect information. It

is said that even her own body is itself a puppet, though if this is the case it would be one of the most realistic marionettes in the Castle. Rebella's connection to the entities known as The Royal We is currently under investigation, but as Rebella is often the first place that investigators go for information on a subject, it is proceeding quite slowly. Rumors continue to circulate that the dark-clad figures on the lookout for her are Cryptarchy recruiters.

Aspects

- ☞ **MASTER OF PUPPETS**
- ☞ **NO ONE WANTS TO GET TO KNOW ME AS A PERSON**
- ☞ **VAST WEB OF CUSTOMERS**
- ☞ **LISTENING-DOLLS EVERYWHERE**
- ☞ **YOU ONLY FOUND ME BECAUSE I WANTED TO BE FOUND**
- ☞ **THAT WAS A PUPPET TOO**

Skills

Contacts +8, Business +7, Will +7, Lore +6, Tinkering +6, Resources +6, Investigate +5, Precision +5, Stealth +5, Design +5, Deceive +4, Rapport +4, Tailoring +4, Notice +4, Empathy +4

Refresh: 1 (14 base, 13 spent)

Stunts

- ☞ **Rumormonger.** +2 to Create an Advantage when you plant vicious rumors about someone else.
- ☞ **Burn Their Bridges for Them.** Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.
- ☞ **Ear to the Ground.** Whenever someone initiates a Conflict against you in an area where you've built a network of contacts, you can use Contacts instead of Notice to determine turn order, because you got tipped off in time. You also get +2 to Contacts for Initiative in logistical Conflicts.
- ☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.
- ☞ **Speak Not the Name.** You can roll

Contacts to spy on anyone who speaks your name in the presence of your network.

☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

☞ **Uncanny Valley.** You look *almost* like you could be a member of another race. When you select this Stunt, decide which race. You gain +1 on Overcome actions with Provoke, Rapport, and Empathy when dealing with that race.

☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

☞ **Ear of the Influential.** Your money has greased some important palms indeed. You can use Resources in place of Provoke when intimidating others.

☞ **Hedge Funds.** (2r) You gain 1 resource Armor.

☞ **Liquid Assets.** By keeping a significant portion of your business assets liquid and mobile, you can take advantage of them rapidly. You can roll Business in place of Resources for Overcome and Defend Actions.

☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.208

Rebella's Puppets

Nameless Rabble (2) Subtle Marionette

Rebella's puppets can be found in all corners of Oubliette. They are covert and dangerous if affronted, but rarely attack unless Rebella is directly under threat. Each puppet is crafted to resemble the semi-mythical Rebella—or at least to resemble the puppet

that she claims is her body. No two of these puppets are alike, however. They have slight differences in their facial features, hairstyle, and dress, even if they all speak with the same voice.

Aspects

- ☞ **AGENT OF THE PUPPETMASTER**
- ☞ **RECOGNIZED ON SIGHT**
- ☞ **EVERYONE TALKS TO ME**
- ☞ **THOSE WHO HURT ME ARE BANNED FROM REBELLA'S NETWORK**

Skills

Contacts +4, Lore +3, Investigate +3, Notice +2, Will +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Yes, I Know.** You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an **Already Heard** Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.

☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2]
- ☞ Resource: [1]

\$10.6.4.209

Relic Monger

Nameless Forsaken (5) Professional Monger

Ever in search of grander treasures, Relic Mongers seek out items of religious significance. They track down such items only to unceremoniously toss them up on top of their horde-piles to languish forever in teetering obscurity.

Aspects

- ☞ **HOARDER OF RARITIES**
- ☞ **WON'T USE THE ITEMS I COLLECT**
- ☞ **STACK OF MAGICAL GIZMOS PRONE TO ACCIDENTAL DISCHARGE**
- ☞ **KNOWN THROUGHOUT THE CASTLE**
- ☞ **EXCEPTIONALLY SHREWD**
- ☞ **I AM DEFINED BY WHAT I OWN**

Skills

Business +7, Lore +6, Resources



+6, Will +5, Physique +5, Contacts +5, Religion +4, Notice +4

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

☞ **Ear of the Influential.** Your money has greased some important palms indeed. You can use Resources in place of Provoke when intimidating others.

☞ **Stoploss Plan.** You gain 1 mild resource Consequence

☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Resource [2]
- ☞ Mild Resource [2]

\$10.6.4.210

Revisionist Preacher

Nameless Lost (3) Social Revisionist (any race)

Change is love. Change is truth. Change is the only constant in the Castle, and so change is the only faith worth having.

These attractive mutants are not a very frequent sight, for they rarely sermonize. Mostly they prefer to personally approach people whom it seems Revision could benefit, describing their beliefs and the

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benefits of membership in a non-confrontational way. Nevertheless, skeptics abound, claiming that the Revisionists do not *really* believe their own doctrine.

Aspects

- ☞ **COUSELOR FOR ADAPTATION**
- ☞ **DISTRUSTED BY MANY**
- ☞ **KNOWS THE HOUSE'S LOCAL DOCTORS**
- ☞ **A PERSONAL TOUCH**
- ☞ **FOND OF MEDITATION**

Skills

Rapport +5, Savage +4, Religion +4, Will +3, Contacts +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.
- ☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.
- ☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.
- ☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

\$10.6.4.211

Revisionist Scholar

Supporting Fallen (4) Professional Revisionist (any race)

These men, women, and other mutable variations on themes of gender and appearance have devoted themselves to the study of mutation, reincarnation, change, and identity in Oubliette. Their research is often regarded with more value than even that of the Magi; their labs are routinely ransacked for clues on how to construct super-soldiers, how to enable reproduction, and how to manipulate the bodies of one's

enemies. The scholars, who prefer to deal only with preachers or other members of the House of Revision, are disappointed in this misuse of their learning.

Aspects

- ☞ **MUTATION RESEARCHER**
- ☞ **INCOMPLETE KNOWLEDGE**
- ☞ **STUDENT OF CHANGE**
- ☞ **I TEST MY THEORIES ON MYSELF**
- ☞ **PRACTICAL METAPHYSICIST**

Skills

Tinkering +6, Lore +5, Medicine +5, Alchemy +4, Design +4, Religion +4, Rapport +3, Resources +3, Will +3, Physique +3, Arcane +2

Refresh: 3 (10 base, 7 spent)

Stunts

- ☞ **Body Modification.** Mechanical devices aren't the only thing worth modifying. In Oubliette, surgery is as close as some come to evolution. You can use Tinkering to Create Advantages on creatures and beings.
- ☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.
- ☞ **Graft Modification.** There's more you can do with a doctorate than patch wounds. You get +2 with Medicine when you're trying to add new features or modify existing, healthy ones. The larger and more complex the modification, the higher the difficulty rating of the roll.
- ☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.
- ☞ **Gold of the Soul.** (2r) Many ancient philosophers considered Alchemy to be a metaphor for the spirit. Mastering one permits control over the other. You can use Alchemy to make Defense rolls in mental Conflicts.
- ☞ **Adaptive Reasoning.** Twice per session, when you fail a roll with one of the Arts Social, Will, Notice, or Lore, you can take a **Corrective Learning** Boost.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.212

Roberto Cullen San Nicolas

Supporting Forsaken (5)
Professional Transcendence Club Human

First and foremost an anthropologist, Roberto Cullen's role in the Transcendence Club is the survey of the Castle's cultures and the search for unifying elements between them. He theorizes that the more you know about the societies it contains, the more you know about a world. Originally a Spanish gentleman, Roberto left behind a wife and a child when he entered Oubliette. He is not certain if the metaphysics involved have caused them to forget him, or if the World of Life has replaced him with an understudy, but he hopes to return to them some day. In the meantime, the Castle is much too exciting to waste time brooding.

Aspects

- ☞ **DIGNIFIED SPANISH ANTHROPOLOGIST**
- ☞ **MISSES TOBACCO SOMETHING FIERCE**
- ☞ **CAREFULLY CONSIDERED WIZARDRY**
- ☞ **STILL SPRY AT FORTY**
- ☞ **GETS ON WELL WITH THE CLUB**
- ☞ **I WILL RETURN TO MY FAMILY WHEN I AM DONE HERE**

Skills

Lore +7, Arcane +6, Will +6, Empathy +5, Resources +5, Investigate +5, Notice +4, Scavenging +4, Contacts +4, Exploration +4, Stealth +3, Entertain +3, Rapport +3, Religion +3, Athletics +3

Refresh: 0 (12 base, 12 spent)

Stunts

- ☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.
- ☞ **Philosopher.** Well measured thought and considered analysis is the basis for reason. You gain +2 to Lore rolls pertaining to pure logic.
- ☞ **Historian.** Either you've read all

the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury** Boost when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

☞ **Bypass Dangers.** Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.

☞ **Trap Breaker.** Machines are surprisingly fragile things. You get +2 to defuse, break, or halt mechanical traps.

☞ **Culture Survey.** Your experience with all the different types of places, locales, and structures of Oubliette gives you +2 to Create an Advantage with Exploration.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.213

Rogue Incanter

Nameless Forsaken (5) Martial Unaligned (any race)

Rogue incanters are magicians and wizards who learned the darker secrets of whatever academies they attended

before setting off to do as they pleased. Their lack of self-control makes them quite dangerous, though they can often be reasoned and negotiated with. Ethics class is reportedly among the most frequently skipped.

Aspects

☞ **RENEGADE MAGICIAN**

☞ **THERE ARE GAPS IN MY STUDIES**

☞ **FEARED BY MANY**

☞ **BOOMING VOICE**

☞ **DON'T KNOW MY OWN LIMITS**

☞ **I CAN DO WHATEVER I WANT**

Skills

Arcane +7, Will +6, Resources +6, Lore +5, Notice +5, Elemental +5, Alchemy +4, Blood +4

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Terrorizing Spells.** Your magic is inherently horrific or dreadful. Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.

Stress

☞ Physical: [1]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild Mental [2]

☞ Mild Resource [2]

\$10.6.4.214

Roosting Drake

Tough Forsaken (5) Martial Dragon
New dragons appear occasionally in the Castle, drifting in from whatever interstitial space where the forgotten wait between the World of Life and the Castle. Often, these dragons are fully grown, but rarely a child arrives. When this happens, even veteran wyrms stir from their treasure-heap slumber and fight like hissing cats for

the chance to adopt the newcomer. Rearing a fledgeling is one of the few unabashedly selfless acts a dragon will perform, and all of them cherish the experience. When the little wingpup is finally mature enough to go out alone, its parent chases it from the nest, snarling and breathing goutts of fire. The roosting drake flees in terror while its parent returns to the hoard, cherishing the memories of this last, bittersweet interaction.

Aspects

☞ **YOUNG DRAGON KICKED OUT OF THE NEST**

☞ **DESPERATE FOR A NEW DEN**

☞ **YOUNG AND FULL OF FURIOUS VIGOR**

☞ **IMPRESSONABLE MIND**

☞ **SORT OF LIKE A HUGE PUPPY**

☞ **THE CASTLE IS JUST SO BIG AND EXCITING!**

Skills

Savage +7, Elemental +6, Physique +6, Athletics +5, Onslaught +5, Notice +5, Scavenging +4, Provoke +4, Lore +4, Will +4, Exploration +3, Contacts +3

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Fang Brood.** Your natural weapons are many. If someone places a **Disarmed** or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

☞ **Wing Brood.** (2r) You have sprouted a pair of wings of your description that can easily lift you into the air and allow you to soar through the air like a large, and very dangerous, bird. You gain the power of flight.

☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild [2]

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Royal We #34586

Supporting Lost (3) Social Royal We Goblinskind

Something is odd about this tall person. Odder still than the Royal We's usual behavior. It slinks and scowls and issues its commands in a dread hiss. Its cloak is tattered and its visage dented—and had it a mustache, it would likely be twirling it. #34586 orders civic projects that benefit the poor and the Broken, just as any Royal We, but it appears to resent it. Occasionally, it has been spotted in taverns after its appearance, pouring ale on the floor and snarling about its responsibilities.

Aspects

- ☞ **RESENTFUL WE**
- ☞ **I MUST BE DUTIFUL STILL**
- ☞ **BEDRAGGLED, VILLAINOUS LOOK**
- ☞ **CAPABLE ACROBAT**
- ☞ **THERE IS NO SENSE TO ANY OF THIS**

Skills

Rapport +5, Precision +4, Contacts +4, Deceive +3, Stealth +3, Notice +3, Strategy +2, Will +2, Resources +2, Physique +2

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Monarch's Command.** When you use Strategy, Contacts, or Rapport to issue a command, you get +1 to the roll.
- ☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.
- ☞ **Weight of Reputation.** You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.
- ☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.
- ☞ **Fencing.** You gain +2 to Defend with Precision against foes who are armed with weapons.

☞ **Mirage Shimmer.** If you succeed with style on a Precision defense, you can choose to inflict a 2-Shift hit rather than take a Boost.

☞ **Caught My Decoy.** As long as there's something in the scene that you could be confused for, you have a chance of escape. Once per session, when captured or spotted, you can declare that your opponents caught an unsuspecting rube (or even an inanimate object) instead.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.216

Royal We #45

Challenging Fallen (4) Social Royal We Marionette

A younger-looking We, this model is distinctly female. Long, golden hair has been implanted in the back of its head and its movements are almost human. In fact, it seems even to breathe. Despite being as authoritarian as any other We, #45 seems to have a better understanding of the commands it is giving and perhaps their eventual result.

Aspects

- ☞ **ALMOST-HUMAN LADY WE**
- ☞ **FLEES QUICKLY FROM DANGER**
- ☞ **LONG-TERM PLANS**
- ☞ **PIERCING GAZE**
- ☞ **CONSUMATE PUPPETEER**

Skills

Rapport +6, Provoke +5, Precision +5, Athletics +4, Contacts +4, Stealth +4, Investigate +3, Deceive +3, Empathy +3, Resources +3, Will +2, Physique +2, Tailoring +2, Lore +2, Alchemy +2

Refresh: 2 (12 base, 10 spent)

Stunts

- ☞ **Uncanny Valley.** You look *almost* like you could be a member of another race. When you select this Stunt, decide which race. You gain +1

on Overcome actions with Provoke, Rapport, and Empathy when dealing with that race.

☞ **No Strings To Hold Me Down.** You get +2 to Defend actions with Athletics as you move in unnatural ways or collapse bonelessly out of the paths of Attacks.

☞ **Many As One.** When acting under your orders, Mobs^{p144} of NPCs are counted as one size category larger. See Working Together^{p144} for rules on Mobs.

☞ **Monarch's Command.** When you use Strategy, Contacts, or Rapport to issue a command, you get +1 to the roll.

☞ **Fencing.** You gain +2 to Defend with Precision against foes who are armed with weapons.

☞ **Climbing the Beast.** Your tenacity and agility allows you to perch on precipices, ride aerial enemies, and leap between buildings. You can move into any adjacent Zone that contains either an enemy or structure. You can use this Stunt to move into Flight Zones^{p139}, but will fall if at any point there is neither a structure nor enemy for you to cling to.



☞ **Killing Skewer.** Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.217

Royal We #789

Supporting Lost (3) Social Royal We Pnai

Full of enthusiasm, this child-sized We speaks in a high voice and poses heroically as it announces each new civic project. Its costume is old, but in excellent repair, and despite its customary arrogance, it is more widely liked than many of the adult-sized We's.

Aspects

- ☞ **CHILD WE**
- ☞ **SQUEAKY VOICE**
- ☞ **THE CAUSE IS JUST**
- ☞ **WIDELY LIKED**
- ☞ **IF WE JUST STICK TO THE MISSION, WE'RE ALMOST THERE**

Skills

Rapport +5, Precision +4, Contacts +4, Stealth +3, Empathy +3, Strategy

+3, Notice +2, Will +2, Resources +2, Entertain +2

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Monarch's Command.** When you use Strategy, Contacts, or Rapport to issue a command, you get +1 to the roll.

☞ **Many As One.** When acting under your orders, Mobs^{p144} of NPCs are counted as one size category larger. See Working Together^{p144} for rules on Mobs.

☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.

☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

☞ **Fencing.** You gain +2 to Defend with Precision against foes who are armed with weapons.

☞ **Caught My Decoy.** As long as there's something in the scene that you could be confused for, you have a chance of escape. Once per session, when captured or spotted, you can declare that your opponents caught an unsuspecting rube (or even an inanimate object) instead.

☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.

☞ **We are the Righteous.** People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.218

Ruryr

Main Eldritch (7) Subtle Cryptarch Koom

It is unclear whether this slithery,

agile koom girl is actually an agent of the Cryptarchy or merely some sort of barely-directed rogue. What is clear is that Ruryr is bad news. Where she goes, chaos follows. Her playful interference has brought down keeps, started riots, foiled gambits, and ended reigns, but she barely even seems to notice.

Aspects

- ☞ **WHIRLWIND OF MISCHIEVOUS CALAMITY**
- ☞ **EASILY TEMPTED BY MISCHIEF, FOOD, AND BAUBLES**
- ☞ **TO SEE ME IS TO SEE AN OMEN**
- ☞ **WOULD BE EASIER TO CATCH AN EEL**
- ☞ **DRIVEN BY WHIM**
- ☞ **UNAWARE OF THE SERIOUSNESS OF MOST SITUATIONS**
- ☞ **I MISS MY PARENTS IN THE WORLD OF GLOOM**

Skills

Notice +9, Stealth +8, Scavenging +8, Ghost +7, Athletics +7, Investigate +7, Empathy +6, Deceive +6, Provoke +6, Rapport +6, Lore +5, Alchemy +5, Exploration +4, Entertain +4, Religion +4, Architecture +4, Medicine +4, Necessities +4

Refresh: 2 (20 base, 18 spent)

Stunts

☞ **Nightsight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.

☞ **Just Like Home.** You get +2 when using Stealth to Overcome or create an Advantage in near total darkness.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

☞ **Walker in Shade.** (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of

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Athletics for Overcome and Defend actions.

☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

☞ **Spot Tell.** You can use Notice in place of Empathy to learn social and emotional Aspects of a target through observation.

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Saw it Coming.** Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw** Boost.

☞ **A Bit Skittish.** You get +2 to Defense rolls in the first Exchange of any type of Conflict against opponents who go before you.

☞ **Coincidence.** It just so happens that something you need is close at hand. Twice per session, you can create a Boost representing something you **Just Happen to Have On Hand** that might serve in in this case.

☞ **Diligence.** Luck is a factor, but being thorough can be just as important. You get +2 to Scavenging in areas you've recently searched.

☞ **Mental Map.** You've spent a grotesque amount of time just looking around, and have developed a sort of catalogue of places in your head. You are never lost in a place, so long as you were conscious when you arrived.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.219

Saint

Tough Fallen (4) Social (any race)

Some saints were lost before their tales could be recorded by the Church.

Aspects

☞ **FORGOTTEN SAINT**

☞ **HAS GOD ABANDONED ME?**

☞ **OR IS THIS WHERE I AM**

SUPPOSED TO BE?

☞ **COVETED BY MANY FACTIONS**

☞ **STILL SUFFUSED WITH HOLY**

POWER

Skills

Religion +6, Rapport +5, Will +5, Physique +4, Athletics +4, Contacts +4, Notice +3, Exploration +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Dissonant Serenity.** Unperturbed by the chaos around you, you appear utterly calm in stressful situations.

You can use Will in place of Provoke for purposes of intimidation when someone has seen you in such a state.

☞ **Fury of a Patient Man.** Whenever someone resists or ignores your attempts to bring a peaceful end to a situation, you gain a **Scorned** Boost. If it occurs again, add another free Invoke to the Boost.

☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.

☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild [2]

\$10.6.4.220

Sal-Amon

Supporting Lost (3) Subtle Beast

The Piscene god of oceans and rivers, Sal-Amon is a quintessential fallen god. Once revered by nearly every sea-faring and coastal tribe in the world, Sal-Amon has long since given up on being respected in Oubliette. Like everyone else, he struggles to make ends meet, using his powers for work that he would have considered heresy in another age.

Aspects

☞ **FALLEN GOD OF THE OCEAN'S BOUNTY**

☞ **MY POWER HAS MOSTLY ABATED**

☞ **EXCHANGES CAUGHT FISH FOR**

WORSHIP

☞ **SLEEK, POWERFUL BODY**

☞ **DREAMS ONE DAY OF SWIMMING**

UP THE CATARACTS VITAE

Skills

Athletics +5, Business +4, Physique +4, Brawl +3, Empathy +3, Lore +3, Exploration +2, Scavenging +2, Notice +2, Contacts +2

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Hide and Seek.** You are skilled at moving rapidly across open ground and ducking behind cover just in time. You get +2 to Athletics to Defend against Attacks originating from 1 Zone away or more.

☞ **Bypass Dangers.** Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.

☞ **Never Lost.** You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.

☞ **Culture Survey.** Your experience with all the different types of places, locales, and structures of Oubliette gives you +2 to Create an Advantage with Exploration.

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs,

holds, joint-locks, and pins. Whenever you create a **Grappled Advantage** on someone, you get +2 to against Overcome rolls to escape.

☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{pl44} or Mob rules against you in physical Conflicts.

☞ **Scale Brood.** (2r) You have grown thick, hard scales that protect you from harm. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.221

Sarras

Supporting Fallen (4) Social Unaligned Human

An incarnation somehow linked to the holy grail, this young woman has the manner and bearing of a peasant. She appears periodically throughout Oubliette, offering drinks of water from a plain wooden cup. Engraved at its bottom is an intricately detailed map that seems to show an entire Castle, right down to street level. Closer inspection suggests that that Castle is not Oubliette.

Aspects

☞ **WANDERING GRAIL MAIDEN**

☞ **I HAVE LITTLE CONTROL OVER WHERE I APPEAR**

☞ **DOWN TO EARTH**

☞ **DEEP KNOWLEDGE OF MANY RELIGIONS**

☞ **THE THORNS TRY**

☞ **UNSUCCESSFULLY TO SEE ME AS AN ENEMY**

Skills

Religion +6, Will +5, Rapport +5, Empathy +4, Blood +4, Ghost +4, Notice +3, Athletics +3, Contacts +3, Stealth +3, Exploration +2, Alchemy +2, Lore +2, Medicine +2, Necessities +2

Refresh: 1 (10 base, 9 spent)

Stunts

☞ **The Only Normal People Here.**

You get +2 when using Rapport to Overcome the distrust or reservations

of other Humans.

☞ **High Sacrament.** Your anointments are as precious as ancient relics. You get +2 to Religion rolls to create Advantages on members of your faith.

☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **Public Sentiment.** Your reputation is hard to besmirch. You get +2 to all Defense rolls with Rapport.

☞ **Peacemaker.** Your benevolence and the trust others put in you allows you to make deals that normally would not have been possible. You get +2 on all rolls related to negotiation.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.222

Sebaal Cadramane

Supporting Forsaken (5) Martial Draculean Vampire

A quiet, scholarly vampire who spends most of his time among the library stacks, Sebaal is a reluctant servant of the Draculean court. He dislikes Vlad's cruelties, although he has never said anything about it, and is only a Draculean because he believes that the empire is necessary for ensuring a decent quality of living across the Castle. Sebaal's sympathies run towards the New World and the Purehearts but, although representatives from both have approached him, he has always refused their requests.

Aspects

☞ **BOOKISH COURT ARCHMAGE**

☞ **POORLY REGARDED IN SOCIETY**

☞ **MASTER OF UNUSUAL MAGICS**

☞ **PREFERS BOOKS OVER PEOPLE**

☞ **WE CAN IMPROVE THIS WORLD IF WE CHOOSE**

☞ **ATTRACTIVE WITHOUT THE GLASSES**

Skills

Arcane +7, Blood +6, Elemental +6, Lore +5, Alchemy +5, Resources +5, Contacts +4, Investigate +4, Religion +4, Empathy +4, Rapport +3, Design +3, Necessities +3, Will +3, Physique +3

Refresh: 0 (12 base, 12 spent)

Stunts

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique,

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Stealth, Provoke, or Deceive once per scene.

☞ **Fellblood.** (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

☞ **Well Read.** You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

☞ **Wordhoard.** You have a stupendous lexicon with which to assail your auditors. You get +2 to Create Advantages in social Conflicts with Lore.

☞ **Historian.** Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

☞ **Cosmologist.** The secrets of the universe are laid bare before you. You gain +2 on Lore rolls dealing with how the universe works.

☞ **VIP.** At the start of the second round of combat in any cell with a Draculean presence, soldiers from the local garrison rush to your aid. Gain the **Reinforcements** Situational Aspect with one free Invoke.

☞ **Combat Illusionist.** The fireball is a distraction. The wall is a blade of force. You get +2 to Create Advantages using Arcane illusions.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.223

Shade Kitten

Tough Refuse (0) Martial Shade Koom

A fluff of darkness with twitching ears and a sleek tail, shade kittens can be found in dark corners the way you find edipedes under rocks. They stalk other small creatures and are often kept as pets.

Aspects

- ☞ **FLUFFBALL OF SILENCE**
- ☞ **CURIOSITY AND SO FORTH**
- ☞ **HUNTER'S INSTINCTS**

Skills

Savage +2, Stealth +1

Refresh: 0 (1 base, 1 spent)

Stunts

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.224

Shade Slave

Nameless Forsaken (5) Martial Undead

These powerfully built humanoids are sleek black and predatory. Shade slaves are beings usually encountered in Slair and the Henge and represent the lowest creatures that dwell there. Others can be found haunting Celeste and Deathborne. They are rumored to be men and women who sold their souls to the darkness in exchange for power.

Aspects

- ☞ **SENTIENT SHADOW**
- ☞ **MY OATHS BIND ME**
- ☞ **SMOKE IS EASIER TO HIT**
- ☞ **SILENT FEET**
- ☞ **UNSETTLING STARE**
- ☞ **LACERATING TOUCH**

Skills

Brawl +7, Ghost +6, Will +6, Physique +5, Notice +5, Athletics +5, Arcane +4, Necessities +4

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Hordebreaker.** You're the sort of person who's right at home in a bar-room battle. You get +2 to Brawl Attacks when your Zone holds more than one enemy, usually by using them as weapons against each other.

☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill

rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.

☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul** Advantage on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Mental [2]

\$10.6.4.225

Shadetail

Nameless Lost (3) Subtle Koom

Displaced koom who would rather forget their heritage in the confusion of this new world, Shadetails are named by the humans, preens, hulks, and others that they mingle with—many of which have never seen a koom. They are scattered across Oubliette, rarely staying in the same area as others of their kind, and often take contract work to support their itinerant lifestyle. Typically, this contract work consists of theft, espionage, and murder.

Aspects

- ☞ **WANDERING, SOLITARY KOOM**
- ☞ **UNCOMFORTABLE AROUND MY KIND**
- ☞ **MOVES LIKE A WHISPER**
- ☞ **PREHENSILE TAIL**
- ☞ **I WANT TO FORGET THE WORLD OF GLOOM**

Skills

Stealth +5, Ghost +4, Athletics +4, Contacts +3, Will +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Tendrils of Night.** Writhing darkness enshrouds you, stretching out for your enemies. You get +1 to your range with Ghost Attacks.

☞ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul Advantage** on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion Boost**.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

\$10.6.4.226

Shop Goblin

Nameless Refuse (0) Social
Goblinkind

Irritating little runts, shop goblins are known for being both a boon and a bane to stores as they rearrange and categorize any stock they don't steal.

Aspects

- ☞ **ITINERANT SHELVING ASSISTANT**
- ☞ **I'M ONLY TRYING TO HELP**
- ☞ **SCRAM ARTIST**

Skills

Business +2, Athletics +1
Refresh: 1 (1 base, 0 spent)

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.227

Shoric Bastille

Supporting Rabble (2) Martial
Draculean Vampire

A rank and file soldier in Vlad's legions, Shoric was once someone

to be feared. In the World of Life, he was a campaigner without equal. He fought for the French East Africa Expeditionary Corps, and then seamlessly became a captain in the standing army of the Royal Republic of Versailles when his previous army was redacted from existence. As such, Shoric is one of the few people to have served Vlad both in the World of Life and in the Castle—although he does not know it. Since falling below, Shoric has been reminded repeatedly of his own insignificance in a world of gods and monsters, and has dwindled in Caste, but he is still the same stalwart, dutiful vampire that he was in life.

Aspects

- ☞ **VAMPIRE FOOT SOLDIER WITH A STORY**
- ☞ **USUALLY STARVED OF BLOOD**
- ☞ **VETERAN OF A HUNDRED CAMPAIGNS**
- ☞ **IN SERVICE, I FIND MY MEANING**

Skills

Blood +4, Melee +3, Athletics +3, Physique +2, Contacts +2, Will +2, Rapport +1, Empathy +1, Notice +1, Exploration +1

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus Advantage** on as a free action.
- ☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.
- ☞ **Combination Attack.** (2r) Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.
- ☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood Boost** every time you deal 2 or more Damage.
- ☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.228

Siege Isopod

Tough Fallen (4) Subtle Beast
These gargantuan pill bugs are found rummaging through the detritus that falls into the depths of Grandhall. They are known to be immensely strong and durable, and are sometimes ridden into battle as mounts.

Aspects

- ☞ **WANDERING BUG-TITAN**
- ☞ **PERCEPTIVE BUT NOT INTELLIGENT**
- ☞ **DURABLE PLATING**
- ☞ **EATS NEARLY ANYTHING**
- ☞ **DISTANT MEMORIES OF A WINDY VALLEY**

Skills

Physique +6, Scavenging +5, Notice +5, Exploration +4, Athletics +4, Savage +4, Will +3, Investigate +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ☞ **Protective Scales and Fluting.** (2r) Your body has significant portions that are covered in scales, and your horns are stout and strong. You gain 1 physical Armor.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

Armor: 2 Physical

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Physical [2]
- ☞ Mild [2]

\$10.6.4.229

Sir Wilhelm Drake, Order of the Wyrn

Supporting Lost (3) Martial Human
A name synonymous with the struggles of the people of the Interior, Wilhelm's name has cycled through the lexicon of Oubliette many times, often with tales of gallantry,

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foolhardiness, and occasionally abject failure. In person, Wilhelm is a very unassuming man. At five-foot-ten, this thin man looks like a turtle in his massive, impressive Order of the Wyrms armor. Or, he did before his armor was crushed along with the rest of him.

Aspects

- ☞ **SLAYER OF THE ORDER OF THE DRAKE**
- ☞ **MOST UNLUCKY DRAGONSLAYER EVER**
- ☞ **MOTLEY BUT USEFUL MAGICAL EQUIPMENT**
- ☞ **STRUGGLING WITH DUTY VS PRAGMATISM**
- ☞ **CHALLENGE ACCEPTED**

Skills

Melee +5, Ranged +4, Physique +4, Provoke +3, Will +3, Athletics +3, Strategy +2, Lore +2, Religion +2, Entertain +2

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.
- ☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.
- ☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.
- ☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.
- ☞ **The Only Normal People Here.** You get +2 when using Rapport to Overcome the distrust or reservations of other Humans.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Not Here For Your Games.** You get +4 on Attacks with Provoke against targets that are a higher Caste than you. You rarely understand how bad of an idea this is.

Armor: 1 Physical
Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.230

Skyspider

Main Divine (9) Martial Beast
Much like the Lyftwyrms^{p306}, the Skyspider lives mostly in the air above Oubliette. It has legs miles high that hold it well above the Interior—even above the Bounding Walls. Although it moves little more than once a century, legends tell of a day when it will sprint out of the Castle like its hair is on fire, careening into the mists beyond, never to be seen again. The powers of Oubliette have been praying for that day for a very, very long while, but it may well be wishful thinking.

Aspects

- ☞ **DISTRICT SPIDER**
- ☞ **EVERYONE WANTS ME GONE**
- ☞ **ALIEN MOTIVATIONS**
- ☞ **KIND OF A BIG DEAL**
- ☞ **EVERYONE ELSE IS AS ANTS TO ME**
- ☞ **KEEN PERCEPTION**
- ☞ **BUS-SIZED FANGS**
- ☞ **A ROMANCE WITH THE ATTRACTIVE GENTLEMAN IN THE CISTERN**

Skills

Savage +11, Physique +10, Contacts +10, Notice +9, Will +9, Scavenging +9, Athletics +8, Ranged +8, Investigate +8, Exploration +8, Lore +7, Onslaught +7
Refresh: 0 (24 base, 24 spent)

Stunts

- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Enormous Form.** (3r) The range of your Attacks in physical Conflicts increases 2 Zones. If a Skill's Attack gives no range, it is assumed to be zero (it can only be used to Attack opponents in the same Zone), and increases to 2 Zones.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

Armor: 2 Physical, 2 Mental
Stress

- ☞ Physical: [1] [2] [3] [4] [5] [6] [7]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate Physical [4]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.231

Slag

Challenging Ancient (8) Martial Dragon

Brother to Dross^{p265}, Slag is a terrible dragon covered in glass spines, stone shards, and cement scales. Of the great dragons, Slag is the second most aggressive and the Draculeans have lately taken to installing warning sirens on their territorial borders to announce his approach. Despite these signs, Slag is not a mindless beast

that values nothing, he simply revels in his own power in such a way that collateral damage is ever-present. He enjoys challenges and throws himself wholeheartedly at anything or anyone that chooses to oppose him.

Aspects

- ☞ **GREAT DRAGON OF FIRE, STONE, AND GLASS**
- ☞ **THE OTHER GREAT DRAGONS KEEP ME IN MY PLACE**
- ☞ **THE WARNING SIRENS WAIL**
- ☞ **ENTHUSIASTICALLY VIOLENT**
- ☞ **ALWAYS CONSTRUCTING A NEW MEGA-DEN**
- ☞ **INTIMIDATES THE DRACULEANS**
- ☞ **MOLTEN SWEAT**

Skills

Physique +10, Savage +9, Elemental +9, Athletics +8, Onslaught +8, Resources +8, Exploration +7, Scavenging +7, Lore +7, Notice +7, Will +6, Architecture +6, Smithing +6, Design +6, Necessities +6, Tinkering +5, Business +5, Provoke +5, Strategy +5

Refresh: 1 (20 base, 19 spent)

Stunts

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Monstrosity.** (3r) Your body is horrifically durable. Temporary physical Aspects, such as Consequences and Advantages placed on you, cannot be Invoked against you.

☞ **Final Form.** (2r) Once per session, you can transform into a substantially more dangerous and terrifying creature. You roll Savage to Overcome the pain of your shifting body against +4. For each Shift of success, you replace an Aspect with a new one with a free Invoke. At the end of the scene, you revert to your original form, with all your old Aspects as they were.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the

damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Execution.** Once per scene, you can declare an execution at the beginning of your turn as a free action. Your next Attack gains a +4 Weapon Rating.

☞ **Hatred.** If you succeed with style to Create an Advantage, you gain a **Hatred** Boost as well.

☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.

☞ **Tidal Wave.** (2r) Once per scene, you can flood the area, Attacking all foes in a Zone your Elemental can reach. Any foe that is dealt damage is moved into another Zone.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Physical [4]
- ☞ Moderate [4]
- ☞ Serious [6]

§10.6.4.232

Solar Love

Challenging Eldritch (7) Social Ordo Sancti Angel

At least she's not a Thorn...

One of a very few holy creatures in castle Oubliette, Solar Love is a pale angel with giant white wings

who spends every moment of her precious time doing what she can to stave off unhappiness and fear in this god-forsaken place. Unfortunately for everyone else, she has aligned herself with the Ordo Sancti, and her good deeds are wonderful recruitment for their army of zealots.

Aspects

- ☞ **CRUSADING ANGEL**
- ☞ **THE SANCTI FOLLOW CLOSE BEHIND**
- ☞ **KIND WORDS, MERCIFUL DEEDS**
- ☞ **SOME WOULD RATHER I DIDN'T INTERFERE**
- ☞ **A PEACEFUL HEART AND A TOWERING TEMPER**
- ☞ **WINGS OF LIGHT**
- ☞ **BELOVED BY THE MEEK**

Skills

Melee +9, Rapport +8, Provoke +8, Religion +7, Will +7, Empathy +7, Physique +6, Athletics +6, Notice +6, Contacts +6, Stealth +5, Exploration +5, Resources +5, Business +5, Deceive +5, Entertain +4, Medicine +4, Necessities +4, Lore +4, Alchemy +4, Strategy +4

Refresh: 1 (18 base, 17 spent)

Stunts

☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Combination Attack.** (2r) Whenever you apply a bonus to a Melee Attack from an Aspect or Boost, it is Invoked for +4 instead of +2.

☞ **Moonwings.** (2r) You soar through the night on lethally-sharp transparent wings and gain the power of flight.

☞ **Cutting the Air.** You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

☞ **Good Graces.** If you're in an area or situation where you're popular and well-liked, you can use Rapport in place of Contacts.

☞ **The Beloved.** You get +2 Rapport

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with people you already have a positive connection with.

☞ **Purity of Purpose.** You get +1 on all Attacks as long as you've established your moral authority beforehand.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Draw the Ire.** You gain +1 to Overcome actions with Provoke. In addition, you can make an Overcome action with Provoke to force an opponent to move one Zone towards you.

☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

Armor: 1 Mental

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.233

Spongemeat

Nameless Refuse (0) Subtle
Spongemeat is a disgusting but essential substance that absorbs the degrading organic material of the Castle. It grows in garbage and filth, but actually purifies it and provides other low-caste creatures with a source of food.

Aspects

☞ **MUSCLE PLANT**

☞ **DEFENSELESS**

☞ **LITHOPHYTE**

Skills

Physique +2, Scavenging +1

Refresh: 1 (1 base, 0 spent)

Stress

☞ Physical: [1] [2]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.234

Sporebunny

Nameless Dreg (1) Subtle Beast
This cute, cuddly little monster is a lethal killer. Sporebunnies entice victims close and puff out clouds of spores. Inhaling these spores causes baby sporebunnies to eventually eat the victim inside-out.

Aspects

☞ **ADORABLE FUNGUS**

☞ **FRAGILE BODY**

☞ **ENTICING AROMA**

☞ **LETHAL SPORES**

Skills

Alchemy +3, Deceive +2, Athletics +2, Scavenging +1

Refresh: 0 (2 base, 2 spent)

Stunts

☞ **Poison Reserves.** (2r) When you Attack a target and deal physical damage to them, you may choose to deal one less damage to give your victim the Situational Aspect **Poisoned!** While **Poisoned!**, each time the victim performs an action aside from attempting to Overcome the poison, they suffer a point of physical damage unmodified by their Armor. The difficulty to Overcome being **Poisoned!** is equal to the poisoner's Alchemy Skill. Victims may not be **Poisoned!** a second time in the same scene and the Aspect goes away at the end of the scene.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.235

Springrat

Nameless Refuse (0) Subtle Beast
Like other rats in the Castle, Springrats are only dangerous in large

groups. They use powerful leg muscles to fling themselves at potential threats en masse, frightening them away. Springrat leg meat is considered a good meal for most.

Aspects

☞ **GRASSHOPPER RAT**

☞ **STARTLED INTO FLIGHT**

☞ **BRAVE IN PACKS**

Skills

Athletics +2, Physique +1

Refresh: 1 (1 base, 0 spent)

Stress

☞ Physical: [1] [2]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.236

Stigandr

Supporting Rabble (2) Subtle Feeders Human

This wiry, smug-looking man is a procurer for the Feeders, specializing both in "wild caught" and "locally sourced" nutrition. Wearing dark clothes and a climbing harness, he rappels down into private gardens or deep chasms to fill his haversack with rare mushrooms, domesticated fowl, and precious seeds. Although the Feeders pay him well for his work, he distributes most of his take to the needy, or else spends it at the tavern. The Draculeans have declared him a *persona non grata* in Spearfield and have a particular stake set aside in his name, but they have not caught up to him yet. Rumors circulate that he stole something from them, a fruit the size of a closed fist that rumbles and pulses with blood, although the Draculeans insist that no such fruit exists and that no magical holding facilities for laboratory-grown bloodwrought flora have been recently breached. Or even existed in the first place, for that matter.

Aspects

☞ **PATHFINDER FOR THE FEEDERS**

☞ **WANTED BY THE DRACULEANS**

☞ **LIKEABLE BASTARD**

☞ **I KEEP MY PROMISES**

Skills

Athletics +4, Stealth +3, Deceive +3, Notice +2, Physique +2, Scavenging +2, Ranged +1, Melee +1, Will +1, Resources +1

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Acrobatic Agility.** You can fight from precarious positions just as easily as anywhere else. Situational Aspects of this type cannot be used against you.
- ☞ **Mental Map.** You've spent a grotesque amount of time just looking around, and have developed a sort of catalogue of places in your head. You are never lost in a place, so long as you were conscious when you arrived.
- ☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.
- ☞ **Scour the World.** If it exists somewhere, you can probably find it. For Overcome actions, you can use Scavenging in place of Investigate to find specific objects.
- ☞ **Sweep Search.** You are highly effective at finding hidden things. You get +2 to search rooms and areas for objects or people of interest.
- ☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.237

Stone Monger

Tough Fallen (4) Martial Monger
Stone Mongers haul massive piles of rubble and rock around on their backs. They move very slowly in order to maintain balance, but their burdens have given them incredible strength.

Aspects

- ☞ **ROCK-COLLECTING MONGER**
- ☞ **UNSTEADY LOAD**
- ☞ **MUSCLES LIKE COBBLESTONES**
- ☞ **PERFECT SENSE OF BALANCE**
- ☞ **NOTHING WORTH DOING IS WORTH DOING FAST**

Skills

Physique +6, Onslaught +5, Will +5, Resources +4, Scavenging +4, Exploration +4, Athletics +3, Notice +3

Refresh: 1 (5 base, 4 spent)

Stunts

- ☞ **Teetering Stack of Goods.** You've got a lopsided tower of worldly wealth strapped to your back. You gain 1 mild resource Consequence.
- ☞ **Musclebound.** (2r) You get +1 to rolls dealing with your physical strength, including appropriate Attacks from the Arts Martial.
- ☞ **Endure Punishment.** Your body is

already used to punishment. You get +2 to Defend Actions with Physique.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1] [2] [3]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]

\$10.6.4.238

Stormrat

Tough Refuse (0) Martial Beast
Always in numbers and always followed by a collective storm, these rats pose little threat alone.

Aspects

- ☞ **HARBINGER OF THUNDER**
- ☞ **STILL JUST A RAT**
- ☞ **FAVORS OPEN GROUND**

Skills

Athletics +2, Elemental +1

Refresh: 0 (1 base, 1 spent)

Stunts

- ☞ **Bad Weather.** The weather is always bad around you, even inside. Twice per session, you can call on a **Bad Weather Boost** to interfere with those close to you.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.239

Sumeilugarion

Supporting Lost (3) Martial Coquille Roi Artifact

Combining the functions of a huge pipe organ, harpsichord, and drum set into a bizarre and complicated whole, the Sumeilugarion is considered by most to be merely a machine. A scant handful of performing artists have mastered it, including the much beloved Fleuirel, and all of them refer to the instrument as a he. This has led to a subcurrent of rumors that perhaps the Sumeilugarion is alive: that perhaps it merely allows itself to be played while it waits for some unguessable change in the Castle to come. The House of Revision



occasionally takes an interest in these stories and has to be shooed away from the ancient, irreplaceable instrument.

Aspects

- ☞ **ANCIENT INSTRUMENT**
- ☞ **SHOWS NO SIGNS OF SENTIENCE**
- ☞ **NO ONE REMEMBERS ITS FULL HISTORY**
- ☞ **COMPLEX AND DIFFICULT TO PLAY**
- ☞ **ONE DAY I SHALL WAKE**

Skills

Physique +5, Entertain +4, Arcane +4, Will +3, Religion +3, Lore +3, Notice +2, Smithing +2, Design +2, Tinkering +2

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.
- ☞ **Chains of Ennui.** You may take a +1 on Attack actions that deal mental damage. If you use this bonus on two consecutive rounds, you immediately suffer a point of mental damage unmodified by Armor. This poorly understood technique is widely feared outside of the ranks of the Seers.
- ☞ **Thrill of the Overture.** (2r) The first notes of a song, the first words of a play, the merest hint of one of your fascinating performances is enough to send a shiver down the spine. Twice per session, you can grant a **Thrilled** Boost to everyone in the scene who has already experienced your entertainments.
- ☞ **Fame.** They've probably heard of you. You get +2 on your first social roll with someone.

Armor: 1 Physical
Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]

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Sunless Agent-Assassin

Challenging Forsaken (5) Social
Sunless Koom

It is a terrible thing to lose a world, but worse yet to lose your religion. These sacred killers carry the truth of the Sunless Church in their hearts still, despite the other surviving koom's efforts at extinguishing it. While not priestesses, they pave the way for the return of the church's gospel by killing its most vociferous opposition. It is rumored that they have developed a way of consigning bodies to the Void.

Aspects

- ☞ **HOLY MURDERER**
- ☞ **HUNTED BY THE KOOM**
- ☞ **THE SAFETY OF THE CLERGY IS PARAMOUNT**
- ☞ **ABSOLUTE CONVICTION**
- ☞ **TERRIBLE WAR MEMORIES**
- ☞ **THE SUNLESS CHURCH WILL SAVE THIS FALLEN PLACE**

Skills

Ghost +7, Deceive +6, Will +6, Stealth +5, Investigate +5, Empathy +5, Physique +4, Notice +4, Contacts +4, Religion +4, Athletics +3

Refresh: 2 (14 base, 12 spent)

Stunts

- ☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.
- ☞ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul** Advantage on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.
- ☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.
- ☞ **Nightsight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action,

and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.

☞ **Sunless Chosen One.** (2r) Ten thousand years of power flows in your veins. You get +4 to Religion when creating Advantages on yourself for magical power.

☞ **Indoctrination.** (2r) Once per scene, when you would take mental damage, you can gain the **Painwall** Boost. When you next take mental damage while you have **Painwall**, you lose **Painwall** and instead take no mental damage.

☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.

☞ **Backup Lie.** Twice per session, when caught somewhere you're not supposed to be or doing something you're not supposed to be doing, you get a Boost to **Lie Your Way Out of It**.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.241

Sunless Highstar Lord Pthoch

Main Ancient (8) Social Sunless
Koom

Once an aspirant Great Apostle of the Sunless Church, Pthoch was a promising bureaucrat with ample wealth and an impeccable pedigree of ceremonial experience. He fought hard for his position, and was one of the most esteemed candidates for Apostle of Shor-Ghai-Aqel. He probably would have won the election to that grand title if only the Sunless War hadn't erupted in the middle of his campaign.

Upon arriving in Oubliette, Pthoch

found faith beyond the walls of bureaucracy and threw himself into the work of the Sunless Extremist sect, still hoping to one day earn the title of Great Apostle of the Sunless Church of Oubliette.

Aspects

- ☞ **REMAINING SUNLESS PATRIARCH**
- ☞ **MUST REMAIN OBEDIENT TO THE DECREE OF THE OMNIBISHOPS**
- ☞ **MASTERFUL POLITICIAN**
- ☞ **I STILL HAVE ALL THE TECHNOLOGIES OF THE WORLD OF GLOOM**
- ☞ **UNMATCHED IN CLOSE COMBAT**
- ☞ **FAITH IN MYSELF**
- ☞ **THE KOOM STILL RESPECT ME**

Skills

Deceive +10, Precision +9, Resources +9, Strategy +8, Religion +8, Contacts +8, Rapport +7, Notice +7, Will +7, Ghost +7, Provoke +6, Lore +6, Arcane +6, Empathy +6, Stealth +6, Athletics +5, Physique +5, Investigate +5, Tinkering +5, Entertain +5, Architecture +5

Refresh: 1 (22 base, 21 spent)

Stunts

- ☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.
- ☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.
- ☞ **Orator.** Poets and playwrights would give anything to hear you speak their lines. You get +2 to Rapport rolls before an audience. The group must be larger than a handful of people.
- ☞ **Calm Heart.** You can use Precision to oppose fear and intimidation effects, including the creation of Advantages.
- ☞ **Shield of Faith.** Despite the common belief that Oubliette is forsaken by God, your belief has never been stronger. You can roll Religion in place of Will on Defend Actions in Conflicts.
- ☞ **Crusader.** (2r) Your word carries the weight of religious fervor. Make an Overcome Action against a target, or a representative of a group. As this is a social Attack, target opposes this with Religion, Rapport, or Contacts. If you succeed, you place a **Heathen Situation Aspect** on that character, and



members of your faith get one free Invoke on it per person.

- ☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.
- ☞ **The Roving Horde Never Stops.** (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.
- ☞ **Sunless Chosen One.** (2r) Ten thousand years of power flows in your veins. You get +4 to Religion when creating Advantages on yourself for magical power.
- ☞ **Stars Sway the Mind.** (3r) The Sunless have a spectacular talent for inducing shame in others. You get +1 on all Attack actions in social Conflicts.
- ☞ **Eclipse Magic.** (2r) Your power, by its very nature, consumes the power of others. You gain +2 on Overcome rolls with Arcane, Ghost, and Elemental.
- ☞ **Nebula of Superintelligence.** (3r)

You get +4 to Create Advantages with Contacts and Religion.

Stress

- ☞ Physical: [1] [2] [3] [4] [5]
- ☞ Mental: [1] [2] [3] [4] [5]
- ☞ Resource: [1] [2] [3] [4] [5]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

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Sunless Omnibishop

Challenging Eminent (6) Social Sunless Koom

Despite the implications in the term “Omnibishop”, this religious leader from the World of Gloom is not the sole leader of the Sunless faith. Knowledge of the divine mingles equally in the thoughts of all Omnibishops, and—when they disagree—it is how they come to understand the will of divinity. Koom history is littered with small wars when those disagreements turned violent, but none of these are considered mistakes by the Sunless.

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All combatants were acting on behalf of the faith, giving of their lives to help resolve a particularly challenging question over doctrine. Nearly all of the Omnibishops perished in the cataclysmic destruction of the World of Gloom, but at least one may have made their way into Oubliette. Despite being feared and hated by the other koom, it is possible that the Crusaders might have sheltered them. Or the Thorns. Neither faction has disavowed the possibility, and koom and pnai alike dread the possibility of another War of the Sunless.

Aspects

- ☞ **UNCONTESTED VOICE OF THE SUNLESS CHURCH**
- ☞ **NEARLY UNIVERSALLY HATED BY THE KOOM**
- ☞ **WE DID NOT DESTROY THE HOMELANDS, HERESY DID**
- ☞ **OURS IS A COMPLEX HIVE MIND OF ARGUMENTATION**
- ☞ **I AM OBEYED BECAUSE I AM THE TRUTH**
- ☞ **WHAT BETTER PLACE TO BE, THAN LOCKED IN A BOX WITH THE SINNERS WHO RUINED MY WORLD?**

Skills

Religion +8, Alchemy +7, Provoke +7, Arcane +6, Physique +6, Resources +6, Contacts +5, Medicine +5, Will +5, Lore +5, Notice +4, Business +4, Athletics +4, Investigate +4, Empathy +4

Refresh: 2 (16 base, 14 spent)

Stunts

- ☞ **Sunless Chosen One.** (2r) Ten thousand years of power flows in your veins. You get +4 to Religion when creating Advantages on yourself for magical power.
- ☞ **Nightsight.** Your eyes are capable of sight in even the deepest darkness. You can choose to enter a state of **Darkness Adaptation**, a Situation Aspect. You can do this as a free action, and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level of darkness, but bright light or flashes cause you 1 mental damage.
- ☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create

Advantages on, or Overcome, the supernatural.

☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **Shield of Faith.** Despite the common belief that Oubliette is forsaken by God, your belief has never been stronger. You can roll Religion in place of Will on Defend Actions in Conflicts.

☞ **Interdiction.** It seems that the forces of fate conspire to keep you safe. You can roll Religion to Defend any followers or adherents to your religion that are in the scene from attempts to Create Advantages on them, so long as these Advantages are counter to your beliefs.

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

☞ **Nebula of Superintelligence.** (3r) You get +4 to Create Advantages with Contacts and Religion.

☞ **Stars Sway the Mind.** (3r) The Sunless have a spectacular talent for inducing shame in others. You get +1 on all Attack actions in social Conflicts.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

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Synese

Supporting Forsaken (5) Social Guild Koom

One of the finest diplomats in the Guild, Synese is their go-to solution

for brokering alliances, establishing trading routes, and navigating delicate treaties. She also hates her work with a passion that few other inhabitants of the Castle can muster. If the way that she stares at her desk full of paperwork could be fashioned into a blade, it would cut cleanly through any material in Oubliette. Her friends have been urging her to just quit for a long time, but she is so exceptionally good at navigating politics that she worries that without her guidance, the Castle would be even more fractious and violent than it already is.

Aspects

- ☞ **FRAZZLED GUILD DIPLOMAT**
- ☞ **HATES HER JOB WITH THE COLD-BURNING INTENSITY OF TEN THOUSAND BLACK SUNS**
- ☞ **JUST DO WHAT I SAY AND THIS WILL ALL WORK OUT FINE**
- ☞ **CANNOT ABIDE BICKERING**
- ☞ **HORN-RIM GLASSES AND A BAD ATTITUDE**
- ☞ **EXPERT INTERMEDIARY**

Skills

Business +7, Resources +6, Provoke +6, Empathy +5, Notice +5, Contacts +5, Deceive +4, Rapport +4, Will +4, Athletics +4, Strategy +3, Investigate +3, Stealth +3, Lore +3

Refresh: 0 (12 base, 12 spent)

Stunts

- ☞ **Supply & Demand.** It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.
- ☞ **Dance the Antagonist's Tune.** Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.
- ☞ **Economancer.** You manipulate the markets like a maestro directs an orchestra. You get +2 to Create Advantages on the markets themselves. Actually seeing the effects of these Situation Aspects can take some time, but they can be leveraged immediately.
- ☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

☞ **The Subtle Tide.** You gain +2 on all Empathy rolls to Defend, whether against Deceive, another Skill, or the creation of social Advantages against you.

☞ **Find the Cracks.** An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

☞ **Superior Management.** You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you **Outmaneuvered the Opposition.**

☞ **Master Negotiator.** You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

☞ **Stoploss Plan.** You gain 1 mild resource Consequence

☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Resource [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

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Syth the Xelar

Supporting Fallen (4) Professional Bonehorde Koom

Syth the Xelar is the ultimate method actor. Discontent with being Koom, she finds other races and disguises herself as them, living as they do—sometimes for centuries. Her latest fascination is the Bonehorde, which has been quite happy to support her in this. Dances Among Them's agents ensure that she is supplied with all the skins she could possibly need, and in turn she fashions them fine

costumes, just as any loyal Bonehorde tailor would. Apparently her guise is working, as she hasn't *actually* been converted. Yet.

Aspects

☞ **PRECOCIOUS SLITHERY TRANSMOGRAFIST**

☞ **NOBODY APPRECIATES MY FASHIONS**

☞ **SELF-STITCHED CAMOUFLAGE SKIN**

☞ **HOPELESS ROMANTIC**

☞ **MUTE BUT LITERATE**

Skills

Design +6, Tinkering +5, Medicine +5, Precision +4, Tailoring +4, Alchemy +4, Rapport +3, Business +3, Empathy +3, Notice +3, Resources +2, Entertain +2, Exploration +2, Contacts +2, Provoke +2

Refresh: 0 (10 base, 10 spent)

Stunts

☞ **Function Becomes Form.** You get +2 to Create Advantages on a final product you manufacture with your own hands.

☞ **Perfection of the Thing.** Whenever any Aspect is Invoked on an object you've designed, it is Invoked for +3 instead of +2.

☞ **Eye for Detail.** When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.

☞ **Elaborate Facade.** By incorporating the symbolism, likeness, and attributes of your client, you can make a building evoke a certain response in people. You gain +2 to Architecture when Creating Advantages that induce specific sensations in visitors.

☞ **Patchwork Construction.** You get +2 to Tailoring when working with sub-par materials.

☞ **Animus Hide.** (2r) When you use Tailoring to tan the skin of a creature, you can select one of that creature's Aspects to place on the finished garment per Shift of success.

☞ **Anatomy Expert.** "Familiar" doesn't cover it; you've studied the biology of humans, non-humans, and animals so extensively that you could take one apart and almost put it back together. You can use Medicine to Create Advantages in physical Conflicts by pointing out anatomical

weaknesses or traits.

☞ **District Merchant.** You are well-known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.245

Tainted Giant

Tough Forsaken (5) Martial Undead

Corrupted almost beyond recognition, this ugly monster has rotten flesh packed full of garbage and refuse. Its hollows are home to dozens of tiny Refuse Caste critters and it crawls with reeking maggots.

Aspects

☞ **ROTTING HULK**

☞ **GANGRENOUS AND INFESTED**

☞ **I HAVE FORGOTTEN WHAT PAIN IS**

☞ **STRENGTH OF UNDEATH**

☞ **SIGHTLESS VISION**

☞ **I WILL FIND THE ONE WHO MADE ME THIS WAY**

Skills

Physique +7, Onslaught +6, Will +6, Notice +5, Scavenging +5, Exploration +5, Provoke +4, Savage +4

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Spare Parts.** You gain an additional mild physical Consequence. When this slot is filled, you lose a limb, or a chunk of ectoplasm, or some other nagging but non-critical part of your deathless body.

☞ **Undying Persistence.** When you take four or more damage at once, you may collapse into a pile of bones, dissolve into mist, or generally play possum in some eerie post-mortal way. When this happens, you gain

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the **Did We Get Him?** Boost. As long as you have this Boost, enemies may not target you until one of them succeeds on an Overcome action with Notice equal to your Deceive rating. If an enemy does this and calls out your position, you immediately lose the Boost. If you make an Attack or otherwise reveal your position, you lose the Boost.

☞ **Feels No Pain.** (2r) When you fail a defense and are subject to physical damage, you can roll Physique against the original Attack roll. If you succeed, reduce the stress by 1 Shift. If you succeed with style, reduce the stress by 2 Shifts.

☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]

\$10.6.4.246

Taintling

Nameless Dreg (1) Subtle Marionette

In some places of Oubliette, there is so much garbage that it occasionally becomes aware. Taintlings are the result of this parasentient trash phenomenon and are comprised of decaying matter of all kinds.

Aspects

- ☞ **PLUCKY LITTLE WASTE-PILE**
- ☞ **POOR COMMUNICATION SKILLS**
- ☞ **FEEDS ONLY ON DISCARDS**
- ☞ **DECOMPOSITION REEK**

Skills

Scavenging +3, Exploration +2, Stealth +2, Savage +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Souvenirs From Afar.** You gain +2 to Create an Advantage with Exploration when something from your travels might come in handy.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.247

Tall Pidge

Nameless Lost (3) Martial Preen
Almost skeletonized by their hardships, these Preens have been filed down until nothing but the core of their being remains. They are arrogant, but they do not flinch at insults. They are desperate, but they have nothing left that the Castle can take away. Only one regret continues to burn inside them: they have lost their species' knack for tailoring. They do not talk about this.

Aspects

- ☞ **RAGGED, SKELETAL PREEN**
- ☞ **THREAD IS USELESS BETWEEN MY FINGERS**
- ☞ **WORDS MEAN NOTHING**
- ☞ **PAIN IS SIMPLY A SENSATION**
- ☞ **EVERYTHING TO GAIN**

Skills

Precision +5, Will +4, Provoke +4, Physique +3, Notice +3

Refresh: 1 (4 base, 3 spent)

Stunts

☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.

☞ **Killing Skewer.** Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

\$10.6.4.248

Ten Million Wings

Challenging Divine (9) Martial Cryptarch Artifact

A mantle made from the painstakingly collected feathers of fallen angels, Ten Million Wings is a garment made and worn by Nakaryon^{p316}. Hate may be apathetic, but Ten Million Wings is even more fiercely loyal than Unchivalry, and is foul-tempered whenever her services are needed away from her master.

Encountered alone, Ten Million Wings appears as either a feathered maiden of fabulous and multicolored fantasy, or as a simple black raven. Otherwise, she garbs the Veiled King in the finest costume to grace the dark streets of Oubliette.

Aspects

- ☞ **ULTIMATE SHAPECHANGING GARMENT-MAIDEN**
- ☞ **EMOTIONALLY DEPENDENT ON MY MASTER**
- ☞ **I AM THE KING'S GREATEST ALLY AND CONFIDANTE**
- ☞ **MULTILAYERED IMPENETRABLE DEFENSES**
- ☞ **POUTS WHEN MASTER IS ABSENT**
- ☞ **ABSORBS ENERGY SHE CAN'T DEFLECT**
- ☞ **I WILL MAKE YOU BEAUTIFUL**
- ☞ **MADE OF THE BLOOD OF GODS AND THE OATHS OF WITCHES**

Skills

Tailoring +11, Arcane +10, Will +10, Physique +9, Stealth +9, Athletics +9, Design +8, Smithing +8, Provoke +8, Rapport +8, Strategy +7, Ghost +7, Notice +7, Religion +7, Empathy +7, Deceive +6, Resources +6

Refresh: -3 (22 base, 25 spent)

Stunts

☞ **Cloak of Wonders.** (3r) You can create a garment that grants the wearer a Skill. The value of the Skill granted is equal to 2 less than your Tailoring rating. The garment may only grant Professional, Subtle, or Social Skills.

☞ **Animus Hide.** (2r) When you use Tailoring to tan the skin of a creature, you can select one of that creature's Aspects to place on the finished garment per Shift of success.

☞ **Glorious Costume.** (3r) Grander even than your previous works, this

costume is fit for a ruler. You can create a **Glorious Costume Advantage** on someone. The first time an opponent gazes upon this costume in a Conflict, you may make a mental Attack with Tailoring against this person for free.

☞ **Gossamer.** By spinning pure moonlight together with fresh spider silk, you can create a **Gossamer Threads Advantage** which can be used to enhance your Tailoring, or to trap, entangle, or bind foes. Each Invoke of this Aspect is a +4 bonus, rather than a +2.

☞ **Starforge.** (3r) You can create Starforged weapons and armor, objects of extraordinary, but temporary, power. Such an object has a **Starforged Aspect** and any free Invokes it receives from your Smithing roll to create it are worth +4 instead of +2.

☞ **Moonwings.** (2r) You soar through the night on lethally-sharp transparent wings and gain the power of flight.

☞ **Shapechanger.** By paying 1 Fate Point, you can completely change your physical shape. This allows you to replace three Aspects with new ones, and remains in place until you let it go or are Taken Out.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **The Last Dance.** (3r) When all of one track of your Stress boxes are filled, you can delay Invokes and Compels on Consequences of that type until the next scene, when they all take effect at once.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

Armor: 1 Physical

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate Mental [4]
- ☞ Moderate [4]
- ☞ Serious [6]

§10.6.4.249

Tephra

Tough Eldritch (7) Martial Essence
This glowing cloud of volcanic material sometimes takes the shape of a female figure. One of the most dangerous features of the Murder Heat, all Tephra are a linked hive-mind that cooperates to build areas of insane temperatures.

Aspects

- ☞ **GLOWING SMOKE ELEMENTAL**
- ☞ **COLD-INTOLERANT**
- ☞ **FRAGMENT OF THE FURNACE-MIND**
- ☞ **DANGEROUS TO INHALE**
- ☞ **POST-MORAL MAGMA**

ARCHITECT

- ☞ **ALWAYS LINKED TO MY SISTERS**
 - ☞ **I AM THE WILL OF THE DISTRICT**
- Skills**

Elemental +9, Will +8, Architecture +8, Lore +7, Physique +7, Notice +7, Exploration +6, Contacts +6, Empathy +6, Alchemy +6, Smithing +5

Refresh: 0 (8 base, 8 spent)

Stunts

- ☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.
- ☞ **Burning Synchronicity.** You get +2 on Attack actions with the Arts Elemental, provided the Attack uses an element from the environment around you.
- ☞ **Pyromancer.** Some say even your personality is explosive. You get +2 to Attacks with Elemental.
- ☞ **Immolate.** (2r) You create an **On Fire Boost** on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.
- ☞ **Shoring Up.** When you use Architecture to Overcome flaws or damage in the form of Aspects on an

area, building, or structure, you get +2 to your roll. Additionally, you can use Architecture to Defend against Attacks in a logistical Conflict, so long as increased defenses and heightened security are valuable to the situation.

☞ **Burrower.** You get +2 Architecture rolls for tunneling and building underground outside of Conflicts. You can also use Architecture to burrow between Zones in Conflicts with an Overcome roll. If you do, you gain an **Underground Boost** to Defend actions. The target rating of this roll is 4 for dirt, 6 for rubble, 8 for stone, and up from there.

☞ **Fogstone.** Your buildings soar in the air. Fogstone allows you to build fantastic structures that would normally collapse, fall over, or crumble under their own weight. Doing so takes extra time.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild [2]

§10.6.4.250

Terje

Supporting Eldritch (7)
Professional Coquille Roi Fae

Famous for his many beneficial projects early in the history of Oubliette, Terje is a Shell King who once controlled significant territory. His iconic shell armor is covered in sky blue runes and stands a dozen feet tall. The New World considers him a kind of spiritual predecessor to their movement and will often go out of their way to help him, even if they do not feel he should be restored to power.

Aspects

- ☞ **ANCIENT ARCHITECT-KING**
- ☞ **MOST OF MY PUBLIC WORKS ARE NOW CRUMBLING**
- ☞ **THE NEW WORLD'S PREDECESSOR**
- ☞ **A BETTER ENGINEER THAN THE DRACULEANS**
- ☞ **I STILL KNOW THE SECRETS OF THE LANDS I RULED**
- ☞ **QUICK TO DRAW MY BLADE**
- ☞ **BOUND BY FAE PACTS**

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Skills

Design +9, Strategy +8, Physique +8, Resources +7, Architecture +7, Will +7, Onslaught +6, Notice +6, Rapport +6, Empathy +6, Lore +5, Smithing +5, Religion +5, Provoke +5, Tinkering +5, Alchemy +4, Arcane +4, Melee +4, Precision +4, Brawl +4, Exploration +4

Refresh: 0 (16 base, 16 spent)

Stunts

- ☞ **Unbreachable Facade.** As long as you do not have any Consequence slots filled, you have an additional point of mental and physical Armor.
- ☞ **Detailed Instructions.** You don't need to be present to oversee the work of others. You can use Design to make Create Advantage rolls even when you are not there, as long as you've left a plan for others to follow.
- ☞ **Eye for Detail.** When you roll a negative number on the dice for a professional arts roll, you can reroll the dice. You can only do this once per scene.
- ☞ **Old Master.** You are renowned throughout Oubliette for your works. Twice per session, you can take a **Commissioned Artist** Boost that can be used to assist your finances or fame.
- ☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.
- ☞ **Leadership.** Barking orders and belting out speeches are second nature to you. You get +2 to Strategy rolls to Create Advantage rolls on a group of soldiers or allies under your control.
- ☞ **Cyclopean Masonry.** You can design and build things few people can even imagine. You get +2 to Architecture rolls to create new buildings, structures, and spaces, provided you have time and stone. Such structures have the Aspect **Impenetrable Walls**.
- ☞ **Shoring Up.** When you use Architecture to Overcome flaws or damage in the form of Aspects on an area, building, or structure, you get +2 to your roll. Additionally, you can use Architecture to Defend against Attacks in a logistical Conflict, so long as increased defenses and heightened security are valuable to the situation.

- ☞ **Ever Prepared.** Twice per session, you may take a Boost representing the fact that you've already **Prepared for the Situation** you find yourself in.
- ☞ **Vast Payroll.** Almost everyone's on the take. You can use Resources in place of Contacts on Overcome rolls.
- ☞ **Ear of the Influential.** Your money has greased some important palms indeed. You can use Resources in place of Provoke when intimidating others.
- ☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.
- ☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types, you cannot use Maiming Wound on them.
- ☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.
- ☞ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another Attack against an opponent in your Zone.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]

\$10.6.4.251

The Charming Gentleman

Challenging Fallen (4) Social Marauder Human

Possessed of glimmering eye and debonair gesture, the Charming Gentleman is the worst kind of crook. He preys on youthful women and guileless men, quickly stripping them of all they value, from their most

prized belongings to their last shred of self-respect. He is a swindler of legendary skill, and if that fails, he turns to his knives for assistance.

Aspects

- ☞ **HIGH SOCIETY MONSTER**
- ☞ **CAN NEVER RESIST A MARK**
- ☞ **SPEAKS HIS OWN COCKNEY**
- ☞ **DARK EYES, EXPENSIVE SUIT**
- ☞ **A CARRIAGE ALWAYS AWAITS**

Skills

Deceive +6, Precision +5, Provoke +5, Will +4, Empathy +4, Resources +4, Rapport +3, Physique +3, Contacts +3, Athletics +3, Business +2, Notice +2, Stealth +2, Religion +2, Necessities +2

Refresh: 1 (12 base, 11 spent)

Stunts

- ☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.
- ☞ **Con Artist.** You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.
- ☞ **Web of Lies.** When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood** Boost.
- ☞ **Many Masks.** Through a combination of makeup, minor illusions, physical behavior and costuming, you can transform yourself into someone else with ease. You get +2 on Deceive rolls to disguise yourself.
- ☞ **Feint.** Your favorite trick is to surprise others with the truth. You get +2 to feint and bluff in combat so long as there's something else going on that you can use as a distraction.
- ☞ **Telepathic Manipulator.** You can use Deceive to attempt to implant a lie without speaking to the target directly. If you fail, they become aware of your mental meddling in addition to any other outcomes.
- ☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.
- ☞ **Calm Heart.** You can use Precision to oppose fear and intimidation effects, including the creation of Advantages.
- ☞ **Probe the Defenses.** By studying the body and how it works, you have learned where the most vital parts are.

When you succeed with style to Create an Advantage on a foe with Precision, you deal 1 Shift of damage.

☞ **Mirage Shimmer.** If you succeed with style on a Precision defense, you can choose to inflict a 2-Shift hit rather than take a Boost.

☞ **Dance the Antagonist's Tune.** Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.252

The Goblin King

Main Eldritch (7) Social
Goblinkind

If you listen to the merchants, they'll claim he controls all the industry in Mubigild. They'll do this with a hand-wave that suggests the problems they've been having with their finances are his fault, but—if anything—they're under-selling his power. There is no new mining seam discovered, no scrap of information brokered, no temporary murder ordered that the Goblin King does not know about. When Mubog fell, he was the first to pick up the pieces.

An enigmatic figure, the Goblin King is an accomplished trickster and con-man. He rules the goblinoid hordes of the Nether Mines and Labyrinth, and apparently all other goblins in Oubliette by way of some ancient pact. Despite his position, he appears quite dapper and charming, but his mood can change quite suddenly. Even the heads of important factions rarely deal with him directly, as he prefers to work through intermediaries, and there is constant speculation about who he may have been in the World of Life. "A smuggler", the smugglers insist. Others

wonder if he might not have been an actor.

Aspects

☞ **PACTBOUND MASTER OF ALL GOBLINKIND**

☞ **BOUND TO HONOR HIS PROMISES**

☞ **CLOAK OF WONDERS**

☞ **THE BLADE UNSEEN**

☞ **IT'S ALWAYS A BODY DOUBLE**

☞ **PROBABLY DISGUISED NEARBY**

☞ **A WEB OF CONTACTS AS WIDE AS THE VOID**

Skills

Deceive +9, Contacts +8, Precision +8, Stealth +7, Business +7, Rapport +7, Resources +6, Will +6, Strategy +6, Empathy +6, Notice +5, Lore +5, Alchemy +5, Architecture +5, Design +5, Exploration +4, Athletics +4

Refresh: 0 (20 base, 20 spent)

Stunts

☞ **Con Artist.** You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.

☞ **Many Masks.** Through a combination of makeup, minor illusions, physical behavior and costuming, you can transform yourself into someone else with ease. You get +2 on Deceive rolls to disguise yourself.

☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.

☞ **Web of Lies.** When an opponent uncovers a lie you've constructed, you get a **Hidden Falsehood** Boost.

☞ **Manipulate Truth.** Your incomparable skill at deception allows you to actually flex the laws of reality to suit your version of the truth. For the duration of a scene, you can make one of the Situation Aspects you've created with Deceive become reality. At the end of the scene, the truth of this lie is reversed, likely with unforeseen consequences.

☞ **Seductive.** You are an expert in tempting others, be it with your charm and appeal or with promises of power or gain. You get +2 on Rapport rolls whenever you can make a tempting offer. If you do not follow through, however, the target is likely to grow angry with you and may receive a bonus against future offers, depending on how scorned they feel.

☞ **Comely Form.** You are surprisingly attractive for someone stuck in Oubliette. You get +2 on Rapport rolls against those who are attracted to your gender.

☞ **Fencing.** You gain +2 to Defend with Precision against foes who are armed with weapons.

☞ **Instant Arithmetic.** Your estimations are extremely accurate, and your calculations are always correct. You gain +2 to Business to Overcome uncertain situations.

☞ **Supply & Demand.** It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.

☞ **Economancer.** You manipulate the markets like a maestro directs an orchestra. You get +2 to create advantages on the markets themselves. Actually seeing the effects of these situation aspects can take some time, but they can be leveraged immediately.

☞ **Generous Contribution.** When you enhance a Contacts, Rapport, or Investigate roll with a bribe, you get +3 instead of +2.

☞ **Weight of Reputation.** You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

☞ **Hedge Funds.** (2r) You gain 1 resource Armor.

☞ **Servants of the Elite.** (3r) Twice per session you can call in reinforcements, as long as it is feasible for agents to arrive from outside the situation. This puts a **Servants of the Elite** Advantage into play with two free Invokes without taking up your Action.

☞ **Stoploss Plan.** You gain 1 mild resource Consequence

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3] [4] [5]

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- ☞ Resource: [1] [2] [3] [4] [5]
- Consequences**
- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.253

Thimblepreen

Nameless Dreg (1) Professional Preen

Thimblepreens are birdlike creatures with quills interspersed in their feathers. They are accomplished tailors and can use their quills for self-defense.

Aspects

- ☞ **PORCUPINE PEACOCK**
- ☞ **PRIZED BY SLAVERS**
- ☞ **DEFT HANDS FOR THREADWORK**
- ☞ **MOSTLY WANTS TO SEW IN PEACE**

Skills

Tailoring +3, Precision +2, Medicine +2, Rapport +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Killing Skewer.** Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.254

Thorn Acolyte

Tough Lost (3) Martial Thorn (any race)

The Thorns have a path to promotion in their ranks—one that is not *entirely* paved by self-flagellation. While their lowest preachers are revered for their quiet dedication to whipping their own backs, disciples of the Fanatics who show an aptitude for convincing other people to whip

themselves are quickly promoted to the rank of Acolyte. There, they are assigned a master to guide their education and to better direct their efforts in bringing suffering to the inhabitants of the Castle.

Aspects

- ☞ **DISCIPLE TO A CREED OF SUFFERING**
- ☞ **MASTER IS ALWAYS NAGGING ME**
- ☞ **BROADER SCHEMES THAN SCOURGING**
- ☞ **CONVINCED OF MY OWN HOLINESS**
- ☞ **ARROGANT HUBRIS AND NAIVE BIGOTRY**

Skills

Blood +5, Religion +4, Will +4, Savage +3, Provoke +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

☞ **Ancient Liturgy.** You can use Religion in place of Lore when researching supernatural entities and powers.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild [2]

\$10.6.4.255

Thorn Godspeaker

Challenging Fallen (4) Social Thorn (any race)

Among the Thorns, it is considered

a great blessing to go mad with religious fervor. These maniacs are considered to be direct conduits to God's will, and their ravings are treated as commands. Even Pope Faccovius obeys when they speak, although it is rumored that he is working on a way to have them permanently silenced.

Aspects

- ☞ **LUNATIC VOX DEI**
- ☞ **THE POPE HAS IT IN FOR ME**
- ☞ **I SPEAK, THORNS OBEY**
- ☞ **CONDUIT OF DIVINE ENERGY**
- ☞ **SAVAGE BEYOND REASON**

Skills

Rapport +6, Religion +5, Provoke +5, Will +4, Savage +4, Contacts +4, Athletics +3, Physique +3

Refresh: 4 (12 base, 8 spent)

Stunts

☞ **Indoctrination.** (2r) Once per scene, when you would take mental damage, you can gain the **Painwall Boost**. When you next take mental damage while you have **Painwall**, you lose **Painwall** and instead take no mental damage.

☞ **Excommunication.** (2r) Once per session, you can cast out a member of your faith. They gain an **Excommunicated Situation Aspect** that severely impairs their relations with members of your faith. Members of your faith get 1 free Invoke on this Aspect per person. While the Aspect goes away at the end of the session, the target must still atone for their sins in the eyes of your faith.

☞ **Crusader.** (2r) Your word carries the weight of religious fervor. Make an Overcome Action against a target, or a representative of a group. As this is a social Attack, target opposes this with Religion, Rapport, or Contacts. If you succeed, you place a **Heathen Situation Aspect** on that character, and members of your faith get one free Invoke on it per person.

☞ **Consecration.** Whether it is through God's power or your own, you can create an area of blessing. Twice per session, you can create a special Advantage that wards an area. Beings you specify cannot enter before destroying the ward. Doing so requires them to Overcome your Religion roll with Religion, Arcane, Ghost, or some similar ability.

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

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Thorn Worshipper

Nameless Rabble (2) Martial Thorn (any race)

Members of an organization of the same name, these people are self-flagellants who travel in packs to incite religious hysteria and bring about the salvation of themselves and others through organized suffering. Border towns and walled cities all across the Castle have learned to call up their guards the moment their watchmen hear an approaching party singing “Miserere mei, Deus”.

Aspects

- ☞ **FANATIC FOOTSOLDIER**
- ☞ **HATED BY EVERYONE WHO PREFERS NOT TO SUFFER**
- ☞ **THE CHOIR OF PAIN**
- ☞ **INURED TO DISCOMFORT**

Skills

Melee +4, Will +3, Physique +3, Provoke +2, Rapport +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Unshakable.** When you set your mind to a specific task, it is almost impossible to tear you away from it. You gain +2 to resist any Action that would disrupt your work.

☞ **Soothing Talisman.** You gain 1 mild mental Consequence

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

Consequences

- ☞ Mild Mental [2]

\$10.6.4.257

Tick Swarm

Nameless Dreg (1) Martial Beast
A disgusting pile of arachnids, a tick swarm is a dangerous hivemind of bloodsucking parasites often found in Fellmoor, Deathborne, and Spearfield. While some are capable of producing a hissing, clicking sound that can be understood as speech, most tick swarms prefer to simply exsanguinate their prey and move on.

Aspects

- ☞ **RAVENOUS SWARM OF PARASENTIENT PARASITIFORMES**
- ☞ **KILL IT WITH FIRE**
- ☞ **LIVING BLOOD BANK**
- ☞ **DOORS CAN'T KEEP ME OUT**

Skills

Stealth +3, Blood +2, Athletics +2, Physique +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood Boost** every time you deal 2 or more Damage.

Stress

- ☞ Physical: [1] [2]
- ☞ Mental: [1]
- ☞ Resource: [1]

\$10.6.4.258

True Vlad

Main Divine (9) Martial Cryptarch Vampire

I truly am sorry, Lord Belial, but a deal is a deal. And I've come to collect.

A servant of the Veiled King since the inception of Oubliette, True Vlad was once the leader of the Draculeans. Having disappeared for a time to do the bidding of the King, True Vlad has scant attention to spare for his replacements, who've done little service to his organization in his stead. During his time off, he is sometimes found in Spearfield incognito, walking the district and trying to put right the small wrongs of its citizens and visiting old friends. False Vlad of course knows that True Vlad exists, that he may one day return, and that he occasionally stops by garden parties at the palace. The very thought of this

intruder leaves the reigning vampire terrified.

True Vlad now spends most of his time outside Oubliette, traveling between faraway Castles and the many sub-worlds that dot the Plain of Clouds, administrating deals, outmaneuvering the Castle's enemies, and forging new alliances for Oubliette.

Aspects

- ☞ **FIRST EMPEROR OF THE DRACULEANS**
- ☞ **BUSY WITH THE AFFAIRS OF THE CASTLE**
- ☞ **THE VEILED KING'S GENERAL AND DIPLOMAT**
- ☞ **UNSHAKABLE CALM, ARRESTING VOICE, AND A HYPNOTIC STARE**
- ☞ **BLACK CARD AND RED SPEAR**
- ☞ **MASTER STRATEGIST OF THE GRANDEST ECHELONS**
- ☞ **THE OTHERS HAVE NOT RULED WISELY IN MY STEAD**
- ☞ **STILL VISITS OLD FRIENDS IN SPEARFIELD AND ELSEWHERE**

Skills

Blood +11, Strategy +10, Will +10, Contacts +9, Notice +9, Physique +9, Athletics +8, Resources +8, Empathy +8, Stealth +8, Business +7, Rapport +7, Design +7, Lore +7, Tailoring +7, Investigate +6, Arcane +6, Religion +6, Architecture +6, Alchemy +6, Necessities +6

Refresh: -1 (24 base, 25 spent)

Stunts

☞ **Reckless Thirst.** (2r) Once per scene, when a combatant in a scene you are participating in is Taken Out with a physical Attack, you may immediately heal your entire physical Stress track. You then gain a **Distracted Sanguivore** Situational Aspect. Your enemies receive a number of free Invokes on it equal to the number of Stress boxes you healed.

☞ **Sipping Strike.** When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Summoner.** (3r) Through portals and callings, you draw them forth.

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They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

☞ **Death Swarm.** Surrounded by summoning circles, you call forth tides of projectiles covered in sticky venom that streak towards your enemies.

Twice per scene when you miss a target, but they haven't succeeded with style on their defense, you can put a **Necrotoxin Boost** on them.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **Indoctrination.** (2r) Once per scene, when you would take mental damage, you can gain the **Painwall Boost**. When you next take mental damage while you have **Painwall**, you lose **Painwall** and instead take no mental damage.

☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited Boost**.

☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood Boost** every time you deal 2 or more Damage.

☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

☞ **Fiendclaws.** You gain +1 to Attacks using Blood in your Zone, and +1 to any grapple or climbing rolls.

☞ **Fellblood.** (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

☞ **Tactician.** You get +2 to Initiative

with Strategy in physical and logistical Conflicts.

☞ **War Room.** (2r) A true warmaster uses every advantage an enemy gives them. You get 2 free Invokes on the Aspects of enemies you've scouted or faced this session.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate Mental [4]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.259

Tusker

Tough Dreg (1) Martial Vampire
Tuskers are misshapen, porcine vampires with fangs that have extended beyond their mouths. Tuskers feed exclusively on the diseased, as it was disease that caused their disfigurement. They resent other vampires for being so beautiful.

Aspects

☞ **PIGLIKE BLOODSUCKER WITH MALFORMED MANDIBLES**

☞ **GRUDGE AGAINST THE GORGEOUS**

☞ **WALKING PETRI DISH**

☞ **GORING CHARGE**

Skills

Onslaught +3, Physique +2, Athletics +2, Blood +1

Refresh: 0 (2 base, 2 spent)

Stunts

☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

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Tuxedo Ghoul

Supporting Rabble (2) Martial Bonehorde

One of the experiments by Syth the

Xelar^{p349}, Tuxedo Ghoul is a nameless, tongueless man sutured first into a suit of flesh designed to make him look like a Bonehorde ghoul, then into a tuxedo made of blackened skin. He can be found trapped in the underground near the Bonehorde, where the experiment is still ongoing. Some say his outfit was inspired by a popular television cartoon, which doesn't seem to make sense, since Syth is not from Earth.

Aspects

☞ **MASKED AND CAPED HORRORSHOW**

☞ **WHETHER I HAVE ANY AGENCY OR NOT IS UNCLEAR**

☞ **SYTH THE XELAR PAYS CLOSE ATTENTION**

☞ **THE MOON PREENS DO NOT KNOW ABOUT ME YET**

Skills

Brawl +4, Physique +3, Athletics +3, Notice +2, Stealth +2, Resources +2, Ghost +1, Melee +1, Ranged +1, Precision +1

Refresh: 0 (6 base, 6 spent)

Stunts

☞ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs, holds, joint-locks, and pins. Whenever you create a **Grappled Advantage** on someone, you get +2 to against Overcome rolls to escape.

☞ **Hard Counter.** Your fighting style is not a soft path: you block a strike with a strike. When you succeed with style on a Defense with Brawl, you can exchange your Boost for a 2-Shift hit.

☞ **Hordebreaker.** You're the sort of person who's right at home in a bar-room battle. You get +2 to Brawl Attacks when your Zone holds more than one enemy, usually by using them as weapons against each other.

☞ **Deceptive Frame.** Your body hides your strength well. Whenever anyone tries to determine your Aspects or Skills, your physical capabilities remain hidden, so long as your opponent hasn't already been made aware of them.

☞ **Supernatural Power.** The discrepancy between your appearance and your ability is so vast that you can use it to your advantage. You can use Physique in place of Provoke for

Actions based on fear or respect, so long as you can demonstrate your strength.

☞ **Endure Punishment.** Your body is already used to punishment. You get +2 to Defend Actions with Physique.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

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Ultraclasm

Nameless Eldritch (7) Martial Essence

An ultraclasm is a gout of molten material that bursts forth from the ground for short periods of time to attack miners or converse with magicians and geologists.

Aspects

☞ **TEMPORARY MAGMA ELEMENTAL**

☞ **SHORT LIFESPAN**

☞ **SOPHISTICATED**

☞ **CONVERSATIONALIST**

☞ **IT'S QUITE BORING IN THE CORE, BUT THERE'S LOTS OF US THERE**

☞ **BRILLIANT MATHEMATICIAN**

☞ **I KNOW GEOLOGY LIKE I KNOW**

☞ **MY OWN BLOOD**

☞ **NOT FOND OF PROSPECTORS**

Skills

Elemental +9, Physique +8, Lore +8, Alchemy +7, Smithing +7, Athletics +7, Notice +6, Investigate +6, Will +6, Empathy +6, Rapport +5

Refresh: 0 (8 base, 8 spent)

Stunts

☞ **Too Hot to Handle.** When you succeed with style on a Defense, instead of gaining a Boost you may choose to deal one physical damage to your Attacker.

☞ **Burning Synchronicity.** You get +2 on Attack actions with the Arts Elemental, provided the Attack uses an element from the environment around you.

☞ **Immolate.** (2r) You create an **On Fire** Boost on opponents who take Stress or Consequences from your Elemental Attacks, if they do not already have such a Boost.

☞ **Pyromancer.** Some say even your

personality is explosive. You get +2 to Attacks with Elemental.

☞ **Wordhoard.** You have a stupendous lexicon with which to assail your auditors. You get +2 to Create Advantages in social Conflicts with Lore.

☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.

☞ **Scientist.** You are a master of the laws of reality. You gain +2 on Lore rolls when you can apply the scientific method.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

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Unchivalry

Challenging Divine (9) Martial Shade Demon

Seers and Roi up in the towers of Celeste talk about the thing like it's right behind them. Most won't answer my questions.

Pet and Mount of the Veiled King, Unchivalry is a massive hybrid tiger-wolf-dragon beast whose fur is said to be titanium. Unchivalry is a common sight stalking Celeste, the Henge, and Slair in particular, but more often than not his master is not with him. Sometimes, he is attended by the King's personal assistant, Inky, who is always playing with him like a great panther-hound made of metal and shadows.

Aspects

☞ **DOMESTICATED TITANIUM**

☞ **MULTI-PREDATOR**

☞ **NOT ENOUGH PREY TO PLAY WITH**

☞ **RAZORFUR AND DRAGONSCALE**

☞ **OVERPROTECTIVE OF THE INKY AND THE KING**

☞ **HITS LIKE AN AVALANCHE OF ICEPICKS**

☞ **STEADFAST AND LOYAL**

☞ **SIBLINGS IN OTHER CASTLES**

☞ **PREDATOR INCARNATE**

Skills

Savage +11, Onslaught +10, Physique +10, Athletics +9, Brawl +9, Notice +9, Will +8, Investigate +8, Stealth +8, Exploration +8, Lore +7, Empathy +7, Provoke +7, Contacts +7

Refresh: 0 (22 base, 22 spent)

Stunts

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Durable Hide.** (2r) You gain 1 physical Armor.

☞ **Raging Titan.** Numbers matter nothing to you. Opponents cannot benefit from Assistance^{P144} or Mob rules against you in physical Conflicts.

☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

☞ **Unnatural Senses.** Changes in your body make it so you can see heat in the dark, hear great things at distances, and track others by smell, thereby granting you +2 to Overcome actions with Notice.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Vicious Grapple.** You seize and tear at your enemy with your powerful limbs. You get +2 on Savage rolls to grapple and wrestle with foes.

☞ **Claw Brood.** Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

☞ **Axework.** Once per scene, you can acquire a **Momentum** Boost after Attacking in two consecutive Exchanges.

☞ **Maiming Wound.** Once per scene, you can force an opponent you are dealing damage to to use an unfilled mild, moderate, or severe Consequence slot to absorb the damage of the blow. If they have no unfilled Consequences of these types,

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you cannot use Maiming Wound on them.

☞ **Demolisher.** (2r) Even your missed Attacks can kill people. When you miss an Attack, you gain a **Violent Detonation** Boost. You cannot have more than one **Violent Detonation** Boost at a time.

☞ **Hatred.** If you succeed with style to Create an Advantage, you gain a **Hatred** Boost as well.

☞ **Hounding Their Heels.** Twice per session, without spending a Fate Point, you may show up in a scene that your character is not present for. As you arrive, you may then spend a Fate Point to give yourself the situational Aspect **Surprise!** with two free Invokes. If you use this ability to appear in a combat, you do not act until your turn in the Initiative order.

Armor: 5 Physical
Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild Mental [2]
- ☞ Mild [2]
- ☞ Moderate Physical [4]
- ☞ Moderate [4]
- ☞ Serious [6]

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Unclean

Nameless Dreg (1) Martial Human
Vicious dregs, the Unclean are humans that have lost all reason and intelligence. They roam around in packs, brutalizing others and eating detritus. They are often mistaken for Grimers at first glance.

Aspects

- ☞ **PRE-LINGUAL, AMORAL MARAUDERS**
- ☞ **ONLY INSTINCT REMAINS**
- ☞ **HORRID SIGNAL-SHRIEKS**
- ☞ **MISTAKEN AS GRIMERS**

Skills

Brawl +3, Notice +2, Athletics +2, Deceive +1

Refresh: 1 (2 base, 1 spent)

Stunts

☞ **Thrown Distraction.** Your distractions are vicious and hard to avoid. Twice per session, when you

succeed at Creating an Advantage on an opponent with Brawl, you can place a **Blinded** Boost on that opponent as well.

Stress

- ☞ Physical: [1]
- ☞ Mental: [1]
- ☞ Resource: [1]

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Unseelie Assassin

Nameless Forsaken (5) Martial Unseelie Fae

Even Eden has its own breed of criminal. Rarely seen, they lurk among the boughs and bowers of that tropical paradise, sharpening their nails and waiting. The ferocious battles that erupt when one of these killers strikes are more than enough to remind anyone, fae or not, that the ward is not to be trifled with.

Aspects

- ☞ **MURDERER IN PARADISE**
- ☞ **I MUST NOT INTERACT WITH OUTSIDERS LEST I FORGET MY PURPOSE**
- ☞ **SHARP BLADE AND A COLD SMILE**
- ☞ **PRIMAL FEROCITY**
- ☞ **BLENDS INTO FOLIAGE**
- ☞ **BORN UNDER THE FELL STAR OF THE UNSEELIE**

Skills

Precision +7, Stealth +6, Notice +6, Athletics +5, Will +5, Physique +5, Exploration +4, Scavenging +4

Refresh: 0 (6 base, 6 spent)

Stunts

- ☞ **Cook Anything.** You do not need to roll Scavenge to find ingredients for a meal. It might literally be stone soup, but it's enough for now.
- ☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.
- ☞ **Killing Skewer.** Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe

Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

☞ **Calm Heart.** You can use Precision to oppose fear and intimidation effects, including the creation of Advantages.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1] [2] [3]
- ☞ Resource: [1]

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Unseelie Raider

Nameless Fallen (4) Subtle Unseelie Fae

These slender, beautiful reavers are built like whipcords. Sprinting out of the jungles of Eden, they sack entire townships before vanishing again into the foliage. Often, the only sign that an Unseelie raider is near is a single rustle of the foliage. This is delivered by the raider as an insult, just before attacking.

Aspects

- ☞ **BEAUTIFUL FAE REAVER**
- ☞ **WHO CARES ABOUT THE WORLD OUTSIDE OF EDEN?**
- ☞ **NATURAL CAMOUFLAGE**
- ☞ **MASTER OF THE LIQUID BLADE**
- ☞ **BLISSFULLY MERCILESS**

Skills

Stealth +6, Precision +5, Will +5, Physique +4, Athletics +4, Notice +4, Provoke +3, Alchemy +3

Refresh: 0 (5 base, 5 spent)

Stunts

☞ **Idiosyncrasies.** Choose a code of behavior when you select this Stunt. It should revolve around something trivial: always use a person's full name when you are speaking about them, for example. At any time, you may spend a Fate Point to activate Idiosyncrasies for the duration of your current scene. While Idiosyncrasies is active, whenever someone violates the code of behavior, you gain a **You Churl!**

Boost against them. At the same time, while *Idiosyncrasies* is active, if you violate your own code of behavior you immediately suffer a point of mental damage, unmodified by *Armor*.

☞ **Sparrow's Evasion.** You flutter and dance around Attacks playfully. You get +2 to Athletics defense rolls against Attacks originating in your Zone.

☞ **Bloodletting.** Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a **Bleeding Out** Advantage on that opponent with 2 free Invokes.

☞ **Killing Skewer.** Once per scene, when an opponent takes a Consequence as the result of one of your Precision Attacks, you can spend a Fate Point to increase the Consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe Consequence, they must either take a severe Consequence and a second Consequence or be Taken Out.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

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Unvalued Soldier

Nameless Rabble (2) Martial (any race)

Soldiers who deserted at the wrong time, these men and women wander Oubliette as warriors for hire.

Aspects

☞ **MEDIAeval FOOTMAN**

☞ **UNPREPARED FOR THE**

HARSHNESS OF OUBLIETTE

☞ **BEARER OF AN ARCANE MARK**

☞ **I JUST WANT A CAUSE WORTH**

FIGHTING FOR

Skills

Melee +4, Physique +3, Notice +3, Athletics +2, Brawl +2, Strategy +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Mighty Strikes.** You are a master

at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]



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Valnex the Clean

Main Forsaken (5) Martial
Bonehorde Undead

One of the first major conversions of the Bonehorde, Valnex is horrified and fascinated by his new condition. Despite being a higher Caste, he takes orders from the source of the plague, though it was likely his own neuroses that prompted Dances to force the horde to strip its skin.

Aspects

☞ **LICH LORD TACTICIAN**

☞ **HYPOCHONDRIAC**

☞ **BARELY HELD TOGETHER WITH**

LIGAMENTS

☞ **TERRIFYING BODY**

☞ **SOOTHING CROON**

☞ **VECTOR FOR THE HORDE**

Skills

Arcane +7, Blood +6, Strategy +6, Lore +5, Tinkering +5, Religion +5, Provoke +4, Empathy +4, Contacts +4,

Alchemy +4, Rapport +3, Architecture +3, Medicine +3, Investigate +3, Exploration +3

Refresh: 1 (16 base, 15 spent)

Stunts

☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

☞ **Wings of Fog and Cloud.** (2r) Borne aloft by gusts, blasts, and roiling air, you gain the power of flight.

☞ **Necrokineticist.** The energy of life is but another tool at your disposal. You can spend a Fate Point to make an Attack with the Skill of any dead body or corpse in your Zone.

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Legendary Agility.** You can use Blood in place of Athletics for Overcome rolls.

☞ **Skinwalker.** When you deal physical damage to a target, you may reduce that damage by as many Shifts as you wish. Gain a situational Aspect **Curious Imitation** that lasts until the end of the next scene. For every two Shifts you reduced your damage by, gain a free Invoke on **Curious Imitation**. Until the end of the next scene, you look just like the target you had damaged.

☞ **Threat of Conversion.** You get +2 when using Provoke to Create an Advantage based on the fear that you can spread the Bonehorde curse.

☞ **Fiendclaws.** You gain +1 to Attacks using Blood in your Zone, and +1 to any grapple or climbing rolls.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

☞ **Fellblood.** (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

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☞ **Tactician.** You get +2 to Initiative with Strategy in physical and logistical Conflicts.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

Armor: 1 Mental
Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.268

Vampeetle

Nameless Rabble (2) Martial Vampire

Heavy and tough, the vampeetle is an insect that feeds on dead or near dead bodies. While it derives some sort of magical nutrition from pockets of stagnant blood, it is quite capable of staying nourished on bones and flesh. It is rarely anything but hostile when disturbed.

Aspects

☞ **VAMPIRIC SCARAB**

☞ **NO PURPOSE BUT FEEDING**

☞ **VIBRATION SENSE**

☞ **LENGTHY TERRITORIAL DISPLAY**

Skills

Savage +4, Physique +3, Athletics +3, Notice +2, Scavenging +2

Refresh: 1 (3 base, 2 spent)

Stunts

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

\$10.6.4.269

Vanquish

Supporting Forsaken (5) Subtle Guild Human

While other Guild members consider it a bit gauche, Vanquish's name makes for wonderful advertising and few can argue with the

professional assassin's results. Known for going in against targets several Castes above him and surviving, he is the first contractor called when cost is not an issue. On the job, Vanquish is blindingly quick and stylish, but the few people who have recognized him out of his fox mask and formalwear have found him to be terribly dull. Off the job, Vanquish seems to be barely cognizant of the world around him, moving like a sleepwalker through his dreary, daily routine.

Aspects

☞ **EXPERT GUILD ASSASSIN**

☞ **ONLY THE TARGET MATTERS**

☞ **ALL WORK AND NO PLAY**

☞ **STYLISH COSTUMING**

☞ **EVERYONE KNOWS WHO I AM**

☞ **I WILL ONLY DO AS I AM**

COMMANDED

Skills

Ghost +7, Stealth +6, Athletics +6, Contacts +5, Investigate +5, Resources +5, Physique +4, Notice +4, Deceive +4, Empathy +4, Alchemy +3, Lore +3

Refresh: -1 (12 base, 13 spent)

Stunts

☞ **Murdersight.** Your eyes are always open to lethal opportunities. You can use Ghost for Initiative in physical Conflicts.

☞ **Ghost Soul.** You are considered to be hidden at all times, unless you decide to show yourself. Others must Overcome your passive Ghost Skill rating to locate you. If you take an aggressive Action, such as Attacking or Creating an Advantage on an opponent that they'd be aware of, you lose the benefit of Ghost Soul for the remainder of the scene.

☞ **Secret Blade.** You never appear armed without inspection. You have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

☞ **Ghost Blade.** This ethereal blade allows you to strike your opponent's soul. If you succeed with style on a Ghost Attack, you can put a **Wounded Soul** Advantage on your opponent with 1 free Invoke. This Advantage applies to intimidation, fear effects, Provoke, and uses of Ghost. Removing it is an opposed action.

☞ **Moonwings.** (2r) You soar through

the night on lethally-sharp transparent wings and gain the power of flight.

☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.

☞ **Juggernaut.** (2r) Attacks that would topple walls break on you like waves on the coast. You gain 1 physical stress box.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

☞ **Brief Illusion.** A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a **Brief Illusion** Boost.

☞ **Hunter's Roost.** You are adept at striking when your opponent's attention is elsewhere. Any time you attempt to Attack or harm an opponent who is not focusing on you, you get +2 to the roll.

☞ **Infiltrator.** Keep to the shadows, stay out of sight, watch your step, and pay attention when your opponent does not. You get +2 to Stealth to Overcome when entering guarded, protected, or watched territory.

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Physical [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.270

Vaultbreaker Stalker

Tough Lost (3) Subtle Vaultbreaker (any race)

Former Guild contractors that went after a target the Guild had forbidden action on, these thieves, con-men, and assassins are sometimes idealists and sometimes thrill-seekers—chafing at the rules of a Guild that would put good business above skilled work.

Aspects

☞ **PROFESSIONAL EX-GUILD THIEF**

☞ **ON THE RUN FROM THE GUILD**

☞ **INFILTRATION EXPERT**

☞ **HARD TO CATCH**

☞ **ALWAYS HAS A TARGET**

Skills

Athletics +5, Stealth +4, Ghost +4,

Investigate +3, Contacts +3, Notice +3, Deceive +2, Provoke +2

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Secret Blade.** You never appear armed without inspection. You have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

☞ **Face in the Crowd.** You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

☞ **Cover of Darkness.** The shadows are a close companion to you. You get +2 to Create Advantages or Overcome obstacles in dark environments.

☞ **Acrobatic Agility.** You can fight from precarious positions just as easily as anywhere else. Situational Aspects of this type cannot be used against you.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.271

Venator Esoterica

Tough Eminent (6) Martial Guild (any race)

The most prestigious of all Guild huntsman ranks, the Venator Esoterica track down and destroy the most abnormal, unique, and extraordinary magics, regardless of whether they are held in artifacts or by arcanists. They consider their work a grim but renowned necessity; in a world where even the most basic of peasants has been touched by magic, those who hunt the unusual simply to maintain the status quo are not well regarded.

Aspects

☞ **HUNTER OF FELL ANTIQUITIES**

☞ **HATED BY MANY POWERFUL MAGES**

☞ **COUNTER-SCRYING TECHNIQUES**

☞ **COMPLEX ANTIMAGICS AND**

WARDED ARMOR

☞ **CATLIKE MOVEMENT**

☞ **INSIDE THE MIND OF MY ENEMIES**

Skills

Melee +8, Arcane +7, Will +7, Physique +6, Notice +6, Stealth +6,

Contacts +5, Deceive +5

Refresh: 0 (7 base, 7 spent)

Stunts

☞ **I'm a Professional.** When interacting with the Guild or with a potential employer, you may use your highest Arts Martial Skill instead of Rapport on Overcome actions to gain their trust or on Create an Advantage actions to request their help.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

☞ **Mighty Strikes.** You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

☞ **Miser.** Once you've got a hold of something it can be almost impossible to get it back from you. All attempts to steal from you are actively opposed, and you receive +2 on your defense.

Armor: 1 Mental

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild [2]

\$10.6.4.272

Visiting Angel

Tough Fallen (4) Social Castle Exile Angel

An extremely rare sight in Oubliette, angels are sometimes spotted on rooftops or steeples. They will fight back with vigor and ferocity when accosted, but speak to the inhabitants of the Castle almost never, leaving religious questions unanswered.

Aspects

☞ **SERVANT OF GOD**

☞ **RESENTS MORTALS**

☞ **ENEMY OF EVIL**

☞ **TRESSPASSER IN THE CASTLE**

☞ **IT WOULD BE BEST IF THIS DAMNED PLACE WERE TO DISAPPEAR**

Skills

Religion +6, Melee +5, Athletics +5, Physique +4, Will +4, Stealth +4, Empathy +3, Rapport +3, Necessities +3

Refresh: 1 (5 base, 4 spent)

Stunts

☞ **Secret Catechism.** The long-hidden methods of dealing with the supernatural are almost second nature to you. Twice per session, you can take a Boost to Religion to Create Advantages on, or Overcome, the supernatural.

☞ **Shield of Reason.** You can roll Lore in place of Will to oppose fear effects and intimidation.

☞ **Saintly Ordination.** You are exceptionally holy and are venerated by members of your religion. You gain +1 to Deceive, Empathy, Provoke, and Rapport rolls with those in your religion.

☞ **High Sacrament.** Your anointments are as precious as ancient relics. You get +2 to Religion rolls to create Advantages on members of your faith.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild [2]

\$10.6.4.273

Vissa the Anomaly

Supporting Rabble (2) Subtle Unaligned

If someone ever does find a way out, I wonder if I would even want to go? Should I just stay here where I belong, or adventure across myriad strange worlds where death holds dominion?

Reproduction is all but unheard of in the Castle. Algae cells divide. Grist colonies grow. Tick swarms gain and lose scuttling participants, but higher-order life does not give birth. Until now. At first, Vissa was presumed to be a summoned creature, drawn from elsewhere in Oubliette. She was not. Then it was decided that she must

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have been ripped from the World of Life. She was not. This unassuming, plain-faced half-elven-half-koom girl was born, here, in *Oubliette*, and the possibilities that raises have every minor autarch and aspirant emperor angling for a chance to throw her in a research lab for the next hundred years.

Aspects

☞ **OUBLIETTE'S COSMIC ANOMALY**
 ☞ **HUNTED BY ALMOST EVERY FACTION**

☞ **BORN FORGOTTEN**

☞ **MIXED-BLOOD FACE IN THE**

CROWD

Skills

Scavenging +4, Lore +3, Notice +3, Empathy +2, Necessities +2, Rapport +2, Will +1, Resources +1, Entertain +1, Strategy +1

Refresh: 1 (6 base, 5 spent)

Stunts

☞ **Mental Map.** You've spent a grotesque amount of time just looking around, and have developed a sort of catalogue of places in your head. You are never lost in a place, so long as you were conscious when you arrived.

☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

☞ **Something's Off.** You have an almost preternatural capacity for detecting danger. Your Notice Skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

☞ **Saw it Coming.** Paying attention is the first step to getting the upper hand on your enemy. You start each physical Conflict with a **Quickdraw** Boost.

☞ **Cold Read.** You get +2 to discover personality traits and Aspects on other characters when you meet them.

Stress

☞ Physical: [1] [2]

☞ Mental: [1] [2] [3]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.274

Vlad

Main Ancient (8) Martial
 Draculean Vampire

Think of the paradise that lies just out of reach. Think of the endless industry and the unfathomable heights we could climb to on the backs of those efforts. I ask you, what could be a more noble goal?

Widely regarded by the Castle's population as the most powerful man in all of Oubliette, Vlad is the leader and patriarch of the Draculeans. His rule has been harsh and prosperous, but it is finally beginning to falter after twenty thousand years. Vlad has made many enemies over this time, and all of them are sharpening stakes, awaiting the day when he will have a seat of his very own, right outside his palace.

Vlad is a quintessential vampire lord. He is deeply concerned with style and perception, holds a tight grip on the vampiric royalty, and enforces his whims on everyone and everything around him. His closest circles suffer from rapid turnover as he is fond of torturing those who disappoint him. At the same time, a streak of fear can be seen in his rulership, as he quashes dissent immediately, spins failure into success, and buries the truth further and further below.

Aspects

☞ **HAUGHTY AND SADISTIC**

VAMPIRE GOD

☞ **NOT IN CONTROL OF HIS DESIRES**

☞ **LOVES NOTHING MORE THAN**

POWER

☞ **ADDICTED TO ABSOLUTION**

☞ **EXPERT IN THE TORTURES OF**

OUBLIETTE

☞ **RULES THROUGH FEAR**

☞ **MY ENEMIES FIGHT EACH OTHER FOR THE CHANCE TO FIGHT ME**

Skills

Blood +10, Stealth +9, Contacts +9, Resources +8, Melee +8, Provoke +8, Strategy +7, Notice +7, Deceive +7, Athletics +7, Business +6, Investigate +6, Physique +6, Rapport +6, Design +6, Will +5, Lore +5, Tinkering +5, Empathy +5, Entertain +5, Precision +5

Refresh: 0 (22 base, 22 spent)

Stunts

☞ **Messy Excitement.** The first time someone is dealt physical damage in a scene, you gain an **Excited** Boost.

☞ **Drinking the Lifeblood.** The wounds you deal the enemy are the sweetest music. You gain a **Lifeblood** Boost every time you deal 2 or more Damage.

☞ **Adrenal Speed.** You can choose to gain +2 to your Athletics for determining turn order, but if you do, your first action must be an Attack.

☞ **Fiendclaws.** You gain +1 to Attacks using Blood in your Zone, and +1 to any grapple or climbing rolls.

☞ **Devour.** Hungry doesn't begin to describe it. When you succeed with style on a Blood Attack, you can forgo the Boost in favor of clearing your lowest filled stress box.

☞ **Bloodspell.** There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood. Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

☞ **Legendary Agility.** You can use Blood in place of Athletics for Overcome rolls.

☞ **Morphing Body.** You can use Blood in place of Athletics, Physique, Stealth, Provoke, or Deceive once per scene.

☞ **Fellblood.** (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

☞ **Swordplay.** You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

☞ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed** Situation Aspect with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

☞ **Speak Not the Name.** You can roll

Contacts to spy on anyone who speaks your name in the presence of your network.

☞ **Sipping Strike.** When you succeed on a physical Attack, you may reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

☞ **Reckless Thirst.** (2r) Once per scene, when a combatant in a scene you are participating in is Taken Out with a physical Attack, you may immediately heal your entire physical Stress track. You then gain a **Distracted Sanguivore** Situational Aspect. Your enemies receive a number of free Invokes on it equal to the number of Stress boxes you healed.

☞ **VIP.** At the start of the second round of combat in any cell with a Draculean presence, soldiers from the local garrison rush to your aid. Gain the **Reinforcements** Situational Aspect with one free Invoke.

☞ **Utter Silence.** Treading lightly is tantamount to remaining unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

☞ **Walker in Shade.** (2r) You move between the shadows like a ghost, allowing you to use Stealth in place of Athletics for Overcome and Defend actions.

☞ **Brute.** (2r) You simply ignore damage that would drop a weaker soul. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4] [5] [6]

☞ Mental: [1] [2] [3] [4] [5]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild Physical [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

\$10.6.4.275

Vulfstan

Supporting Forsaken (5) Social Hornfolk

Paying lip service to the New World, Vulfstan is a wealthy merchant who operates in Cutting. He owns stores all over the district and is very good at

moving just about any product. There is speculation that Vulfstan used to be borderfolk, and that he still keeps ties with the occasional armed party that crosses the innermost Bounding wall, but few in Cutting genuinely care where he came from. If he uses the Wallmen to transport goods illicitly between Districts, or if he finances the occasional raid on an outlying village, that just means he'll be able to set his prices lower, rich as he'll be with the spoils.

Aspects

☞ **MERCHANT-BARON OF CUTTING**

☞ **NEVER COULD PASS UP A GOOD SCORE**

☞ **STILL KNOWS HOW TO SWING A BLADE**

☞ **SHOPS ACROSS THE DISTRICT**

☞ **TIES WITH THE WALLMEN**

☞ **COMPETITION IS FINE, SO LONG AS I OWN THEM**

Skills

Business +7, Deceive +6, Melee +6, Empathy +5, Resources +5, Provoke +5, Rapport +4, Will +4, Entertain +4, Physique +4, Contacts +3, Notice +3, Exploration +3, Investigate +3, Lore +3

Refresh: 0 (12 base, 12 spent)

Stunts

☞ **Instant Arithmetic.** Your estimations are extremely accurate, and your calculations are always correct. You gain +2 to Business to Overcome uncertain situations.

☞ **Supply & Demand.** It's easy to move product if you know your market. You gain +2 to Business when the materials or goods you're working with are rare or hard to acquire.

☞ **Superior Management.** You are a shrewd and clever player of games. Twice per session, you can gain a Boost to your Business roll representing how you

Outmaneuvered the Opposition.

☞ **Organizational Mastermind.** Your assets and resources are highly compartmentalized and very durable. Twice per session, you can choose to make a success with style into a normal success or vice versa. You can do this on your own rolls, or an opponent's, but only on Business or Resource rolls.

☞ **District Merchant.** You are well-

known in your area. There's a good chance that anyone looking to sell or buy something important will come to you or one of your fronts. You also gain +2 on Business rolls involving your reputation.

☞ **Intercastle Trader.** No object is outside your ability to acquire, it is only a matter of price. You can roll Business to acquire particular objects, even from faraway castles. The more unique and difficult to acquire the object is, the higher the difficulty of the Overcome roll.

☞ **Con Artist.** You are a consummate swindler. You get +2 to Deceive rolls against those you've already deceived this session.

☞ **Silver Tongue.** Your eloquence belies your true intentions. You can use Deceive in place of Rapport on Overcome Actions.

☞ **Stoploss Plan.** You gain 1 mild resource Consequence

☞ **Flaunt Wealth.** You can use Resources instead of Rapport on Overcome rolls in any situation where ostentatious displays of material wealth might aid your cause.

☞ **Generous Contribution.** When you enhance a Contacts, Rapport, or Investigate roll with a bribe, you get +3 instead of +2.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3] [4]

Consequences

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

\$10.6.4.276

Vulture

Nameless Refuse (0) Subtle Beast
Of a variety no longer found in the World of Life, these scavengers have broad wings, sharp beaks, and articulated centipede legs running down the fronts of their bodies. They are just as adapted to burrowing between rocks and lurking in crevices in the masonry as they are to flight.

Aspects

\$10 Appendices

- ⊗ **APEX SCAVENGER**
- ⊗ **NOT LOOKING FOR A FIGHT**
- ⊗ **AT HOME IN AIR AND STONE**

Skills

Scavenging +2, Notice +1
Refresh: 1 (1 base, 0 spent)

Stress

- ⊗ Physical: [1]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

\$10.6.4.277

Walking Skeleton

Nameless Rabble (2) Martial Undead

A bunch of yellowing bones out for a stroll, these low-grade undead range from minor servants all the way to temporarily emancipated post-mortal tourists, off to take in the sights of the Castle with their own two sockets. Walking Skeletons that are not in service to a particular necromancer sometimes grow ideosyncratic and feral. Other times, skeletons assigned to work in a particular area sometimes become more in touch with that ward or cell than with their master. There are skeletons roaming Bonebracken even now that have been threaded through with climbing lianas; flowers blooming from behind their eyes.

Aspects

- ⊗ **UNHURRIED UNDEAD**
- ⊗ **PURPOSE IS GIVEN TO ME**
- ⊗ **ADAPTED TO MY ENVIRONMENT**
- ⊗ **MY MASTER VALUES HIS PROPERTY**

Skills

Arcane +4, Athletics +3, Ghost +3, Necessities +2, Religion +2

Refresh: 0 (3 base, 3 spent)

Stunts

⊗ **Home Making.** You and your allies get +1 to rolls of a positive social nature, such as Empathy, Rapport, or Entertain, while in a room you've tidied and decorated.

⊗ **Fine Furnishings.** You know how to outfit a room for comfort, a rare skill in Oubliette. As long as you have materials to work with, you can create cobbled-together but surprisingly comfortable furniture. You gain +2 to Create an Advantage on rooms.



⊗ **Terrorizing Spells.** Your magic is inherently horrific or dreadful. Perhaps you've tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

Stress

- ⊗ Physical: [1]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

\$10.6.4.278

Waste Troll

Tough Fallen (4) Martial Hulk
 Brutal and tough giants, trolls have a reputation for constant aggression. While deserved, this reputation is more complex than it seems. Trolls have strong parental instincts. Like mother bears, they do not permit possible threats near their children. This protective fury led to a history of incidents with humans, fae, and preens and eventually to the extermination of trolls from the World of Life. In Oubliette, unable to reproduce, trolls are more subdued, but many have taken to adopting Refuse Caste creatures as surrogate cubs.

Aspects

- ⊗ **LANKY, TOUGH GIANT**
- ⊗ **OCCASIONAL BERSERKER**
- ⊗ **MAMA BEAR**
- ⊗ **HISTORY OF CONFLICT**
- ⊗ **THE BEST THING IN THE WORLD IS SPACE ENOUGH TO BE ALONE**

Skills

Onslaught +6, Physique +5, Savage +5, Athletics +4, Exploration +4, Notice +4, Will +3, Resources +3

Refresh: 1 (5 base, 4 spent)

Stunts

- ⊗ **Well-Ordered Humors.** You gain 1 mild physical Consequence.
- ⊗ **Barbarism.** You gain +2 to Create Advantages dealing with dirty fighting and improvised weapons.
- ⊗ **Hatred.** If you succeed with style to Create an Advantage, you gain a **Hatred** Boost as well.
- ⊗ **Heedless of Carnage.** Once per scene, when you hit a foe and take them out, you can make another

Attack against an opponent in your Zone.

Stress

- ⊗ Physical: [1] [2] [3]
- ⊗ Mental: [1] [2] [3]
- ⊗ Resource: [1] [2] [3]

Consequences

- ⊗ Mild Physical [2]
- ⊗ Mild [2]

\$10.6.4.279

Werething Bug

Nameless Refuse (0) Martial Therianthrope

Through some bizarre twist of lycanthropic principles, some of the insect population of The Castle have gained the ability to perform minor shapshifting, though their ability is extremely limited.

Aspects

- ⊗ **POTENTIALLY MANY DIFFERENT SPIDERS**
- ⊗ **STILL JUST A BUG**
- ⊗ **HARD TO IDENTIFY**

Skills

Savage +2, Physique +1
Refresh: 1 (1 base, 0 spent)

Stress

- ⊗ Physical: [1] [2]
- ⊗ Mental: [1]
- ⊗ Resource: [1]

\$10.6.4.280

Werething Giant

Tough Fallen (4) Martial Therianthrope

This giant bears the shifting form and mutable features of a therianthrope. It uses the power of its condition to grow claws, fangs, extra arms and so forth whenever necessary.

Aspects

- ⊗ **MULTI-LIMBED GRAPPLEHULK**
- ⊗ **MISTRUSTED BY GIANTS**
- ⊗ **CLAWS ON CLAWS ON CLAWS**
- ⊗ **SLIPPERY WRESTLER**
- ⊗ **RAVENOUS LONER**

Skills

Brawl +6, Physique +5, Savage +5, Athletics +4, Notice +4, Scavenging +4, Stealth +3

Refresh: 0 (5 base, 5 spent)

Stunts

- ⊗ **Pins & Holds.** Some may think that Brawl is hardly an Art at all. You prove otherwise with lightning-quick grabs,

holds, joint-locks, and pins. Whenever you create a **Grappled Advantage** on someone, you get +2 to against Overcome rolls to escape.

☞ **Strangulate.** If a character you are grappling has a **Grappled Advantage** that receives 3 or more free Invokes, you can remove those Invokes to force them to take 1 damage for each Invoke removed. The victim must use at least 1 Consequence to absorb this damage.

☞ **Frenzy.** The smell of blood puts you in a state of hyperfocus. When you succeed with style on an Attack with Savage, you can choose to reduce your Shifts of damage by 1 to inflict an extra 1-Shift hit.

☞ **Scale Brood.** (2r) You have grown thick, hard scales that protect you from harm. You gain 1 physical stress box.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

§10.6.4.281

Werething Goblin

Tough Rabble (2) Martial Goblkind

A strain of goblin that has contracted lycanthropy, werething goblins can only change their faces and claws to be more vicious, but they use this trick to terrify the unready with great effect.

Aspects

☞ **RIPPLE-FEATURED GOBLIN**

☞ **MORE BARK THAN BITE**

☞ **MASTER OF DRAMATIC TIMING**

☞ **BARELY LYCANTHROPIC, HARDLY**

INFECTIOUS

Skills

Provoke +4, Savage +3, Athletics +3, Contacts +2, Physique +2, Notice +2

Refresh: 0 (3 base, 3 spent)

Stunts

☞ **Thrown Distraction.** Your distractions are vicious and hard to avoid. Twice per session, when you succeed at Creating an Advantage on an opponent with Brawl, you can place a **Blinded Boost** on that opponent as well.

☞ **Fang Brood.** Your natural weapons are many. If someone places a

Disarmed or similar Advantage on you, you can remove it immediately by switching to another form of Attack.

☞ **Terrible Countenance.** Whatever your appearance, the mere sight of you makes others hesitate to interfere. You can use Provoke to Defend against Attacks in physical Conflicts, but only until the first time you suffer incoming damage in a scene.

Stress

☞ Physical: [1] [2]

☞ Mental: [1]

☞ Resource: [1]

Consequences

☞ Mild [2]

§10.6.4.282

Wielder Acolyte

Tough Lost (3) Martial Wielder (any race)

These men and women are new inductees to the martial philosophy of the Wielders of the Sword. Often, they have just completed their journey to a Wielder tower and begun training with a master, learning the first basic prayers of the order. Some are rash and spoiling for a fight to test their newfound wisdom in. Others have found a deep, unshakable peace in the contemplation of edges and spend most of their time in meditation.

Aspects

☞ **INITIATE ON THE PATH OF BLADES**

☞ **I DO NOT YET KNOW HOW MUCH I DO NOT YET KNOW**

☞ **DEEP MEDITATION**

☞ **DESIRE TO PROVE MYSELF**

☞ **ONE DAY I WILL SURPASS ALL MASTERS**

Skills

Melee +5, Arcane +4, Lore +4, Physique +3, Will +3

Refresh: 0 (4 base, 4 spent)

Stunts

☞ **Cutting the Air.** You slash the air with such ferocity that shockwaves of cutting force arc from your blade. You get +1 range with Melee Attacks.

☞ **Cutting the Earth.** Once per scene, you can slam your weapon into the ground to create a shockwave of stone and earth. This Attack can affect any three targets within 1 Zone of your own.

☞ **Thunderous Stroke.** Once per scene, you can hammer your foe so hard that something has to give. If the Attack succeeds, they must choose to either take a **Disarmed Situation Aspect** with two free Invokes, be moved two Zones, or take 2 extra Shifts of damage.

☞ **Barrier of Force.** You can instantly call fractal shells of transparent energy whenever you are threatened. You gain +2 to Defense rolls with Arcane.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1] [2] [3]

☞ Resource: [1]

Consequences

☞ Mild [2]

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Wielder Wizard

Challenging Fallen (4) Martial Wielder (any race)

These powerful sword-summoners are far along a path of their own choosing. They have taken hold of their own fates and use the prayer-magic of the unnamed sword as an exercise in asserting their will on the world around them. Inner peace allows them to firmly control their emotions, although some choose to amplify those emotions instead of suppressing them. A scant few have managed to corporealize their feelings into blades, a trend that the more traditional Wielders are hoping does not catch on.

Aspects

☞ **PHILOSOPHICAL SWORDCHURCH ADEPT**

☞ **MY RELENTLESS DRIVE TO BETTER MY ABILITIES HAS LEFT BODIES IN MY WAKE**

☞ **EMOTION IS A FORCE LIKE ANY OTHER**

☞ **I ALWAYS WELCOME A RIVAL**

☞ **NOT ALL CUTS LEAVE A MARK**

Skills

Melee +6, Will +5, Ghost +5, Physique +4, Onslaught +4, Contacts +4, Precision +3, Deceive +3, Empathy +3, Rapport +3, Religion +2, Notice +2, Stealth +2, Resources +2, Medicine +2

Refresh: 0 (12 base, 12 spent)

Stunts

☞ **Swordplay.** You are a veritable

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artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

☞ **Noble Endurance.** You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus** Advantage on as a free action.

☞ **Perfection of the Art.** You can feel the moment a stroke turns, when your body isn't right, and when your mind is elsewhere. Whenever you roll a negative number on the dice for a Melee, Arcane, or Lore roll, you get a +1 on your next roll of that Skill.

☞ **Determinator.** (4r) When in a desperate situation, such as combat or torture, you can move stress from one physical Stress box to one mental Stress box of the same value, or vice versa. You may only move one Stress box per Exchange, but you may do so at any point in the Exchange, even in response to incoming damage.

☞ **Body of Gloom.** Your body literally blends with the shadows when you are amongst them. You can use Ghost in place of Stealth on Overcome rolls.

☞ **Stolen Heart.** (2r) You can phase through even living matter. When you succeed with style on an Attack against an opponent Defending by blocking or absorbing (such as Physique or Savage) rather than dodging or magic (such as Athletics or Arcane), your damage is increased by 4 Shifts.

☞ **Unflinching Resolve.** You can use Will in place of Physique on rolls pertaining to endurance and dealing with pain.

Stress

☞ Physical: [1] [2] [3] [4]

☞ Mental: [1] [2] [3] [4]

☞ Resource: [1] [2] [3]

Consequences

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

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Xitomatlope

Nameless Dreg (1) Subtle Beast
One of the New World's dubious successes in developing a more sustainable foodstock and following

on the heels of the catalope project, this unfortunate vegetabanimal was built to specifications by a team of Revisionists. With the horns, hooves, legs, and head of a herdbeast from Stonewald and the wide midsection and greenish-red rind of a Mesoamerican xitomatl for its middle, it splits its time between quietly photosynthesizing in deserted meadows and galloping desperately away from its numerous predators. Only a few herds of Xitomatlopes were ever produced, due to the fact they ended up being surprisingly poisonous. Other herdbeasts are mimicing their adaptations, and now many shepherds kill them on sight.

Aspects

☞ **TERRIBLE FUSION FOOD**

☞ **NEEDS TO PHOTOSYNTHESIZE**

☞ **TOXIC FLESH**

☞ **POWERFUL HIND LEGS**

Skills

Athletics +3, Notice +2, Scavenging +2

Refresh: 0 (2 base, 2 spent)

Stunts

☞ **Hide and Seek.** You are skilled at moving rapidly across open ground and ducking behind cover just in time. You get +2 to Athletics to Defend against Attacks originating from 1 Zone away or more.

☞ **Instant Reflexes.** Your perception is so astoundingly accurate that it seems like you react before your opponent even moves. You get +2 to Initiative in physical Conflicts.

Stress

☞ Physical: [1]

☞ Mental: [1]

☞ Resource: [1]

\$10.6.4.285

Yath Canath

Challenging Eminent (6) Social Undead

Clever and acerbic, this Undead Lord is famed across Deathborne for his libraries. He is a consummate chess-player and excellent tactician, but he rarely engages his opponents in the field. Often, when a territory that he controls is threatened by another Lord, he simply leaves. This has daunted his opposition almost

as much as the fact that his holdings are not shrinking—they are growing. Still, Yath Canath shows no signs of overconfidence. His is as paranoid and amoral as any other Undead Lord, and his libraries have no books in them. Instead, each tome is inked across the backs of hundreds of zombies, to ensure that intruders will be forced to kill any knowledge they mean to collect.

Aspects

☞ **UNDEAD CHESSMASTER**

☞ **WHY FIGHT WHEN I CAN SIMPLY WIN?**

☞ **EVERYONE HAS A PRICE, AND I'VE DECIDED ON YOURS**

☞ **SLOWLY WEAVES THE SPIDER**

☞ **A PRINCE AMONG IMBECILES**

☞ **YOU WON'T LIKE WHAT I HAVE PLANNED**

Skills

Strategy +8, Resources +7, Will +7, Arcane +6, Contacts +6, Lore +6, Rapport +5, Empathy +5, Deceive +5, Notice +5, Business +4, Physique +4, Investigate +4, Scavenging +4, Stealth +4

Refresh: 0 (16 base, 16 spent)

Stunts

☞ **Tactician.** You get +2 to Initiative with Strategy in physical and logistical Conflicts.

☞ **Move and Shoot Tactics.** (2r) You are used to using cover, keeping moving, and flanking your opponents. You can use Strategy to Defend in physical Conflicts.

☞ **The Roving Horde Never Stops.** (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.

☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.

☞ **War Room.** (2r) A true warmaster uses every advantage an enemy gives them. You get 2 free Invokes on the Aspects of enemies you've scouted or faced this session.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage

actions with Arcane as you simply bend the rules of reality.

- ☞ **Leadership.** Barking orders and belting out speeches are second nature to you. You get +2 to Strategy rolls to Create Advantage rolls on a group of soldiers or allies under your control.
- ☞ **The Words of my Lord.** (2r) Your words echo in the hearts and minds of the soldiers you command, giving them unmatched strength of character. Whenever someone attempts to seduce, deceive, or coerce one of your troops, you can roll your own opposition against that action for the soldier.
- ☞ **Speak Not the Name.** You can roll Contacts to spy on anyone who speaks your name in the presence of your network.
- ☞ **Me and This Army.** Once per session, you can take a Situation Aspect with three Free Invokes called **This Army** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

Stress

- ☞ Physical: [1] [2] [3] [4]
- ☞ Mental: [1] [2] [3] [4]
- ☞ Resource: [1] [2] [3] [4]

Consequences

- ☞ Mild Mental [2]
- ☞ Mild Resource [2]
- ☞ Mild [2]
- ☞ Moderate [4]
- ☞ Serious [6]

\$10.6.4.286

Young Hillbeast

Tough Lost (3) Subtle Beast

These strange, vast, flat creatures have hundreds-of-feet-wide rolling backs covered in grass. They feed on the nutrients hidden in the dirt, moving unnoticed across the landscape and causing no end of navigational mysteries.

Aspects

- ☞ **MIGRATORY FIELD OF SAPIENT ASTROTURF**
- ☞ **NO INTEREST IN THE WORLD ABOVE DIRT-LEVEL**
- ☞ **BENEATH THE NOTICE OF TERRESTRIALS**
- ☞ **METHODICAL FEEDER**
- ☞ **WHEN WE STAMPEDE IT IS VERY EXCITING**

Skills

Physique +5, Scavenging +4, Exploration +4, Stealth +3, Athletics +3

Refresh: 0 (4 base, 4 spent)

Stunts

- ☞ **Durable Hide.** (2r) You gain 1 physical Armor.
- ☞ **Well-Ordered Humors.** You gain 1 mild physical Consequence.
- ☞ **Giant Body.** When you succeed with style on a physical Attack, you knock your opponent through the environment. They must either move two Zones or take two extra Shifts of damage, your choice.

Armor: 1 Physical

Stress

- ☞ Physical: [1] [2] [3]
- ☞ Mental: [1]
- ☞ Resource: [1]

Consequences

- ☞ Mild Physical [2]
- ☞ Mild [2]

\$10.6.4.287

Yul Dhar

Main Ancient (8) Social Undead

Since before even his mortality in the World of Life, Yul Dhar has been obsessed with “getting outside of the box.” The box, in this case, is reality. Despite having flirted briefly with membership among the Magi, he finds no appeal in the shortsightedness of their vision. They want out of Oubliette; whereas he simply wants Out. Yul Dhar is ultimately driven to find a way into the void Below the Castle, and—if he can stockpile enough magical power to do so—to punch a hole through the seething absence into whatever lies on the other side. Many of Deathborne’s biggest mining ventures are influenced by money and labor supplied by Yul Dhar, and even the Cryptarchy have learned to tread carefully in his territory.

Numerous attempts have been made by the Seers and Cryptarchy to put an end to his ambitions, but they lacked conviction. There is always the chance the Undead Lord may have some kind of dead man’s switch—and an entity with his kind of power attempting to scuttle the Castle could make the fall of Mubog look

like confetti and streamers at a child’s birthday party.

Aspects

- ☞ **UNDEAD LORD AND REALITY-SABOTEUR**
- ☞ **I WANT OUT**
- ☞ **I MAKE THE CRYPTARCHY NERVOUS**
- ☞ **I KNOW THE DEPTHS**
- ☞ **GREAT STOCKPILES OF MAGICAL WEAPONRY**
- ☞ **MY LANDS ARE INHOSPITABLE TO THE THOSE WHO WOULD INTERFERE**
- ☞ **DEAD MAN’S SWITCH**

Skills

Strategy +10, Will +9, Resources +9, Arcane +8, Contacts +8, Lore +8, Notice +7, Alchemy +7, Investigate +7, Physique +7, Deceive +6, Empathy +6, Provoke +6, Rapport +6, Tinkering +6, Scavenging +5, Exploration +5, Religion +5, Architecture +5, Medicine +5, Necessities +5

Refresh: 0 (22 base, 22 spent)

Stunts

- ☞ **Undying Persistence.** When you take four or more damage at once, you may collapse into a pile of bones, dissolve into mist, or generally play possum in some eerie post-mortal way. When this happens, you gain the **Did We Get Him?** Boost. As long as you have this Boost, enemies may not target you until one of them succeeds on an Overcome action with Notice equal to your Deceive rating. If an enemy does this and calls out your position, you immediately lose the Boost. If you make an Attack or otherwise reveal your position, you lose the Boost.

- ☞ **Terrorizing Spells.** Your magic is inherently horrific or dreadful. Perhaps you’ve tapped too deeply into the mysteries of the Void, or made pacts with powers others cannot begin to understand. Whenever you succeed with style with an Arcane Attack, you place a **Frightened** Boost on your target, in addition to the normal effects.

- ☞ **Summoner.** (3r) Through portals and callings, you draw them forth. They last only moments, but in those moments, your enemies come to know your wrath. You get +6 to Attack or Create Advantage when you Invoke an

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existing magic-oriented Aspect, instead of +2. You can only use this Stunt once per Exchange.

☞ **Warp Reality.** (2r) You get +4 to Overcome and Create Advantage actions with Arcane as you simply bend the rules of reality.

☞ **Telekinetic Flight.** (2r) You have the quintessential magic power of flight, powered by your mastery of force energy.

☞ **Fury of Light.** Foes standing against your onslaught of magical power do not stand for long. You gain an **Arcane Fury Boost** when you deal Stress or Consequences to an opponent with Arcane. If you spend this Boost on an Attack, you cannot gain another one from the same Attack.

☞ **Combat Focus.** When combat begins, you can select an opponent to put a **Focus Advantage** on as a free action.

☞ **Tactician.** You get +2 to Initiative with Strategy in physical and logistical Conflicts.

☞ **Game Theorist.** Diplomacy and war both come down to what the involved parties think. You get +3 when Invoking an opponent's Aspects against them, instead of +2.

☞ **The Roving Horde Never Stops.** (3r) Military history has shown that mobility is the greatest force multiplier. Twice per session, you can move a soldier, unit, or asset under your command from one Zone to another in response to an Attack. If you do so, the Attack fails.

☞ **The Words of my Lord.** (2r) Your words echo in the hearts and minds of the soldiers you command, giving them unmatched strength of character. Whenever someone attempts to seduce, deceive, or coerce one of your troops, you can roll your own opposition against that action for the soldier.

☞ **Fortress of Will.** (2r) You gain 1 mental Armor.

☞ **Focused Mind.** (2r) You gain 1 mental Stress Box.

Armor: 1 Mental

Stress

☞ Physical: [1] [2] [3] [4] [5]

☞ Mental: [1] [2] [3] [4] [5] [6]

☞ Resource: [1] [2] [3] [4] [5]

Consequences

☞ Mild Physical [2]

☞ Mild Mental [2]

☞ Mild Resource [2]

☞ Mild [2]

☞ Moderate [4]

☞ Serious [6]

§10.6.4.288

Zombie

Nameless Dreg (1) Martial Undead

Any body that survives having its will cored and scraped out may become a zombie, given time, but most zombies in the Castle are programmed things: inhabited by a set of pre-configured instructions and behaviors. Commonly, they are used for labor too dangerous to risk slaves on and too menial for willing sentients. Occasionally taskmasters

are separated from their zombies for hundreds of years at a time. When they return, they find that—without regular maintenance—their labor forces have grown idiosyncratic and strange. Sometimes neglected packs of zombies even go as far as to develop rudimentary personalities or the beginnings of a post-mortal society.

Aspects

☞ **SHUFFLING OBEDIENT WRETCH**

☞ **PRE-PROGRAMMED BEHAVIORS**

☞ **MORE DURABLE THAN THE LIVING**

☞ **STRANGE WITHOUT SUPERVISION**

Skills

Physique +3, Brawl +2, Scavenging +2, Notice +1

Refresh: 0 (2 base, 2 spent)

Stunts

☞ **Feels No Pain.** (2r) When you fail a defense and are subject to physical damage, you can roll Physique against the original Attack roll. If you succeed, reduce the stress by 1 Shift. If you succeed with style, reduce the stress by 2 Shifts.

Stress

☞ Physical: [1] [2] [3]

☞ Mental: [1]

☞ Resource: [1]

§10.7

Random Tables

Included are tables for generating people and places. To use these tables, you will need 1d%, 1d100, 2d10, or another method for generating a random number between 1 and 100. You can also simply pick and choose items off the charts.

§10.7.1

Places

Need a random ward or cell? Roll up a random site, then populate it with Settings rolls. Need to figure out where it is? Roll a random district.



§10.7.1.1

Random Sites

To generate a random site name, you can use one or both tables. Either link the words into a single run-on, hyphenate it, or capitalize both.

(Description) (Description)

Or

(Description) (Type)

Examples: Fell-blense, Axebury, Hunger Cave

§10.7.1.1.1

Descriptors

1d100	Site Description
1 – 3	axe
4 – 7	bane
8 – 10	blood
11 – 13	bone
14 – 17	bramble
18 – 20	brigand
21 – 23	cloud
24 – 27	damned
28 – 30	dead
31 – 33	fae
34 – 37	fang
38 – 40	fell
41 – 43	flame
44 – 47	frost
48 – 50	goblin
51 – 53	gods
54 – 57	grey
58 – 60	grime
61 – 63	high
64 – 67	horn
68 – 70	hunger
71 – 73	knife
74 – 77	mercy
78 – 80	ogre
81 – 83	rage
84 – 87	rubble
88 – 90	shatter
91 – 93	strain
94 – 97	tail
98 – 100	wood

§10.7.1.1.2

Types

1d100	Site Type
1 – 2	barow
3 – 5	blade
6 – 7	blense
8 – 10	borough
11 – 12	burg
13 – 15	burgh
16 – 17	bury
18 – 20	cairn
21 – 22	cave
23 – 24	cove
25 – 27	croft
28 – 29	den
30 – 32	district
33 – 34	fell
35 – 37	field
38 – 39	fjord
40 – 41	ford
42 – 44	haus
45 – 46	heim
47 – 49	holm
50 – 51	home
52 – 54	horn
55 – 56	mane
57 – 59	moor
60 – 61	mot
62 – 63	mouth
64 – 66	pool
67 – 68	shamble
69 – 71	spire
72 – 73	steppe
74 – 76	stone
77 – 78	ter
79 – 80	ton
81 – 83	town
84 – 85	tree
86 – 88	vale
89 – 90	veldt
91 – 93	wall
94 – 95	ward
96 – 98	woll
99 – 100	wood

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§10.7.1.2

Setting Details

2d6	2	3	4-9	10-11	12
Area	Urban	Mystical	Lush	Dungeon	Open
2	Well-maintained	Magical tempest	Living groundcover	Nether river	Field
3	Ruined	Esoteric equipment	Dead foliage	Stalagmites	Drainage basin
4	Corpses	Glyphs on surfaces	Secret garden	Natural cave	Massacre site
5	Broken Glass	Fogstone furnishing	Herder	Crawlspace	Fault zone
6	Fires	Alchemy Equipment	Feeding creatures	Barred windows	Garbage field
7	Bloody	Arcane cysts	Poisoned corpses	Hewn stone walls	Stone flats
8	Gang of Refuse	Orbs of light	Berry tree	Torture cell	Giant courtyard
9	Garbage	Haunted	Bonebracken plant	Confinement cell	Sandy ground
10	Spongemeat garden	Glowing plants	Potion bulb plant	Stalactites	Monolith
11	Piles of Broken	Cyclopean masonry	Farmer	Living captive	Avalanche zone
12	Bladebirds	Mannacrete sculpture	Spongefruit	Endless pit	Volcanic plateau

§10.7.1.3

Random District

4dF	District
-4	Deathborne
-3	Stonewald
-2	Spearfield
-1	Cutting
0	Grandhall
+1	Mubigild
+2	Fellmoor
+3	The Murder Heat
+4	Celeste



§10.7.2

People

The method for generating characters is somewhat more complicated than that for places, but follows the same process. Roll once on each table. Adjust the output as needed, or revel in the bizarreness created.

(Name): (Adjective) (Faction) (Race) (Profession) (Caste)

Note that some tables are arranged in both random and weighted formats, so that you roll up either a completely outlandish character, or one that's more likely to occur in Oubliette.

Examples:

Glyth: confident Bonehorde monger laborer (Lost)

Rile: innocent Draculean goblin crier (Refuse)

§10.7.2.1

Name

Roll 1d100 and 1d6 to determine a name.

1d100	1-2	3-4	5-6
1	Adele	Adrienne	Adroniwe
2	Aelon	Æthelfrego	Agathe
3	Agnes	Aldric	Alexandre
4	Alfreca	Alfred	Aliquan
5	Alix	Alred	Ambre
6	Amfast	Amisnorek	Andrel
7	Anis	Annerien	Aqua
8	Arallac	Arhtheof	Arme
9	Aron	Atjeloes	Attan
10	Baal	Baliori	Baphastoke
11	Beatrice	Beelac	Belda
12	Bielle	Bincung	Bithintic
13	Bogago	Bohd	Bronver
14	Bruno	Caimon	Cainte
15	Caldford	Cantina	Carl
16	Cathain	Cededa	Cella
17	Ciela	Cieli	Claude
18	Clude	Coline	Colver
19	Coril	Crad	Crasya
20	Cyngered	Damien	Deda
21	Deoden	Dhycro	Diuhx
22	Doku	Dorent	Dorian
23	Duhdar	Dupetr	Eadwulf
24	Edme	Einin	Eisaf
25	Emarthe	Emile	Enford
26	Éodmer	Erii	Ernarondo

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1d100	1-2	3-4	5-6
27	Erren	Erude	Erwin
28	Estelle	Evette	Fahiliva
29	Felice	Femke	Fenia
30	Fernand	Fersten	Fiacha
31	Flachunnan	Florent	Fos
32	Frarluigi	Fredrich	Frega
33	Frenck	Frevette	Froke
34	Froter	Gabriel	Gagu
35	Gelia	Georges	Geraud
36	Ghohohd	Ghohorg	Ghyarn
37	Gintenia	Giosue	Glalial
38	Glaliel	Glaniel	Glarkrok
39	Glountrol	Glyth	Greenston
40	Gres	Gudd	Guddorg
41	Guylbelle	Haenald	Hagley
42	Hahd	Halhia	Halihael
43	Hansair	Harg	Hedwald
44	Heisan	Hentry	Herthing
45	Hessel	Hevath	Hirford
46	Hlor	Hohagu	Idenek
47	Ihlian	Ilniel	Ilsiulsa
48	Inar	Ioseph	Ivietta
49	Jan	Jeanne	Jens
50	John	Jorej	Jorostav
51	Julius	Kaethis	Kamiras
52	Karg	Kargar	Karis
53	Karol	Kenal	Khirmirak
54	Khorschos	Kintford	Klerd
55	Kveristav	Lacco	Lambert
56	Lanie	Lantath	Lars
57	Lebiron	Lelbaal	Lelinos
58	Leonald	Lerthing	Liggmal
59	Lihail	Lodarah	Lophath
60	Lor	Lorfelia	Lozath
61	Luliel	Lurien	Macatron
62	Madrick	Manose	Marius
63	Mary	Mekarm	Menda
64	Mesia	Mesrelbas	Michael
65	Milie	Milirigua	Milmeel
66	Minorad	Molloy	Mthath
67	Naalagorgan	Nataft	Nechus
68	Nioc	Nithmis	Nua
69	Nybak	Obaruel	Ochan
70	Ohthere	Ophkib	Orsinna
71	Oruth	Osta	Ouzel
72	Paudrey	Paul	Pauges
73	Pemiel	Pereille	Petra
74	Pheliel	Philielle	Pieter
75	Pilia	Pirupsii	Pnarn
76	Pylia	Quala	Quix
77	Radiel	Ramath	Rasef
78	Rernis	Ridmore	Rile
79	Ronis	Ruhos	Saethor
80	Saethuh	Salial	Saliel
81	Samon	Sarah	Sashia
82	Sathi	Semon	Shapo
83	Sharkhill	Shioni	Shremsgrove
84	Shua	Sideley	Silaris
85	Silmoleel	Sinvern	Sirani
86	Sobarg	Sohobodd	Steris

1d100	1-2	3-4	5-6
87	Steves	Stoliel	Sull
88	Suraniel	Surfar	Suuhd
89	Sybren	Targ	Tasron
90	Teltina	Teodor	Tetreno
91	Thierry	Thuth	Tine
92	Togh	Togo	Tonwig
93	Torgas	Torggur	Tréomer
94	Urthunar	Uvian	Vagomis
95	Vetral	Vimax	Vokar
96	Vorg	Walira	Welvern
97	Wieh	Wine	Wordford
98	Yarab	Yelar	Zaphael
99	Zaphe	Zel	Zelpang
100	Zetan	Zinock	Zolile

§10.7.2.2

Adjective

1d100	Adjective
1 - 3	annoyed
4 - 5	attractive
6 - 8	blind
9 - 10	bored
11 - 13	christian
14 - 15	clever
16 - 18	competent
19 - 21	confident
22 - 23	confused
24 - 26	decadent
27 - 28	disdainful
29 - 31	diseased
32 - 33	drugged
34 - 36	faithless
37 - 38	former
39 - 41	frail
42 - 44	glum
45 - 46	gouged
47 - 49	grizzled
50 - 51	hateful
52 - 54	hedonistic
55 - 56	incompetent
57 - 59	innocent
60 - 62	insane
63 - 64	pagan
65 - 67	panicked
68 - 69	respectful
70 - 72	retired
73 - 74	righteous
75 - 77	rude
78 - 79	sickly
80 - 82	sinful
83 - 85	spiteful
86 - 87	stern
88 - 90	strong
91 - 92	terrified
93 - 95	tragic
96 - 97	trapped
98 - 100	wounded

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§10.7.2.3

Faction

1d100	Faction (random)
1 – 5	Unaligned/Uninitiated
6 – 11	Bonehorde
12 – 16	Coquille Roi
17 – 21	Cryptarchy
22 – 26	Draculean
27 – 32	Feeder
33 – 37	Guild
38 – 42	Invasion Club
43 – 47	Magi
48 – 53	New World
54 – 58	Ordo Sancti
59 – 63	Pureheart
64 – 68	Revisionist
69 – 74	Seer
75 – 79	Sodalitas Clostrum
80 – 84	Thorn
85 – 89	Vaultbreaker
90 – 95	Wallmen
96 – 100	Wielder of the Sword

1d100	Faction (weighted)
1 – 13	Draculean
14 – 24	Unaligned/Uninitiated
25 – 34	Bonehorde
35 – 43	Feeder
44 – 53	Wallmen
54 – 60	Sodalitas Clostrum
61 – 68	Thorn
69 – 73	Guild
74 – 78	Magi
79 – 83	Ordo Sancti
84 – 86	New World
87 – 89	Revisionist
90 – 92	Pureheart
93 – 94	Seer
95 – 96	Wielder of the Sword
97	Coquille Roi
98	Invasion Club
99	Vaultbreaker
100	Cryptarchy

§10.7.2.4

Race

1d100	Race (random)
1 – 8	dragon
9 – 17	essence
18 – 25	fae
26 – 33	goblin
34 – 42	hulk
43 – 50	human
51 – 58	marionette
59 – 67	monger

1d100	Race (random)
68 – 75	preen
76 – 83	undead
84 – 92	vampire
93 – 100	therianthrope

1d100	Race (weighted)
1 – 18	goblin
19 – 36	human
37 – 48	fae
49 – 56	monger
57 – 64	vampire
65 – 71	therianthrope
72 – 77	essence
78 – 83	hulk
84 – 89	undead
90 – 94	marionette
95 – 98	preen
99 – 100	dragon

§10.7.2.5

Profession

1d100	Profession
1 – 4	aristocrat
5 – 8	artisan
9 – 12	barbarian
13 – 15	bard
16 – 19	builder
20 – 23	charlatan
24 – 27	civilian
28 – 31	cook
32 – 35	crier
36 – 38	expert
39 – 42	guard
43 – 46	knight
47 – 50	laborer
51 – 54	magician
55 – 58	merchant
59 – 62	polymath
63 – 65	priest
66 – 69	scavenger
70 – 73	scholar
74 – 77	slayer
78 – 81	smith
82 – 85	socialite
86 – 88	soldier
89 – 92	thief
93 – 96	troubadour
97 – 100	witch

\$10.7.2.6
Caste

1d100	Caste (random)
1 – 10	Refuse
11 – 20	Dreg
21 – 30	Rabble
31 – 40	Lost
41 – 50	Fallen
51 – 60	Forsaken
61 – 70	Eminent
71 – 80	Eldritch
81 – 90	Ancient
91 – 100	Divine

1d100	Caste (weighted)
1 – 19	Refuse
20 – 58	Dreg
59 – 77	Rabble
78 – 87	Lost
88 – 91	Fallen
92 – 94	Forsaken
95 – 96	Eminent
97 – 98	Eldritch
99	Ancient
100	Divine

\$10.8

Chronicle

Despite the fact that Oubliette is eternal and time here is stretched out like putty, that isn't to say that things never happen. Oubliette is full of change and chaos, and many events, past, future, and present, cause ripples across eternity.

See Timekeeping^{p18} for information on year abbreviations.

\$10.8.1

History

- ☼ 416,700 YA: Early Homonin culture on the Plain of Clouds
- ☼ 232,500 YA: Arrival of the First Hornfolk Settlers on the Plain of Clouds
- ☼ 147,800 YA – 97,800 YA: The Era of the Gods
- ☼ 145,300 YA: The Bible of Amat Zalam penned
- ☼ 97,800 YA – 62,800 YA: The Era of Heroes
- ☼ 67,550 YA – 42,550 YA: The Primordial War
- ☼ 57,350 YA: Founding of Castle East
- ☼ 51,950 YA: Founding Castle Exile
- ☼ 40,440 YA: Cryth-clan Koom deposit the Walking Stone in the World of the Forgotten.
- ☼ 35,100 YA: The Closing of the Gate of Reason
- ☼ 30,520 YA: Arrival of the Chateau d'Anaceron in the World of the Forgotten
- ☼ 30,270 YA – 30,139 YA: Gathering the Scattered
- ☼ 30,139 YA – 29,903 YA: Rebuilding the Chateau
- ☼ 29,903 YA – 29,246 YA: Anaceron Explores the Cosmos
- ☼ 29,400 YA: Discovery of the Forgotten Domain
- ☼ 27,940 YA – 26,595 YA: The Origin War
- ☼ 26,595 YA: Retreat of Anaceron
- ☼ 26,280 YA – 23,596 YA: The Veiled King rebuilds the Castle
- ☼ 25,920 YA: First new inhabitants begin arriving

- ☼ 25,620 YA: The Veiled King constructs the Voidbridge
- ☼ 24,620 YA – 21,281 YA: Early Draculeans
- ☼ 24,110 YA: First invasion of Castle Exile forces
- ☼ 23,596 YA: Year Zero (old reckoning)
- ☼ 22,696 YA: Appearance of Castle Lost
- ☼ 21,720 YA – 21,620 YA: Second Invasion of Castle Exile forces
- ☼ 21,480 YA: The War of the Dragons
- ☼ 21,281 YA – 18,546 YA: First Reign
- ☼ 19,820 YA – 19,466 YA: Skirmishes on the Plain of Clouds with Castle Lost
- ☼ 19,130 YA: Discovery of the Walking Stone
- ☼ 18,546 YA – 18,536 YA: Discovery of the World of Gloom
- ☼ 18,536 YA – 18,266 YA: War of Souls and Gods
- ☼ 18,266 YA – 14,725 YA: Time of Dragons
- ☼ 17,230 YA: The Guild^{p50} is founded
- ☼ 16,100 YA: Diplomacy renewed with the Sunless
- ☼ 15,750 YA: The Great Fae Migration
- ☼ 15,350 YA – 10,890 YA: Trade between Mubog and the Sunless
- ☼ 14,725 YA – 14,690 YA: Third Invasion of Castle Exile forces
- ☼ 14,690 YA – 12,545 YA: Time of the Thousand Kings
- ☼ 13,146 YA – 13,145 YA: Genocide Year
- ☼ 13,145 YA: Public Sighting of The Veiled King
- ☼ 12,545 YA – 0 YFN: Second Reign
- ☼ 11,840 YA: Disappearance of the Third Eye of Jupiter
- ☼ 11,260 YA: The Cistern Spider^{p377} Rises
- ☼ 10,890 YA: The Destruction of Mubog
- ☼ 10,130 YA: Magi wrest control of the Cataracts Vitae from the Lords of Deathborne
- ☼ 9,850 YA: The Skyspider^{p342} Crisis
- ☼ 9,655 YA: Mubigild sticks as the new name for the wasteland of Mubog

- ⊗ 8,650 YA – 8,310 YA: Castle Exile opposes Negation diplomacy in Oubliette
- ⊗ 8,310 YA – 6,854 YA: False Rapture
- ⊗ 6,700 YA: Diplomacy begins with The Negation
- ⊗ 6,350 YA: Daculeans acquire control of the Cataracts Vitae
- ⊗ 6,030 YA – 5,880 YA: Draculeans capture and imprison the Symphony of Sorrows
- ⊗ 5,670 YA: Grandhall's political situation stabilizes
- ⊗ 5,270 YA: The Gouge^{p187} is first reported in Deathborne
- ⊗ 4,720 YA: Enscorning of The Sumeilugararion^{p152}
- ⊗ 4,480 YA – 4,352 YA: The War of Love
- ⊗ 4,352 YA – 3,900 YA: War of the Sunless
- ⊗ 3,900 YA – 3,840 YA: Destruction of the World of Gloom
- ⊗ 3,840 YA – 2,720 YA: Second Migration of the Koom^{p41}
- ⊗ 3,350 YA: The Black Window is discovered.
- ⊗ 3,060 YA: Bounding Gate is buried, effectively sealing in all incapable of flight.
- ⊗ 2,800 YA: The Wielders of the Sword are founded
- ⊗ 2,520 YA: The last Great Dragon Flight
- ⊗ 2,260 YA: The Weaving Under^{p207} is discovered
- ⊗ 2,020 YA: The Sanitarium^{p154} is built
- ⊗ 1,750 YA: Dances Among Them arrives in Oubliette
- ⊗ 1,600 YA: Ordo Sancti acquires control of the Cataracts Vitae
- ⊗ 1,540 YA: The Sword of the Spirit reforged in The Foundry^{p179}
- ⊗ 1,410 YA: The Weaving Under is discovered.
- ⊗ 1,300 YA: Founding of the New World^{b52}
- ⊗ 1,100 YA: The King's Cell^{p196} is raided unsuccessfully by the Vaultbreakers^{p65}.
- ⊗ 1,000 YA: Most Recent Public Sighting of the Veiled King
- ⊗ 990 YA: The Stele of Istram constructed in Stonewald
- ⊗ 790 YA: Founding of the Purehearts^{p53}
- ⊗ 650 YA: the Marauders^{p60} begin to gather
- ⊗ 555 YA: Dances Among Them splits from the Purehearts
- ⊗ 400 YA: Marauders strike Guild facilities, decimating supplies
- ⊗ 390 YA: Castle Exile renews efforts to subvert Oubliette
- ⊗ 310 YA: Thorns^{p56} set against Grandhall^{p146} and Cutting^{p152} for their sins
- ⊗ 220 YA: The Blossoming of Slair
- ⊗ 200 YA: First reports of the Bonehorde^{p58}
- ⊗ 60 YA: The Bonehorde subsumes Fangvale
- ⊗ 1 YA: Campaign Start

§10.8.2

Possible Events

The following events are happenings in Oubliette that GMs can feel free to introduce as plot points or adventure hooks for the Players, as background mythology to what is happening in the game, or not at all. Some could happen multiple times while others would be unique events. These happenings also provide a bit of insight to where Oubliette is going in the future. They are arranged in loose chronological order. Whether or not these events occur, or have already occurred, is up to your group. Consider them like Hooks for Oubliette in general.

§10.8.2.1

Mine Crater

One day, quite out of the gray, light fills the sky and a tremendous thunder rattles the ground for miles. Pieces of stone rain down from a distant spot in Mubigild.



Apparently, deep underground in the The Nether Mines^{p159}, a miner just discovered a pocket of explosively compressed volatile calculus. Leaving a crater a several miles wide, the detonation rocks Oubliette, burying even more of Mubigild in rubble.

§10.8.2.2

Famine

For an interminable amount of time the castle undergoes another famine. Lasting months or even years, the famine is caused by shrinking populations of low-Caste edible creatures and the withering of what little vegetation there is. The entire population suffers as stockpiles dwindle.

§10.8.2.3

Gouging Days

Suddenly, the Magi declare that the ward called The Gouge^{p187} is rapidly expanding. Creatures within the growing border are stripped of their sight organs and left to starve, with little or no warning. Though terrifying thousands in Deathborne, this event is overshadowed by the fact that these gougings are occurring all over Oubliette as well.

§10.8.2.4

Proto Man

A new arrival is loosed upon the castle. This ancient man appears to be a lost ancestor to humankind and has features like a large upright ape-man hybrid. He is incredibly strong and goes about smashing and attacking everything he can in a confused rage.

§10.8.2.5

The Great Sanitarium Escape

Rumors say that the Sanitarium keeps everyone who spends too much time there. Hundreds come spewing out into the streets—apparently unable to stay—all of the sudden. The harder they are pressed to return, the more they diffuse into the city, bringing a wave of demented chaos in their wake.

§10.8.2.6

The Cutting War

Yet again the Gangs of Cutting have declared war on each-other. Tiny rival groups ally themselves to build larger fronts, and though it doesn't seem possible, the streets of Cutting run thicker than ever with blood. The state of siege won't lift until the war is over, though the outcome will make little difference. If only the warriors of Cutting turned their attention outward rather than inward, they could feasibly fight the Draculeans to a stand still.

§10.8.2.7

Cosmonauts

A tall, metallic tower full of dangerously flammable fluids has somehow found its way to Oubliette. Its side bears a strange red symbol and occasionally voices are heard from inside part of it. They sound upset.

§10.8.2.8

The Rampage of Lucitera

Lucitera^{p305} is a gigantic molten elemental creature. It generally stays to the inside of Luxipandia, where it hunts magical beings attracted to the elemental vortex Lucitera lives in. After a shortage of edible magic, Lucitera climbs out of Luxipandia and proceeds to wreck its way through the Murder Heat searching for spellcasters to eat.

§10.8.2.9

Feast Day

While not unheard of, feasts put on by the Feeders are rare enough to cause district-wide celebration. Somehow they have managed to organize a feast day taking place in major festhalls across the entire castle, coordinated and orchestrated to perfect unison. No one knows where the food came from, but the Feeders responsible are terribly weary.

§10.8.2.10

Lyftwyrnheim

Unbeknownst to the rest of the Castle, a tribe of philosophers has been living atop the Lyftwyrn for thousands of years, skimming moisture from the air, building shallow shelters into its epidermis, and feeding on the bats that get stuck in its filter-bristles. One of these philosophers falls groundward and survives the trip, explaining to the foreigners there what other wonders can be found in the sky. The Draculeans, predictably, begin making plans to bring it under the control of their agents.

§10.8.2.11

Massacre

Without warning, an assault destroys an entire community. No survivors are left, and no one knows who committed this atrocity or why. Perhaps it was a Draculean raid to gather food for the dragons, or perhaps it's the work of a new faction trying to incite even more terror in the populous.

§10.8.2.12

Pope and Counterpope

A koom waif claiming to be both Marys, virgin and Magdalene, has appointed herself the Pope of the Thorns. This is without the permission of the current-and-still-recognized Pope: Faccovius. To the surprise of the entire Castle, many rank-and-file Thorns are siding with this new Pope. A team of crusader preens have even sewn her a

§10 Appendices

beautiful miter. Faccovius cannot let this heresy stand, and so, for the first time in thousands of years, the Thorns are squaring off for battle with themselves. The rest of Oubliette breathes a collective sigh of relief.

§10.8.2.13

New Moon

There is, quite literally, a new moon. It appeared in the sky over night, a huge, strange, fractured, still-molten shard of world-stuff. It follows a similar track to the sun and moon of the World of the Forgotten, but it does so substantially faster, disappearing and reappearing a handful of times every few days.

Rumors say that the Koom^{p41} are going crazy over it, claiming that it is a piece of the World of Gloom. If this is true, who knows what chaos will be wrought if the rest of the planet appears?

§10.8.2.14

The Tour

Floating ships of stone and steel arrive one day, crewed by the most professional looking soldiers ever seen. It appears to be a high-ranking general and his retinue of advisers as well as an elite fighting squad. They wear clothes and armor unlike anything in Oubliette but they speak familiar languages. Occasionally they stop to ask questions of tactical significance and then move on. Rumors say they are from Castle Lost.

§10.8.2.15

The Maze of Tongues

A junior Revisionist, while breaking one of the House's few enforced laws, has accidentally discovered what might be the entrance to alleged language maze of The Babel Shard^{p197}. In a tiny, craggy corner of the rock, written in a combination of Philosophical Despair and the ephemeral tongues of autumn storms, are the words "Welcome to Adventure." Further down, the section continues: "You awoken in a small room. The drip of water on stone echoes all around you. There are several doors here. Do you go NORTH, EAST, or WEST?"

§10.8.2.16

Spongefruit

Miraculous in every way, the most disgusting living things in Oubliette begin to blossom. Spongemeat, a staple of Refuse Caste food, begins to sprout strange but beautiful flowers that bear juicy, succulent, and tart fruit. The peasants rejoice.

§10.8.2.17

Sky Battle

Bright lights and blasts of energy can be seen for dozens of miles as a fierce battle rages on the sheer towers of Celeste. Spectacular attacks connect, knocking combatants

through spires, bringing hundreds of tons of stone towers crashing down. Licks of flame play across magnificent warding spheres composed of thousands of rune-circles. The fight is too far away to gather the identities of the combatants, unless one were to move closer...

§10.8.2.18

The Vote

Delivered to public posts and billboards all over the city by thousands of shadowy hands and paws, stacks of ballots appear across Oubliette. The ballots are identical from one place to another, and each person is capable of filling out only one, after which the sheet disappears from their fingers.

The questions on the ballot are surprisingly concise and astounding in their nature. Here are some examples:

- ☞ Should we reassemble the World of Gloom?
- ☞ Are you for Expansion, or Reduction?
- ☞ Shall we remain a lone power, or join an alliance of other Castles?
- ☞ If you could leave, would you?
- ☞ Bend to the wishes of gods and demons, or retain our independence?
- ☞ Would you fight for your eternity?
- ☞ Should we continue diplomacy with the Negation?

§10.8.2.19

The Grand Symphony

Fleuriel and her fellows organize the greatest musical work in history. It will feature the Sumeilugraron as a main instrument, but will also include a thousand strong choir and hundreds of other instruments. The Symphony is targeted by the Feeders, who will procure food for the event. It promises to be a very interesting day.

§10.8.2.20

Super Ultra Mega Macro Avinubis

Either the drunkards and newcomers knew more than they were letting on, or their idle speculation accidentally created *this* thing. Regardless, all of the bladebirds in the Castle are now flying in formation and their swarm is only a little smaller than the district of Mubigild. The Veiled King, whod been starting to think this was going to be a quiet day, takes to the air to begin murdering billions of bats.

§10.8.2.21

The Gathering of the Kings

A mysterious patron has sent out letters to the furthest and darkest corners of Oubliette, inviting all nobles, royalty, and aristocrats to an exclusive banquet. It is one of the rare moments when members of every Caste will be gathered in one place, and it is to be attended by not just Vlad^{p362} and The Goblin King^{p353}, but every other notable leader from across the Castle. Rumor has it that the Veiled King will make an appearance, perhaps even speak. Regardless

of whether these rumors come true, the Gathering will doubtless lead to a number of new deals and negotiations between widely divergent groups. Or total war.

§10.8.2.22

Return of True Vlad

At the command of his unnamed master, a challenger appears to the seat of Draculean power. He claims to be True Vlad^{p355}, and weaves a tale that he granted regency of his men to a lieutenant who took his name and began a secret figurehead state in the Draculeans. True Vlad challenges the impostor to a duel, causing quite an uproar in the population. Even other Cryptarchs are concerned; True Vlad does not act rashly.

§10.8.2.23

Beloved Spore

A fungus from the World of Gloom has made its way into Oubliette. Growing in glowing black shelves along the sides of rocks or moist walls, it is edible, flavorful, even. Its consumption produces a powerful feeling of euphoria, nearness to divinity, and the conviction that your way is the only true way. It was a common addition to meals by the Koom^{p41}, and many are already farming it in small patches. The New World is investigating it for broader cultivation.

§10.8.2.24

The Overthrow of the Draculeans

Everyone knows the outcome of the duel between Vlad and True Vlad. The unexpected side effect of the match was the dissolution of the Draculean hierarchy in the wake of the defeat of their leader. True Vlad took no action to regain control over his former faction, and a host of competitors have seen to it that the Draculeans are split into such small groups that central leadership would require massive reorganization.

§10.8.2.25

The Blood Fog

As happens, the weather has turned evil yet again. This time, it is a fog of bloody mist that chokes the streets and slickens the stones. The mist stands and makes the air quite murky, causing chaos everywhere. The sticky blood residue left behind dries only when the fog has been blown into another section of the city. The most terrifying effect of the blood fog is that it induces utter ecstasy in those who come in contact with it.

§10.8.2.26

Cistern Spider

The legends were right. There is something in Lake Cistern^{p172}. Wrecking boats as they reach skyward, hard shelled legs encrusted with ten thousand years of garbage emerge from the lake to begin pulling the creature up. The

lake floods with the rise of the waters, suddenly submerging shops and houses around the water's edge in minutes. Then the body of the thing breaches the surface, its size is positively shocking. Those who survive the flood and the subsequent retreating waters are mostly eaten by the Cistern Spider, effectively ending the peaceful community as it was.

§10.8.2.27

Green Moon

Oubliette used to have one sun and one moon, just like earth. Times change, as they say, and recently, an entirely new moon has appeared. It looks lush and close, as though birds might even be able to fly there. Its green disk hangs in the sky for a long period, before it dips below the horizon.

§10.8.2.28

Turn Every Poet Loose

Some say that the Coquille Roi are not as defeated as they seem. Some say that they still maintain a number of deep-cover sleeper agents that occupy some of the most valuable positions in Oubliette. It is said that these agents communicate with each other through popular poetry, their meanings and intents veiled behind layers of allusion, metaphor, and cryptographic syntax. But the time has finally come to activate these agents, to change the face of Oubliette once and for all.

§10.8.2.29

The Die Off

Rapidly bringing civilization to its knees, reports filter in that a record number of void deaths are occurring this year. The numbers are only climbing and show no sign of stopping any time soon. Some religious citizens believe it's the rapture. Others believe it's the end of the universe. Others still claim that the Negation is rising.

§10.8.2.30

Ladies Night for Ladies of the Night

A Nyctonymph^{p320} is getting married. This happy occasion would not be complete without one last night of reckless celebration, and—because her husband-to-be is an Angel in Castle Exile—the bachelorette party is happening in Oubliette. Taverns, dance halls, and the sorts of venues that have private rooms and big circular stages are all nervously adjusting their prices, re-insuring their buildings, and casting a wary eye towards the sunset. The Veiled King has graciously been invited and is taking the night off to tag along.

§10.8.2.31

The Land Dragon

Bursting streets open and collapsing buildings, the Land Dragon has appeared. It seems to dwell in the space

between one stone and the next, but its body is glimpsed for only the briefest of moments before it dives back under the rock. It attacks everything that it can, devouring people just out of sight.

§10.8.2.32

Spiderspawn

Over night, a dun-colored egg-sack has appeared near the Skyspider's legs. Perhaps this explains all the earthquakes. As worried Seers, Draculeans, and Guild delegations gather, the edges of the egg-sack pulse with purpose. It is nearly the size of a ward in diameter and, in a few minutes, arachnids the size of freight trains will spill out of it, newborn and hungry. That their ravenous existence will be temporary is a small comfort to the neighboring districts, who are putting up spider-defenses and praying that it will not be long before these impossible births are returned to the Void.

§10.8.2.33

Light Show

This time, everyone knows who is fighting in Celeste. The Veiled King, who was thought to be little more than a myth, is doing battle with a demon so powerful it may have been called the Devil once. He is now known as Malenox and is fighting to take something of tremendous value from the Veiled King, a sword of some kind. This battle cuts spires in half and causes collateral damage so expansive that entire wards are lost. Malenox seems to delight in destroying the Castle as much as possible, but the King's chill calm may indicate the upper hand.

§10.8.2.34

Chaos at the Doorstep

The Veiled King has done something no one can remember having ever happened before. Hundreds of philosophers, physicists, mages, and academics have been invited, by way of hand-written letters, to Slair, in order to discuss a matter of existential importance. It seems that visitors from the Negation, a shadowy anti-realm beyond even the World of the Forgotten, are on their way to Voidbridge. The King needs to know everything *anyone* in Oubliette can ascertain about these multitudinous, inconceivable beings. *Before they get here.*

§10.9

Legendarium

This section holds legends, rumors, secrets, and potential truths about Oubliette. It is recommended that Players avoid this section unless they are comfortable with separating this knowledge from their character's in-game knowledge.

Because each game and group is unique, it is also

recommended that the game master not take all the legends as necessarily completely true. Game masters should feel free to modify, subvert, or elaborate on the legends for the needs of the game. This includes creating new revelations that supplant the old ones, particularly in the case that the Players have read the Legendarium as well.

§10.9.1

The Rise of the Bonehorde

The Bonehorde presents a threat unlike anything faced by Oubliette in the past. Never before has there been such a firm, stable, and successful phenomenon that “destroys” denizens of Oubliette. The Bonehorde has taken over many wards and cells of northwestern Deathborne in the last two centuries, and now they're on the march for Spearfield.

Most people believe that the Bonehorde is a kind of infectious disease that destroys the minds of the infected, causing them to join the hunt for more prey to convert. The infected no longer speak or listen to reason, and none of them utilize any forms of power beyond simple brute strength.

The truth is even more sinister. The Bonehorde is the instrument of a person called Dances Among Them^{p260}, who has an obsessive drive to destroy the Castle and those who run it. Dances Among Them wishes to build an army that can stand against any in Oubliette, and intends to challenge The Veiled King^{p384} for supremacy. While Dances is not particularly powerful in person, the entire Bonehorde stands behind them, absolutely subservient.

Dances Among Them is a consummate deceiver. The Bonehorde in actuality is a kind of mind-virus or curse that completely overwhelms the minds of those it infects. This infection must be done by communication, not injury, and is actually limited to those who can communicate the meme properly; weak ghouls and imps cannot pass it on, but they can wound and stall targets until the infection vectors arrive. Those who are willful and strong of mind are likely to be able to resist the infection, but doing so renders them unconscious. Stronger members of the horde have more success with conversions. Once infected, victims immediately strive to follow the orders of Dances Among Them. These include tearing off the skin and modifying the body, helping the horde infect more, and spreading the secondary plague that follows them. There are many other specific orders, but most of them revolve around keeping the true nature of the Bonehorde secret, so that those trying to stop it have no idea what they're actually fighting.

Contrary to popular belief, infection does not actually destroy the mind of the victim. It simply forces them to follow the orders handed down, pushing aside their own will. Those that die have a chance to escape the infection if they are strong-willed enough, but they are likely to suffer severe mental degradation from the invasive, dominating process of infection. They may be Broken by that alone.

§10.9.2

The Selection Bias

Unbeknownst to most of the inhabitants, there is a selection bias that applies to which beings are likely to appear in Oubliette. Contrary to popular belief, Oubliette does not select randomly from all of history and across all possible worlds and cultures, it is more specific than that.

All selection criteria function on a bell curve. There will be statistical outliers on either end of a criteria, but the majority of entrants fit right down the middle.

The first criterion is **occultism**. Most denizens are touched by the unusual in some way. Even the most banal peasant has had a run in with magic, the strange, or otherworldly power. This doesn't mean that all have innate magical powers, it is simply an indication that something abnormal has touched their lives.

The second criterion of the bias is **location**. Oubliette prefers Earthlings, and its center of focus is France. The further from France a potential denizen is, the less likely they are to be selected. Most in Oubliette are from a sphere of influence that covers most of Europe, North Africa, and the Middle East.

The third criterion is **time**. Most denizens come from the Middle Ages, with a few coming from ancient days and a few from the far future. Remember that the time streams are not in lock-step, beings from the future of the World of Life can easily appear for the first time in the ancient past of Oubliette, just as cavemen can sometimes appear in "modern" Oubliette.

The fourth criterion is **linkage**. The more beings in Oubliette are connected to a potential selection, the more likely that person is to be selected. In this way, many entire races have been drawn into Oubliette after a few were first selected.

The selection bias is a direct effect of Oubliette's portfolio in the Domains of the Infinite^{p380}.

§10.9.3

The Plain of Clouds

The Plain of Clouds is an awe-inspiring sight to anyone brave and strong enough to cross the Outer Walls of Oubliette. It is the very first hint one might find that the Castle is not simply all that exists in the universe. While sighting it may be a triumph, those who lay eyes on it are likely to regret their decision in the long run. Outside of the walls and down the slopes, where the land is flat for as far as the mind can wander, the rules of Oubliette break down. Resurrection is not the same, and even physical annihilation does not automatically trigger reincarnation, because there simply isn't anyone or anything in control to resurrect you.

The Plain of Clouds appears vacant at first, and statistically this is accurate. The distance between any two locales on the Plain of Clouds is infinite, and that makes it difficult to traverse. Only by metaphysically *forcing* oneself forward can the Plain be traveled, and there is no guide to

tell one how to do this. Most who make it to the Plain of Clouds become stuck there, unable to return and unable to escape, forever wandering the endless mists.

But wanderers are not the only things that exist on the Plain of Clouds. Vast hosts roam here, and creatures stranger and more powerful than one can imagine follow them. Hillbeasts rove the plains, and entire civilizations wait, lost in the fog.

§10.9.4

Chateau d'Anaceron

Once upon a time, Oubliette was a moderately-sized castle in the now-disappeared Enteuil region of France. With only 224 rooms, there was enough room to hold a wealthy noble, her soldiers, her treasury, and a handful of guests and their retainers. As the mystical powers of the lady of the castle grew, so did her wealth. She collected vast quantities of magical knowledge and thousands of artifacts from all over the world. She traded with the rulers of foreign lands, leasing her troops in exchange for items and people of power.

Soon, she had amassed such a wealth of occult material that her castle, her domain, and all the people and things within vanished, expunged from the history of Earth



entirely. After an interminable period of darkness, the castle fell to the ground in a strange, flat, expansive world of fog and hill.

Anaceron, who had many names, slowly began putting the pieces of her castle back together, but her arrival in the World of the Forgotten did not go unnoticed. Soon, others began to arrive, some from far away, others from nearby. She learned that there were other Castles, other “worlds” impossibly far away, and that they had existed here for hundreds of thousands of years.

She learned much in those early days, and finally using the vast magics she had acquired, she began to rebuild the Chateau. Twenty-six thousand years later, no one even remembers her original name, or the 224 Original Rooms.

§10.9.5

The Expansion Era

The Chateau d’Anaceron consisted of few rooms, and only a small parcel of land, but modern Castle Oubliette is many thousands of times that size. Without a very long-seeing eye, one would never discern the true nature of the slow, stately, and graceful expansion of the Castle. Many believe that Oubliette grows simply because more people and buildings and junk arrive here every year, pushing the walls outward, but anyone can tell you that the Outer Walls are rarely repaired, and yet leave no gaps no matter how wide they spread.

This is because in the region of Castle Oubliette, *space itself* is expanding. Stationary objects, left long enough, are extended, enlarged, amplified. The entire city is full of tremendously-swollen elements. What were once cobbles are now immense cratons of stone. What were once simple towers are now preposterously tall sky-scrapers. The outer walls are thousands of feet high, and nearly half that wide. Even some of the creatures of Oubliette are subject to this effect; there are ancient beasts that stalk the city like the Skyspider^{p342}, Lyftwyrn^{p306}, and Cistern Spider that have existed here since the very beginning, their slow movements synergistic with the expansion of their mass.

At a more metaphysical level, tangible physical things are not the only things that make their way to Oubliette. Countless trillions of thoughts have been made and forgotten, powering an expansion in Oubliette unmatched elsewhere in the cosmos. This constant influx of power is nearly limitless and drives the changes seen at all levels of life in Oubliette. It is the most valuable resource of the Castle.

§10.9.6

Domains of the Infinite

All things that are and were will eventually cross The Gate of Reason^{p381} and enter The Plain of Clouds^{p379}. This matter provides the raw material with which everything in the World of the Forgotten is constructed, and because of that, this resource is viciously fought over by many forces. Capturing a single person or thought or place is

difficult, and so most who collect the substance of Life do so by capturing a “domain.” Domains are special regimes of infinity that allow material to be collected *en-masse*, permitting large forces to gather thoughts, ideas, creatures, people, places, and things that are thematic to a specific concept. Domains are not well-bounded. They are fluid, elastic things that can be pulled and stretched. The various Faraway Castles^{p380} fight over them constantly. But once something enters the domain of one castle, it cannot simply be collected by another anymore, it must be physically liberated. This has led to a kind of cosmic cold war between the castles that rages even today.

§10.9.7

Faraway Castles

The Plain of Clouds^{p379} is dotted with many faraway Castles, each asserting control over one of many Domains of the Infinite^{p380} and governing a bounded space on the Plain. The names given for these places are the names used by those in Oubliette who know of them; they have their own names as given by their inhabitants.

Founded by the fractured and cast out pieces of European religions, **Castle Exile** is a home to demons, angels, gods, and saints. Steeped in the mythology of Christianity, Islam, Judaism, Zoroastrianism, and Gnosticism, Castle Exile functions as both Heaven and Hell, encompassing a massive column of semisolid glowing air above a gargantuan crevice that reaches deep underground. While Castle Exile has the closest relationship with Oubliette, they can’t even remotely be considered our “allies.”

Castle Lost is home to legions of dead soldiers and fighting men. It has a militant and highly-regimented society based around a somewhat-feudal meritocracy. Potential leaders must climb the hierarchy by proving their worth to both their superiors and subordinates. Castle Lost is one of the most stable of the nearby castles, and could prove to be a formidable adversary.

Mysterious and esoteric, **Castle East** lies further afield than Castle Lost or Castle Exile. It is a strange domain containing many overlapping planes of existence, infinite spaces, and entire realms of existence that only those from the near or far east of Earth would be familiar with. Millions of gods dwell there, and religions as rich as any invented in the World of Life operate there.

These are only the closest and most politically important Castles of the Plain of Clouds. There are many spaces further afield, and some closer but too small to be properly called “Castles.”

§10.9.8

The World of Gloom

The World of Gloom itself was analogous to the planet Earth, being physically and metaphysically separate from both Oubliette and other Worlds of Life. It was home to thousands of cultures, billions of lives, and a written history spanning nearly ten thousand years. The koom dominated

the planet, but less completely than humans came to rule earth in the modern era. The early cultures of the World of Gloom were occupied with the usual struggle for supremacy, until a massively powerful church-cult arose, called the Sunless. The Sunless Church^{p61} united vast portions of the World of Gloom for many ages, but with each new era, the purity of their purpose collapsed a little further.

In their fifth age, the Sunless became openly hostile to all non-believers. Their disdain and animosity expanded ever-outward, eventually targeting even members of the church itself. This paranoia led to mass killings and brutal discriminatory violence. A protesting group gained traction against this, and mounted a campaign called the War of Love, in which they attempted to reform the hateful ways of the Fifth-Era Sunless, but they were defeated easily by the immense propaganda apparatus of their enemy, who executed all protesters they could catch. In the end, the War of Love only added fuel to the fires of paranoia and delusion.

This culminated in a brief but extraordinarily violent war in which the greatest weapons of magic were turned inward. The War of the Sunless escalated until the magics drew the ire of their distant and dim star, which it is said cleansed the World of Gloom the way a hunter skins a rabbit. Echos of this singular action of violence echoed throughout the fabric of reality for generations, and only after did scattered survivors begin to coalesce in the World of the Forgotten.

\$10.9.9

The Gate of Reason

Before thirty-five thousand years ago, the Void, the Veil of Death itself, was not as strong as it is now. Souls could move between the worlds like water, and physical resurrection in the World of Life was possible, even common in certain ages. But of course, as with everything else, progress marched on and this period ended. This was the Closing of the Gate of Reason, which destroyed certain ancient civilizations, ended eras across hundreds of worlds, and ushered in the age of the Forgotten. From that point forward, anyone sent beyond the Veil has stayed there.

The Gate of Reason is now the chokepoint for all attempting to move from the World of the Forgotten to the World of Life. It forms a metaphysical shell, a barrier that separates this cosmic space from others. Only rarely has it been breached, and such events (like the trade between Mubog and the World of Gloom) have ended in catastrophes that have sent shockwaves through the rest the cosmos.

The Gate is a metaphysical space, where matter and soul and energy are all one, and time and space are both nonsensical and immaterial. Minds attempting to cross it must first contend with the psychological enormity of



the barrier between that which exists and that which does not. Once the mind has grappled with that concept, it can move on to the strange, existential dance of madness that is breaking through Reason to attain existence once more. Almost every process and action that has permitted anything to cross the Gate of Reason has done so by firmly establishing links on both sides, thereby making it easier for the first explorers to make it through the Gate. Such explorers typically *become* the bridge that allows one to cross, by remaining wedged in the Gate, stretched between existence and nothingness. Naturally, this state is timeless and unending.

§10.9.10

The Walking Stone

The Walking Stone is a tremendous tetrahedral fractal carved from solid obsidian. It is the only known gateway across the void that returns to any form of the World of Life. Unfortunately, it leads to a desolate, empty universe, where no life exists.

The Walking Stone was placed in the Plain of Clouds some forty thousand years ago, by Koom^{p41} explorers of the Cryth clan, long before the rise of the Sunless changed the face of their planet. They used it to explore the Plain of Clouds, meet the strange natives of that place, then return. The technology to use it was lost early in koom history.

The majority of it exists on the Plain of Clouds, where it was discovered in 19,130 YA by Oubliette soldiers fleeing battles with the forces of Castle Lost. These soldiers traded the shards to wealthy First Reign Draculeans, who kept them in vaults in the southeast.

The Sunless uncovered the technology to use the Walking Stone once again in 18,546 YA and made their way through to explore Oubliette. Exile spies, fearing advanced new weapons would be given to Castle Oubliette, called down the War of Souls and Gods, effectively ending the First Reign of Draculeans.

In the Time of Dragons, efforts were made to renew contact with the World of Gloom, which eventually led to trade between Mubog and the Sunless and a golden age in that district, as well as the Castle as a whole.

In the wake of the Destruction of Mubog, it was thought that the shards of the Walking Stone were vaporized in the explosion, but this was not the case. Shards remain deep in pockets under Mubigild, wounded and fractured. These shards are the source of the material that is the namesake and primary export of the Nether Mines.

§10.9.11

The Metaverse

The cosmos in which the Castle resides is complicated and obscure, but not impossible to grasp.

The most “central” point in the cosmos is the Gate of Reason. It provides a “flat” barrier between that which Is and that which is Not. Observers in Oubliette call the space on this side the World of the Forgotten, and the

space on the other side the World of Life. Unbeknownst to most of them, the World of Life is also separated into many multiverses, each containing one or more universes. Examples include Earth-space and the World of Gloom. Each such universe typically has its own physical and metaphysical laws. In some worlds, the laws are flexible, mutable, or change over time, while in others they are static, fixed, and immutable. Nevertheless, all things that once existed in all of these myriad worlds come eventually across the Veil, through the Gate of Reason, and into the World of the Forgotten.

On this side of the Veil lies an infinite expanse of fog and grass, possibly representing the earliest memories of the first sentients. This is The Plain of Clouds^{p379}. On it, there are many independent loci of activity, which the inhabitants of Castle Oubliette refer to as the Faraway Castles^{p380}. Each of these Castles has its own portfolio of absorbed material. Oubliette, for example, holds the portfolio of “Forgotten,” which allows it to collect a major share of that which crosses the Void. Few other Castles have such expansive metaphysical collections, but the are often better organized and structured, because their material is more homogeneous.

But there is a third domain, one that does not fit into the simple, easy equation of existence vs. non-existence. This strange place is called The Negation^{p385}, and it is as foreign and incompatible with the encapsulated metaverse of existence and nothingness as nothingness is to existence.

§10.9.12

Reproduction

One might assume that the Veiled King is what prevents denizens of Oubliette from reproducing, but this is not the case. In truth, new blood can only be made in the World of Life. Such is the structure of the Metaverse. Life is not generated in the World of the Forgotten, only passed around.

Mostly, Oubliette is home to the exceptions of every rule, including this one, as evidenced by Vissa the Anomaly^{p361}, who is the issue of an ancient Clan Koom shamaness and a forgotten elvish king who once ruled the Grand Canyon Enclave. The story of her birth is a saga unto itself. Because few other powerful beings have focused their efforts so specifically on bearing children, there are not yet any other known Oubliette-sired children, but this does not mean that is a complete impossibility.

§10.9.13

Returning to The Void

It is widely believed (and for good reason) that the denizens of Oubliette are immortal. We do not die of old age or starvation, nor do those killed stay dead for long. For the most part. Rumors are always circulating that there are people who have never returned after dying, so much so that there are many urban legends about certain activities that can lead to permanent “Void Death.” Most of these are

simply tall tales, while others are actually dangerous, but not as much as one would think. Further exacerbating the issue is the possibility that anyone who “disappears” after death is simply still in the process of reincarnation, and that they will eventually return, albeit many years later.

But there is a kernel of truth to the tales of disappearances. There *are* certain things that can do away with a denizen, though not all of them are as obvious as one would think. Here are the possibilities:

☞ You **cease to exist**. This only happens to those who have deeply irrevocably enraged a cosmically powerful entity. Some such beings hold such power over existence that they can simply wipe someone out of it.

☞ You are **remembered**. This is somewhat hypothetical, but the theory is sound: if you were to escape Oubliette, there would be no trace of you here, by definition. This is likely to require the intervention of cosmically powerful entities, the kind which can cross The Gate of Reason^{p381} with ease.

☞ You **escape Castle Oubliette** and go somewhere else, either to the Plain of Clouds, or some distant Castle in that infinite expanse.

☞ You **take up the cause** of The Veiled King^{p384}, and no longer bother to appear in Oubliette, except on missions you’re likely to be disguised on.

Note: these circumstances are both extraordinarily rare and likely to be covered up or obscured by the surrounding events, such that they are usually unverifiable by the denizens of Oubliette.

Generally, the reason it is so difficult to escape Oubliette is three-fold: It’s just plain hard to get out of the walls, you tend to reincarnate back here in Oubliette if you do, and even then you can’t pass through The Gate of Reason^{p381} even if you make it that far.

§10.9.14

The Clostrum

The Sodalitas Clostrum are not what they appear. They seem to be guardians of ancient treasures, dating back to the earliest days of Chateau d’Anaceron, which is not *untrue*, but does not give the whole picture. Many of the Clostrum were indeed once guardians of the Castle, but their mission has changed. They now exist as a combination spy ring and troublemaking corps. Their proximity confuses those who meet them, and induces curiosity and jealousy in those who know their whereabouts. Most denizens assume that the presence of a member of the Clostrum indicates that something of value is nearby and proceed to make a fuss out of it. This stirs the pot, so to speak, providing ever more reasons for people in Oubliette to stay active and assertive. In so doing, the Clostrum are able to observe and report on the activities of large portions of Oubliette other spies would not be able to breach. Usually, they report up to higher-level Clostrum, but eventually all such information makes its way to the Cryptarchy.

§10.9.15

The Cryptarchs

Oubliette is a complicated place full of people and groups that desperately cling to quite irreconcilable beliefs. The Draculeans attempt to rule the Castle directly, proclaiming laws and enforcing their own will on others, but the Undead Lords of Deathborne have a powerful network of spies and agents within even their conceited ranks. The Guild also controls a wide variety of assets that could be brought to bear on the issue of governance. On top of that, there are hundreds, if not thousands of minor groups that control specific wards across the Castle. Many of these groups have leadership that spends at least some of its time in Celeste, where deals are made and bargains are struck.

But among all these groups, embedded everywhere, are the spies of the true rulership, the Cryptarchy. These agents gently steer the actions of each faction along very specific courses. These agents are rarely assigned specific missions from those above them, but work tirelessly to manage and mitigate the activities of those in the Castle. Their goals are shifting and disparate, but ultimately *the Cryptarchy exists to make Oubliette as successful as possible*. Their actions sometimes seem harsh to those observing them from a mortal point of view, but on the geological time scales of Oubliette, their sins are for the good of the many. They may play factions or guilds against each other, demolish old organizations, found new ones, broker peace, incite wars, change regions of the Castle, threaten leaders, or any number of other things in the name of pushing the Castle forward. Only the highest-ranking among them know the reasons for these actions, which are centered around The Veiled King^{p384} and The Meta War^{p384}.

§10.9.16

True Vlad

True Vlad^{p355} is a major leader in the Cryptarchy, second only to his master, The Veiled King^{p384}. He left his original post as the lord of the Draculeans early in Oubliette’s History, more than twenty-thousand years ago, to assist the Veiled King in her efforts to establish Oubliette in the community of Castles on the Plain of Clouds. Since then he has been a traveler of the Faraway Castles^{p380} and diplomat of singular authority. He has brokered peace and negotiated wars across the entire World of the Forgotten, and there is little that escapes his notice in these distant locales. His experience in combat and leadership make him one of the most elite generals of The Army Hunters^{p385}, and even among that cataclysmically powerful lot, he is well-respected.

The True Vlad of modern times is nothing like his legend would have you believe. He is suave and attractive, slow to anger, and extremely magnetic. Kind and reasonable, he is a polar opposite from the pretender to the throne of the Draculeans. He doesn’t particularly appreciate his

successor's activities or predilections, but it is no longer his place to interfere there. When he is able to return to Oubliette, he likes to visit his old haunts and speak with friends regardless of who rules over them, and no one can stop him. Mostly, his time in Oubliette is spent in Celeste or Slair, dealing with political maneuvers and diplomats from afar.

As True Vlad is the right hand of the Veiled King, his plans and actions in Oubliette may seem ineffable to those of lower Caste. He may appear as a villain in one tale only to return as a patron or savior in the next.

§10.9.17

The Veiled King

Shrouded literally and figuratively, the Veiled King is the closest thing Oubliette has to a god. Folk speak the name with great superstition. Many do not even believe that the Veiled King exists at all; that he is a confabulation, a bogeyman, a story told to put something in place of the divine.

But the Veiled King is as real as anyone else in Oubliette, perhaps more so. She is like a ghost that haunts the Castle, umbral and insubstantial. Her powers rival God's and she is the sole purveyor of the portfolio of the Forgotten. She directs the evolution of the Castle, collects the Forgotten as they cross The Gate of Reason^{p381}, and stands against the avatars of the Faraway Castles^{p380}.

Nakaryon is her name now, from the Enteuil word "Anacaron", possibly stemming from the Greek Acheron. She is not really a god, *per-se*, in that her blood is not divine, but her power is unmatched, particularly within her domain. She has lived many lives. She was once a woman of France, once a witch, then a queen, then a regent of a king, then the king herself. Oubliette is her castle, and it came to the World of the Forgotten through her own folly. On the Plain of Clouds she rebuilt it, protected it, and allowed some to reside there. She negotiated with unimaginable powers for a slice of infinity, and in that space she has done what she could in the defense of her people.

Because she was "written-out" of existence so vehemently, Nakaryon strongly identifies with the forgotten, exiled, shunned, and disenfranchised. After arriving in the Plain of Clouds, she began to gather such people to herself to protect them from the evils that lurk in the wastes. She rebuilt her castle as a way to defend them. Using her extraordinary magics, she explored the cosmos, and in so doing she realized that she could collect the outcasts of the World of Life directly from the Gate of Reason. She directed them to Oubliette, where—initially—she intended to make a utopia for them. Unfortunately, collecting such a valuable (if unguarded) resource from the World of Life made her enemies in nearly every other Castle on the Plain of Clouds. She fought them for a time, with True Vlad and a host of other ancient creatures known as The Army Hunters^{p385} at her side, but retreated before the fighting became too intense, sensing that the war would be far more trouble than she could afford at the time.

So she returned to Oubliette and, against her own conscience, began rebuilding Oubliette. She took away her laws, stopped making appearances, and generally allowed the denizens to do as they would. She encouraged fighting, carefully steering her flock into a period of war and violence that she sincerely hoped would one day make them able to stand against the forces that have arrayed themselves against Oubliette. Ever since, her activities, both in the Castle and beyond, have been directed towards the winning of the oncoming cataclysmic battle, The Meta War^{p384}. To that end, Nakaryon has retreated from the public eye, leaving much of the direct interference to the members of her elite intelligence and espionage apparatus, the Cryptarchy. Through intermediaries in Celeste and Slair, they communicate with her and receive complex, abstract orders, many of which lead to more confusion and violence.

For twenty-six thousand years, she has stayed this course, sticking firm to her philosophy, clinging to the ideal that in the face of an eternity of enslavement, the only rational choice is to undergo a kind of trial by fire so that those who survive have a chance at fighting back. But recently, within the past couple of millennia, events in Oubliette have reached such a fever pitch that she has begun to question whether her decisions have really been the right ones. Nevertheless, she will not permit anyone to speak against her policies to her face, unless they have *earned* that privilege by overcoming her test. That precious handful of confidantes she has know that she secretly weeps for what she has done to her people, and that she fears that there isn't enough eternity to for them to learn to forgive her.

§10.9.18

The Meta War

From the first moment that Anacaron twisted the incoming domain of the Forgotten into Oubliette, the masters of the Faraway Castles^{p380} have had their eye on this unexpectedly powerful resource. Prior to her arrival, its potency was not recognized, but in her wake all have turned their eyes to her works. The old forces fought to take control of this "new" resource from Anacaron, resulting in the Origin War, from which Anacaron retired in order to consolidate power and refine her strategy.

That strategy is Oubliette, in all of its hideous, violent glory. Oubliette, once a paradise for the forsaken, is now a training program aimed at creating soldiers to fight an endless war against infinite forces. Nakaryon has spent eons carefully guiding the apparent chaos of Oubliette in order to produce super-soldier godlings, from who she chooses new members for The Army Hunters^{p385}. All the while, she politics with True Vlad to arrange alliances and subversions, in hopes that when the time finally comes for the enemies to return, they will be ready to meet that challenge.

The Meta War itself is as yet hypothetical. Nakaryon knows that the other Castles will not let her retain her portfolio of domains for long, and is rushing to ensure that she has soldiers to field against any incoming attacks. True Vlad frequently travels the Castles to ascertain the

movements of their enemies, and to position allies in their way. If possible, Nakaryon would prefer to prevent the Meta War from even happening, but even True Vlad doubts this is possible. War is coming, bloody, apocalyptic war, and when it does, Castle Oubliette *must* be ready to fight.

§10.9.19

The Army Hunters

The Army Hunters are Nakaryon's elite band of Divine-Caste soldiers, capable of destroying gods and hosts alike, and trained to defend the Castle from the forces of the Faraway Castles^{p380} in The Meta War^{p384}. Each is unique, a god in its own right. Many are only loosely allied with Nakaryon, submitting to her will only so long as it aligns with their own goals. Others are bound to service by powerful pacts and veiled threats. A few, like True Vlad, are actually loyal to her, and will defend her at any cost. A few of the most infamous are listed here.

Doomsday

Doomsday is an enormous, god-killing monstrosity who lives for carnage. He cares for nothing else, stalking the infinite wastes of the Plain of Clouds in search of lost armies to annihilate. He seems to be infatuated with Nakaryon, the only being he's ever encountered that he could not slay. Doomsday is shaped like a ten-foot tall body-builder covered in raw muscle, tendon, and bone-like blades. He has a massive jaw into which he stuffs his opponents to devour their essences. He emits a demonic aura of hellfire that incinerates even the most powerful warding magics.

Seraphiel, Empress of Dragons

Seraphiel, or Surasur, is the mother of all dragonkind. She was later confused with Tiamat who supplanted her in mythology. Comfortable in nearly any form, she is usually encountered in one of two. Her battle-form is that of a slender but powerful dragon so enormous that it would take ten hours to walk her length. Her "diplomatic" form is that of a vivacious humanoid female covered in long, slender scales and bearing large horns, long ears, a twelve-cubit wingspan, and spiked and bladed tail. Seraphiel can be reasonable, but like Doomsday prefers to spend her time gorging on the limitless buffet that is the Plain of Clouds. Seraphiel is most irritated by her apparent inability to bear more children, a problem which she is in the process of unraveling.

Elldi, Knight of the Seelie Court

Elldi is a long-tailed elf-woman with hooked ears, a narrow face, and a tsunami of green, leaf-like hair. She is athletic and graceful beyond compare, and has been known to challenge True Vlad to tests of sword skill. Her blade, eyes, and floating crown all glow with an impossibly bright green light that sears the minds of those who gaze upon them. Elldi was once a ruling member of the Seelie Court, but took to the ideals of Nakaryon early on after using her power of foresight to determine the validity of the Veiled King's fears. Elldi still haunts Fellmoor, waiting for her master's need, appearing as a young sylph to swordsmen in

order to challenge them to duels.

Skronnag, Mischievous Goblin Lancer

For thousands of years, Skronnag terrorized the World of Life. His reign of fear ended only when it no longer amused him, after which he went searching for where his people had gone. He followed them to Oubliette, where he took up his usual habits once again for a time, before finally growing weary of them all over again. To keep himself entertained, he sought out the ruler of the Castle and made a bargain with her. Now he haunts the Plain of Clouds, riding his mountain-sized hillbeast into combat with a lance as long as a ray of moonlight. When one can manage to catch him for a moment, he appears to be a short humanoid with green skin and long, pierced ears. His wide, fanged smile is visible from under his hat, but there is no other part of his face, it is all mouth. He is a collector of tricks and a fearsome warrior.

Nehuel, Pagan Demon Goddess of Necromancy

Nehuel was once a dark shadow of Gaia. The oldest of the Army Hunters, Nehuel predates not only Oubliette, but most of the other Castles as well; she remembers the Era of Gods and the Era of Heroes fondly, as though they were yesterday. Nehuel was once the master of all life and death, and her early homonin worshipers sacrificed the bodies of the dead and living to her. She was subsumed by the tides of other early religions that arose, and forced into the World of the Forgotten very early in the time stream. Nehuel revels in blood, both in life and in death. Her golden form bears a vicious jawbone sword set with fangs, slender blades springing from her wrists, and razor-sharp wings that she usually covers herself with. She has a triple floating crown, backswept, fluted horns, claws sprouting from her shoulders, and black pits for eyes. She wears a skirt of flesh that she fashioned from the bodies of ancient sacrifices, kept supple by the blood of her enemies.

Supplicants & Others

There are a few better-known beings in Oubliette who are on their way to becoming Army Hunters. Linthara^{p303} is waiting to prove herself until after she has dealt with Vlad. Nine Sky^{p318} and the Magician^{p308} are both in the running, but their powers are not yet great enough to convince the Veiled King. Unchivalry^{p357}, Hate^{p285}, and Ten Million Wings^{p350} all fall somewhere between Army Hunter and appendage of Nakaryon; the distinction is essentially meaningless. Likewise, True Vlad^{p355}'s position is something like a general of the Army Hunters.

§10.9.20

The Negation

The Negation is a non-spacial meta-region that lies outside existence and non-existence. It is the union of the absence of possibility and the complete, singularity-like presence of that which cannot be. Despite being coextensive with the metaverse, it never touches it directly. It suffuses and surrounds the metaverse containing the World of the Forgotten and the World of Life, but is only observable in certain places under very specific circumstances.

§10 Appendices

Nonsensically, there seem to be forms of life in that quagmire of constant impossibility and infinite density, and sometimes, these creatures push against the boundary between the Negation and the metaverse. These interactions have a variety of bizarre and lethal effects, from shadows of devouring nothingness to brief glimpses into the very face of anti-firmament itself.

Oubliette, being a nexus for the forsaken, contains more linkages with the Negation than most Castles. Most of them

exist Below^{p203}. The World of Gloom^{p380} was particularly close, and it was the interference of the Koom^{p41} with the rules of metaphysics in the War of the Sunless that released the Negation to destroy their entire multiverse. If any of the other Castles knew of the secrets hidden away in the depths of Oubliette, it would be a grave matter indeed, and in fact many of the incursions by other Castles into Oubliette are aimed at uncovering such evidence.



§10.10

Credits

I stand and look around the wide, multi-level table. "Let us raise a toast. To those who have made our lives possible. Without them we would be less than forgotten, we would be without meaning or purpose."

"Here are just a few I remember off hand."

§10.10.1

Agents of the Cryptarchy

Elizabeth, Queen of Blankets, without whom all of Oubliette would be a colder place. Richelieu, who distracted us all with his wordplay, wrote his initial upon the hands of our allies, and never gave up, even when he had no idea what was going on. Ian Hamilton's magical sandwich grants a +2 on all Stealth and Ghost rolls. Josh Geller was carried off by a dragon to a roost that collapsed on them both. Kazarix sold his soul to make a deal with the devil, but the Veiled King bought it on sale. Joe Cronin disappeared in the middle of investigating the Necronomicon.

Their tales will continue in *Oubliette: First Steps In the Dark*, available from Voidspiral Entertainment.

§10.10.2

Those Who Sacrificed

Sathariser Herrmat has traveled the path of the Voidspiral for longer than most, and has lived to tell the tale. Benjamin Hill has been recruited by Poets, though it cannot be said in what capacity he works. Fluffy Snowfall can make a wintery home even in the Murder Heat. Nonce Equitaur is a powerful werebeast that absolutely can't stand wizards. Sir Wilhelm Drake of the Order Of The Wyrm died without ever, *ever* slaying a dragon, and it still bothers him. Anima, a fractured being of Major Arcana, is still looking for the lost shards. Frédéri "Volk Kommissar Friedrich" POCHARD didn't die, but was instead transported to Oubliette by fair folk. Vlad "Stigandr" Tierney is know as the Other True Vlad, though his policies are quite different. Desiree Cabrera and Christina Grenhart were accidentally trapped by a curse in Lucette's hut before she was burnt at the stake. Dr. Philip D. Mann still studies the effects of immortality on the mind, even thousands of years later.

Our thanks to Ian Johnston. Aaron Potheary slipped on some slime while trying to liberate a magic ring from nymph's pool. Mordwain is among the mightiest of the Ordo Sancti. Blarghedy handles almost all the Guild mushroom gathering operations in Grandhall; he's kind of a big deal. Ian Dominey was betrayed and forsaken by a lover who happened to be a witch. Bryan Flowers thinks the Purehearts are being incredibly naive. J. Asher Henry edited

himself out of existence, then set about tidying up Oubliette. Rebecca Grayden & Aaron Holding danced too close to the volcano, but it was a spectacular way to go. Justin Whitman caught the very first musket ball, but no one remembers him for it. Chase M. Walker aspires to become the greatest hunter of the Guild. Morgan Weeks laughs in the face of the Bonehorde. The Great Amir strides the streets of Grandhall, throwing food to the masses. Lars Sundstrom was lost on a caravan through the Vale of Pnath. Bhelliom Demian Rahl fled a fake life in a fairy tale for the immortality of the World of the Forgotten. John Geyer bravely embarked on an expedition to The Henge, but did not survive. The Majestrix of Mercy runs a clinic that offers balms for the mind and salves for the soul. Ian McFarlin learned very literally what happens in the district called Cutting. Benjamin Morris fell on one of those ridiculously spiky plants in Bonebracken, which was very annoying. Our thanks to Tott Komahey. John W. Luther *almost* convinced the serpents of Dragon's Roost not to eat him.

Mr. Dr. Sir. Lt. Jr. Sr. Prof. Esq. Alan Molina III is renowned throughout Mirror Pool as "The Honorific." Jack Gulick had not heard the rumors before entering the Gouge. Here lies David Hayes, who was unfortunate enough to incarnate four hundred feet over the Molten Heart. Pablo "Hersho" Dominguez appreciates the vast complexity of the Guild. Michael Feldhusen stalks the Mubigild wastes like a predatory shade slave. Patrice Mermoud survived several attacks from Taker, but doesn't remember quite how many. John Bogart is a paragon of scavengers, and can dig up anything. Simon York is a patron of the greatest artists in Grandhall and Spearfield. Our thanks to Alexandre Malette. Our thanks to Florian Schwennsen. End Transmission Games has an office in Spearfield, right across from the Celeste Wall, where they publish games written by dragons. Our thanks to Chloe Leighton. Khazou survived the trip to Celeste only to trip from Celeste and not survive. Aldor wields the scalpel of Strategy in service of the Anti-Sunless. David Starner has studied the World of Gloom for a thousand years, and predicts that it will return someday. RFLS is a creature of logic and pure reason that attacks the emotional to remove their suffering. Glenn Seiler knows the secrets of the Goblin King, but also knows not to tell. Squalamoucho intends to saddle the Skyspider and ride it into the Plain of Clouds. Ed Kowalczewski appears to be little more than a porter, but can be paid to tell of secrets of anyone on the Grand Road. Daryl Kohlerschmidt survived The Die Off, but still suffers nightmares about it. Dylan Grinder may in fact have caused the Blood Fog, but refuses to confirm this. Steve & Vicki Baylus were separated by millennia, but are at last together in Oubliette. Nick Manfredi is perhaps the best-known prospector in the Word Mines.

Zivp was swarmed by bladebirds and carried into the

air, but at least it was a spectacular view on the way down. Trip Space-Parasite fosters members of both the Purehearts and the New World, out of the kindness of his heart. Mad King Christopher was crushed under a thousand books in the Eternal Library of Forbidden Knowledge. Erik Ingersen was only fiction until he was forgotten, when he finally attained life. Our thanks to John “johnkzin” Rudd. Michael (Primoris) Pineda fell down the bottomless hole in Goblin Town. Alton Capps is one of the most articulate trolls ever to grace the courts of Vlad. Jason Corley is brave enough to deliver food to the starving huddles of Deathborne. Pavel Hinev is an expert in machines and apparatuses, and his services can be bought in Foreman’s Pick. Many of Stonewald’s pilgrims stop to pray at a tiny gravestone marked only with “mittens.” Frank L. is a stout explorer with aspirations to conquer the Ashmounts. A RogueChinchilla was accidentally threshed with the grain of Knifeshire. Joshua Elmore thought he could steal the idol from a Wielder Tower, but he was wrong. Jacob Bush met his end scaling the walls of the King’s Cell from the outside. Our thanks to Natali.

Josh Medin is the Magi’s go-to fixer. Megan “M5” Matta tried to transport one of The Eggs, but it didn’t work out so well. Jess Kellogg is a thief skilled enough to be of use, but quiet enough to stay alive. Paul Rivers is an expert on machines, devices, and marionettes. Our thanks to Ted Johansson. Gustavo Campanelli is a freelance part-dragon duelist who works Knifeshire. Sean McLaughlin knows a guy who knows a guy who is probably the one you’re looking for. Tom Ladegard is a master of pulling apart televisions and electronics for more useful parts. Andrew Moore was a devout Mechanist until he arrived in Oubliette, where his religion is completely unknown. Jonas has finally accepted the Key Truths, but it was a hard learned lesson. Skenderax tried to commune with the fell powers of Celeste, only to be stepped on by the Skyspider. Jack1Spade laughed at Skenderax until a chunk of building fell on him as well. John M. Portley sells the finest spongemeat fillets this side of Fellmoor. Svend Andersen is still looking for a reason to live here in Oubliette. Chris Kenna suggests that Svend take up chess. Hieronymus Kitabu was branded a heretic by the Thorns, which was not pleasant. Darrell Snowball accidentally knocked over a stack of orbs, thus destroying the fairy world of Imutoril. Mitchell M. Evans was a world himself until the sand castle fell in, and he found himself in Oubliette. Our thanks to Johnathan Wright, author of “Mecha vs Kaiju.” David Dalton was almost erased from Oubliette, but stubbornly refused to quit. John A W Phillips learned the hard way what happens when you try to enter the room where all the lost WiFi signal has gone. Zorg has a sweet gig feeding pixies to pnai. Nick Colombo was an excellent preen private eye until a dame got the better of him. Our thanks to Andres Aguirre. Mr. The Man is a strangely indeterminate essence of human. Blob crawls the city walls, eating spongemeat and eyeweed that no one else can reach. Daimadoshi is a drakeling explorer who once

traveled all of Asia end to end. Ian Hart is another one of Pentronilla’s informants, but is looking for a way out. Michael D Blanchard’s bee-magic spells and incantations are vital to the New World’s plans. Our thanks to Buda. Owen Meldrim Moore was there for the First Court. Our thanks to Eric Iacono. Lord An leads a war party of the hardest Wallmen ever to ride the Bounding. Our thanks to Nessalantha. Czechbot survived the invasion of Fangvale and is desperate for escape. Our thanks to Eric Stewart. JP Sauers III is a paragon of the Art of Business. Phillip Bailey befriends everyone he meets, except for Draculeans. Serge Beaumont bought big when the gold snake of Mirror Pool turned to lead. Brian Wilson is still trapped hanging from a rope in La Grande Buanderie, and Loid didn’t even notice. Robert G. Male died trying to fix a haywire blade golem, and it wasn’t pretty. Aaron J. Schrader believes that our world is the second iteration, that we are destined to relive our eternities over and over again, and that release lies beyond the edges of the page. Chirag Asnani is a fearsome Koom fencer who fears no fight. Dekk, a fae shipwright from Cistern, is very tired of puns. Ngreennz aspires to be a member of the Sodalitas Clostrum, but invitations are very slow in coming. Our thanks to Jordi Rabionet. Our thanks to Christian Caron. Adam Kraus decided to make people laugh, and does ridiculous poses for each of his deaths. Joshua Straub was trapped in a stable time loop until he was forgotten completely, which honestly is a much better way to waste eternity. Bruce Dykes is either a marionette wearing a taxidermied wolf, or an emaciated therianthrope who is very good at pop and lock. The Roach is watching you. Benjamin L. Liew managed to string a copper wire between the Bounding Wall and the Moon Tower, but nobody knows why. Jigen tempted the Vastness and lived to tell. Our thanks to Earl Scott Nicholson. Reverance Pavane was good to everyone, but learned that’s sometimes not enough. Mathew E. Foreman knows every way to cook an edipede ever invented. Russell Ventimeglia died cataloging the the different dental structures of high-blood vampires, many times. Andrea Migone has been Broken and Unbroken so many times that the Seers wish to examine that brain. Markus Raab founded the Chipsteel cell of the Foundry. Mark R. Lesniewski was killed by Dana Bayer in retribution. Dana Bayer was slain by Mark’s pitfall trap. Mike Clayton (Yvos) is much happier here, where no one remembers his time as the god of Earth. Our thanks to Cyril Ricketts. Daniel Armstrong is a dwarven gladiator of the Circus Magnificus, and is surprisingly popular with vampiric ladies. Steve Lord didn’t even believe in magic until he found himself in Oubliette. Jason e. Bean has been Below, and now struggles to remember the details before the looming apocalypse slips quietly from his mind.

Wesley Powers shot dice in Everfair until he won big on the wrong berk. Here lies Ron Beck, forming the foundation of a tall bone cairn. Our thanks to Walter F. Croft, his own damn self. Kent Johan Ravnholm almost made it down the Climbing Hundred.

§10.10.3

Inspiration & Tools

Oubliette, like all things made, is the product of a number of sources of inspiration, including music, games, writing, and shows.

- ⊗ Akira Yamaoka
- ⊗ Ayreon
- ⊗ Carmilla by Joseph Sheridan Le Fanu
- ⊗ Celestite by Wolves in the Throne Room
- ⊗ Diablo by Blizzard Entertainment
- ⊗ Diablo Swing Orchestra
- ⊗ Disgaea by Nipon Ichi Software
- ⊗ Dream Theater
- ⊗ Dungeon World by Sage LaTorra & Adam Koebel
- ⊗ Dungeons & Dragons by Wizards of the Coast (and back to the TSR days)
- ⊗ Electric Wizard
- ⊗ Emilie Autumn
- ⊗ Event Horizon by Paul Anderson
- ⊗ Finntroll
- ⊗ God's Demon by Wayne Douglas Barlowe
- ⊗ H.P. Lovecraft
- ⊗ Hans Zimmer
- ⊗ Juniper's Knot by Dischan Media
- ⊗ Kev Crossley
- ⊗ Labyrinth by Jim Henson
- ⊗ Midnight Syndicate
- ⊗ Nightwish
- ⊗ Planescape: Torment by Black Isle Studios
- ⊗ Robert W. Chambers
- ⊗ Silent Hill by Konami
- ⊗ Stranger Things by The Duffer Brothers
- ⊗ Tangerine Dream
- ⊗ The Elder Scrolls by Bethesda Game Studios
- ⊗ The Iron Dragon's Daughter by Michael Swanwick
- ⊗ The Planescape Campaign Setting by David Cook
- ⊗ The Sling Blade Soundtrack by Daniel Lanois
- ⊗ Tool
- ⊗ Tristania
- ⊗ Two Steps From Hell
- ⊗ Vangelis
- ⊗ Wayne Douglas Barlowe
- ⊗ Wintersun

Tools used in building the Castle:

- ⊗ Adobe Photoshop, Illustrator, InDesign
- ⊗ AeonTimeline
- ⊗ Blender
- ⊗ Bvckup
- ⊗ Clip Studio Paint
- ⊗ Discord
- ⊗ DriveThruRPG
- ⊗ Dropbox
- ⊗ Everchanging Book of Names
- ⊗ Everything Search Tool
- ⊗ **Fate Core**
- ⊗ Fate-SRD.com
- ⊗ Freedcamp
- ⊗ Freemind
- ⊗ Google Docs, Keep, Gmail, Hangouts, Surveys
- ⊗ Kickstarter
- ⊗ MediaMonkey
- ⊗ Open Broadcaster Software
- ⊗ Power Thesaurus
- ⊗ PureRef
- ⊗ Python
- ⊗ Roll20
- ⊗ Scrivener
- ⊗ Spotify
- ⊗ Sublime Text
- ⊗ Twitch.tv
- ⊗ Twitter
- ⊗ Ubuntu
- ⊗ UV Outliner
- ⊗ Visual Understanding Environment
- ⊗ Windows
- ⊗ Yed
- ⊗ Youtube

If you make it to the working computer in Celeste, visit us online at:
<http://oubliette.voidspiral.com>
 And
<http://voidspiral.com>

Campaign: _____
 GM: _____
 Caste/Rank: _____

Fate Points/Scene: _____

Player Characters

Player Character High Concept Trouble

First Court

Focal Themes:

Game vs Narrative:

Unity vs Autonomy:

Preplanning:

PC Safety:

Skill Groups:

Scale & Scope:

Starting Caste:

Issues & Game Aspects:

Optional Rules (\$9.5)

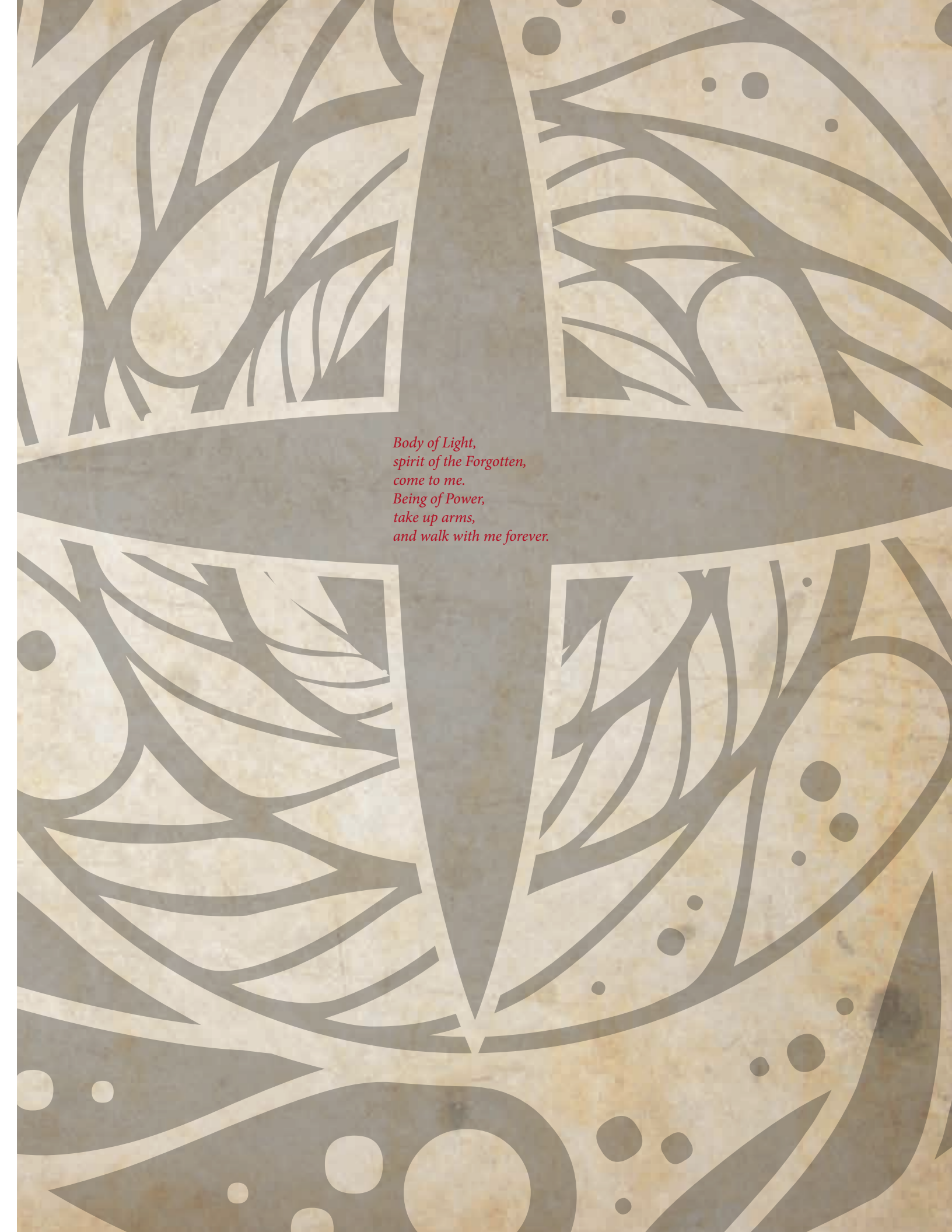
- The Crumbling Tower (4.6.4 / 9.5.1)
- Optional Advancement (9.5.2)
 - Refresh-Based
 - Refresh OR SP
 - Refresh AND SP
- Random Incarnation (9.5.3)
- Shadow Resurrection (9.5.4)
- Steeper Difficulty (9.5.5)
 - +1 to Higher Caste
 - Free Invokes to Higher Caste
- Dice Alternatives (9.5.6)
 - 1d8 instead of 4df (1 - 8)
 - 2d6 Colored (+5 - -5)
 - Diceless (Fate Point-based)
 - Bonus Refresh:
 - Award Fate Point on Failure
- Breaking Track (9.5.7)
- We Are Immortal (9.5.8)

The Ladder	
Value	Rating
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
+3 or more Succeed with Style	Succeed and gain a boost	create situation aspect with 2 invokes	as success, or -1 and boost	as success, and gain a boost
+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
-1 or less Fail	fail, or succeed at major cost	fail, or succeed but opponent gains free invoke	no harm done	fail to stop harm or action

	Caste	Rank	Aspects	Base Refresh	Skill Cap	Skill Loadout	SP
Low	Refuse	0	3	2	+2	+2x1, +1x2	4
	Dreg	1	4	4	+3	+3x1, +2x2, +1x3	10
	Rabble	2	4	6	+4	+4x1, +3x2, +2x3, +1x4	20
	Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
Mid	Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
	Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
High	Eldritch	7	7	16	+9	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
	Ancient	8	7	18	+10	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
	Divine	9	8	20	+11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161





*Body of Light,
spirit of the Forgotten,
come to me.
Being of Power,
take up arms,
and walk with me forever.*