

DRESDEN FILES ACCELERATED



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FOREWORD

Before we jump into the actual text of **DRESDEN FILES ACCELERATED** (DFA for short), a few things need to be said.

First, thank you, Jim Butcher. Without you, we have no world to play around in.

Second, thanks to all 10,103 backers of the Fate Core Kickstarter in 2014. You are the ones who made this stretch goal possible.

Third, this book references The Dresden Files through **SKIN GAME** and thus contains more spoilers than a street racing convention...although reading the novels is not a requisite for playing and enjoying the game. Collectively, we the creative team hope that you **have** read the novels with as voracious and insatiable an appetite as we have and that we won't spoil anything for you.

DRESDEN FILES ACCELERATED is an alternative, stand-alone version of 2010's three-volume **DRESDEN FILES RPG**. It is based on the newest, most streamlined edition of the Fate system, **FATE ACCELERATED EDITION**. **FATE ACCELERATED** was designed as an accessible experience for people newer to roleplaying games without sacrificing fidelity to the setting. You don't need any of the books from the earlier **DRESDEN FILES RPG**, but you may find the setting and adventure information in **OUR WORLD** (Volume 2) and **THE PARANET PAPERS** (Volume 3) useful when putting together your own take on the Dresden Files universe. You don't need a copy of **FATE ACCELERATED** either, though if you want to get a peek at the engine running under the hood of this particular Blue Beetle, you may want to pick it up.

We traditionally present our games as in-universe artifacts. As such, DFA is "written" by The Archive, a.k.a. Ivy, with a little kibitzing from her erstwhile bodyguard, Jared Kincaid, as a clever means of fulfilling an obligation to an unnamed client. Remembering this point of view may help you read between the lines, including identifying the character on the receiving end of Ivy's work.

We hope you enjoy **DRESDEN FILES ACCELERATED** and let us know how we can continue improving your experience roleplaying in the colorful, punny, and downright scary world of Jim Butcher's wizard PI.

Pamela Alexander
Lead Author, on behalf of the DFA Team
(Look, Mom, I finally did it.)



In this Book

Chapter 1: The Powers that Be (page 9) Information on the setting, magical concepts, factions and major NPCs

Chapter 2: Oh, The Places You'll Go (page 56) Interesting locales in the mortal and supernatural realms

Chapter 3: Velvet Glove, Iron Fist (page 70) Advice on dealing with supernaturals, the Unseelie Accords, the Laws of Magic, and so on

Chapter 4: In the Beginning (page 81) Creating your game

Chapter 5: The Heaven of Invention (page 91) Creating your characters

Chapter 6: The Play's the Thing (page 97) Basic rules, approaches, actions, and outcomes

Chapter 7: Aspects, The Fulcrum of Fate (page 106) Creating and using aspects

Chapter 8: With Great Power (page 113) Information on mantles, conditions, and stunts

Chapter 9: So Mote It Be (page 168) Ritual Magic

Chapter 10: Wrath, Ruin, and the Red Dawn (page 181) Scale rules, contests, challenges, and conflicts

Chapter 11: The Journey of a Thousand Miles (page 195) Advancing and customizing your characters

Chapter 12: A Kind and Patient Master (page 206) Advice for the GM

Chapter 13: We'll Always Have Parish (page 226) A sample campaign set in New Orleans

INVOICE

Since we're marking the hell out of this copy, I'm guessing this one isn't enchanted.

QED.

He's going to loathe this roleplaying game format that you cooked up.

Then perhaps he should have given the contract more scrutiny.

May want to dumb it down a little, midget. Not everyone has a vocabulary of 500,000 words.

1,036,013, actually, in English alone.

... Technically, "oeuvre" is French but English subsumed it several decades ago.

"Subsumed."

Very well, I will endeavor to squelch my sesquipedalian nature.

What you said.

Reminder: replace with actual date and time on delivery.

You're not delivering this yourself.

Of course not. It's a reminder for you.

In accordance with our agreement, find enclosed three copies of the documentation requested and contracted through our intermediaries. I caution your organization to guard well these copies and the sensitive subjects within, as the documentation is enchanted against reproduction or modification.

The information is segmented and presented in ways that should clearly delineate the power and political hierarchies per request. Our agreement left to my discretion the format in which I provide documentation; this imagination-enacted crisis training exercise is easily digestible and a proven methodology for comparative metaphysical and paranormal research. Its form and functionality are sound. I welcome any questions you may have in this regard.

Please also find enclosed the sum of the payment remitted to me as part of my standard fee. In this single instance, payment is neither desired nor requisite. Instead, this oeuvre is given as an emblem of gratitude for the benevolence you once afforded me, and I offer it with approbation. Furthermore, you have selected a unique role in our world before truly appreciating that role's implications, and such ignorance is deadly.

In closing, I shall certify the veracity of this document's contents as of 1/1/2000, at 00:00:00. Any future inaccuracies may be credited to the winds of change.

Upon delivery, our contractual obligation is fulfilled. I remain yours respectfully,

IVU

Your first original work and it's annotated in gel pens.

Not true. I also used colored pencils & crayons.

It clashes with the legalese.

If you had gotten me that 3D printer, I could have added pop-ups.

You're not even listening, are you?

CHAPTER 1

THE POWERS THAT BE

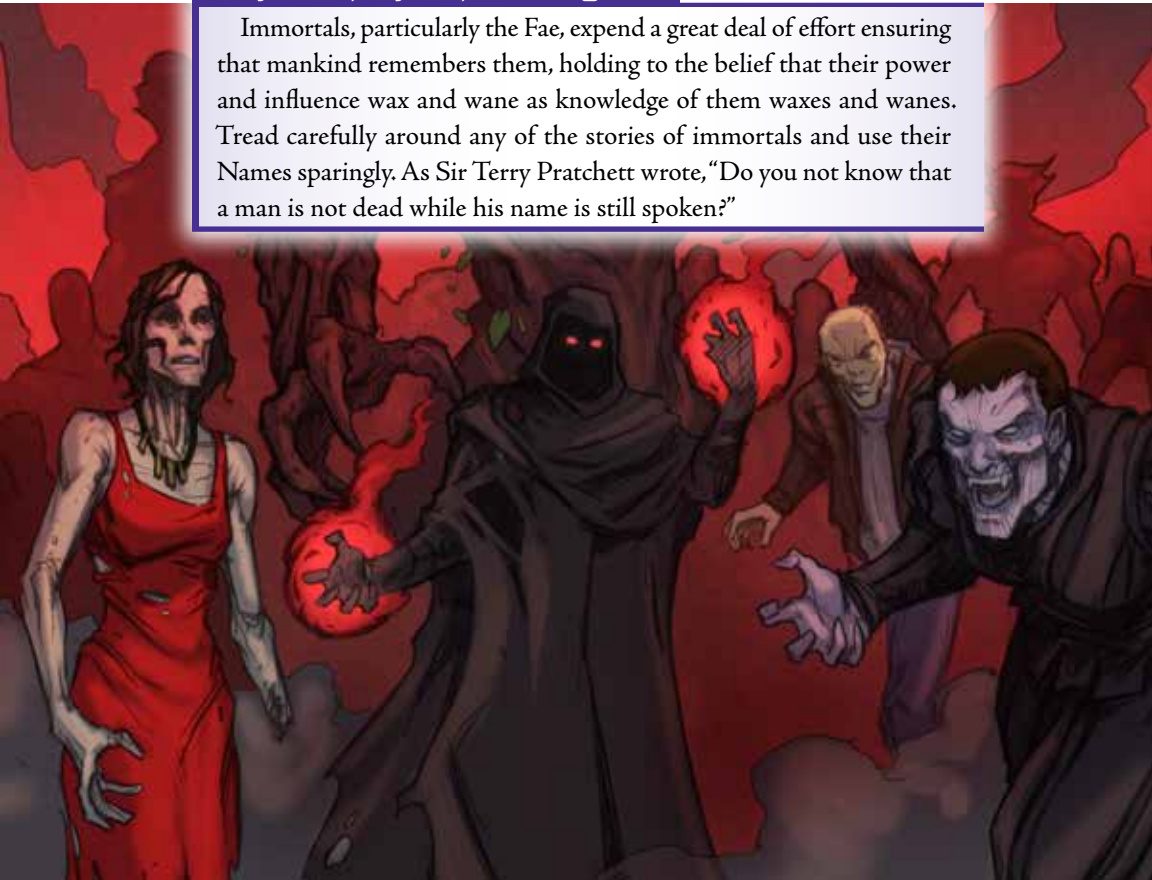
FACTIONS AND NOTABLE PEOPLE

First and most importantly, you must understand the breadth of the world you have joined. No matter how knowledgeable you become about the supernatural world, more awaits than a mortal can learn and comprehend in a lifetime. With that in mind and to best equip you for survival, I provide here an outline of the major powers. Scattered herein, you will find strange-looking profiles for important personages in the supernatural world. These match the format I am using for characters in the imagination-enacted crisis training exercise that begins on page 81.

I encourage you to continue researching on your own. As Sir Francis Bacon wrote, “*Ipsa scientia potestas est*,” or “Knowledge itself is power.” Ignore this maxim at your own peril.

Fairytales, Myths, and Legends

Immortals, particularly the Fae, expend a great deal of effort ensuring that mankind remembers them, holding to the belief that their power and influence wax and wane as knowledge of them waxes and wanes. Tread carefully around any of the stories of immortals and use their Names sparingly. As Sir Terry Pratchett wrote, “Do you not know that a man is not dead while his name is still spoken?”



A NOTE ON THRESHOLDS

Thresholds are the first and most important line of defense against any threat, physical or metaphysical. Supernatural folk cannot cross a well-established threshold without an invitation. I do not doubt that you are fully aware of the need to ward your thresholds and that you have done so already. Remember, however, that thresholds are strongest in a long-inhabited family home and non-existent in businesses, something of an issue for you.

No one should rely on supernatural thresholds as their sole defense, as they have no effect on average mortals, although I am aware of the conventional methods bolstering your perimeter defenses.

Wizards lose a degree of power based on the threshold strength, from some to most of their abilities, while mortal hosts (e.g., Knights of the Blackened Denarius, White Court vampires) may cross but their supernatural presences may not. As many such hosts are kept young by these entities, stepping uninvited across a threshold is a risky, likely fatal, endeavor.

Regarding your own thresholds, bolster them as best you can, including wards. The ectomancer Mortimer Lindquist, for example, mixed ghost dust with paint to add a layer of protection against spirits.

WINTER AND SUMMER, OR THAT'S WHAT SIDHE SAID

You went from quoting Sir Francis Bacon to THAT?

"The goodness of the true pun is in the direct ratio of its intolerability."

— Edgar Allan Poe

So...Poe-try?



Nearest to the mortal world are the Fae: Summer, Winter, Wyld. You know of Summer and Winter, certainly, but the Wyldfae vastly outnumber both Summer and Winter. I will discuss the Wyldfae later in this section, and, as you have already seen, you are much more likely to encounter the Seelie and Unseelie. They enjoy meddling in the affairs of men. They find it a relaxing diversion from the normal routine of their long-lived existence.

Iron and the Fae

Keeping some form of iron—the bane of Faeriekind—about you at all times is an excellent survival tactic. You will often hear the term *cold iron*, but any form of iron will protect you against Faeriekind. The profusion of iron throughout our world helps limit the degree of Fae involvement here.

THE COMMON GROUND

By the unschooled, the yin and yang are considered two sides of a coin, opposites, competing forces in nature. Many philosophers, however, would note that the two are complementary, not competing, and in each exists a little of the other. Summer and Winter are like the yin and yang, moving in concert, each mirroring the other's steps and actions.

What the Sidhe Courts share most of all is structure: each has three Queens, each has a Knight consort who does the Queens' bidding, each has strength that grows half the year and diminishes half the year. Each has a court of nobles, Sidhe lords and ladies, and a host of creatures beholden to the Court. They are, essentially, what you expect from reading fairytales.

The Queens and Knights are vessels for mantles of power that grant them their roles and authorities. **No power** comes without a price, and the mantles are no exception.

A note about recognizing the Queens: they grow to resemble their predecessors and each other over time. The Queens are also adept at changing their appearance, to some degree, at will. Knowing any of them on sight, at least in the mortal realm, can be difficult. So be careful if you encounter a woman with impossible grace, unearthly beauty, and cat-like eyes; she may be Sidhe and possibly even a Queen.

What else is shared:

- ⊛ They cannot lie, which is not the same as obscuring or wholly omitting the truth.
- ⊛ They love games of all kinds, and Winter prefers those that are violent and cruel.
- ⊛ They are highly skilled at creating bargains that look fair or beneficial and are anything but. Avoid testing your wit against theirs.
- ⊛ Their food is not to be trusted. Accept none of it.
- ⊛ The tenets of courtesy are exceedingly important to them, particularly those pertaining to hospitality. Never forget this fact.

*Would've gone with Fred Astaire and Ginger Rogers.
Or Apolo Anton Ohno and Julianne Hough?
Ugh. No more reality shows, NY. I mean it.
Anybody want a peanut?*

THE UNCOMMON GROUND

What I am about to share is known by few on this plane. If you find value for your investment, it may well be here.

In the millennia of human existence, the collective purpose of humankind—if any—has not been revealed. Winter and Summer, however, do not merely exist. They have reasons that are both ancient and essential to the mortal realm.

As I stated before, the unschooled consider Winter and Summer exact opposites, which is true in some respects and misleading in others. Winter is far larger than Summer, far larger than even those who have seen Winter in Faerie may surmise. The reason may be found in Winter's reason for being, which is this: they stand guard at the Outer Gates, and have done so for time immemorial. Winter, most specifically the Winter Queen, is charged with keeping the Outsiders from encroaching on the Nevernever and, by extension, on the mortal realm.

We do not speak of Outside and those that dwell in that reality; knowledge of it is dangerous. I have included sparse details elsewhere (pages 68 and 80), but even a scrap of understanding of Outside may inspire chaos and death. The White Council of Wizards (page 30) has a law specifically forbidding contact with what is beyond the Gates. I may tell you this much: a war is waged, constantly, at the Outer Gates between the soldiers of Faerie and the Outsiders. Those from Outside are always battling to gain entrance into this world, and Winter's duty is to prevent such a thing from happening.

The end times—Armageddon, Ragnarok, the Apocalypse—would follow.

Because they are thusly tasked, Winter has the colder, more violent nature and great superiority in numbers. While the Outsiders press their assault on the Gates, the Unseelie have a way to unleash that proclivity for violence. But should ambition inspire them to turn their eyes toward the mortal realm, those on Earth would suffer greatly. Summer's purpose is to stand between Winter and mortals.

This knowledge may help you comprehend the natures of both Summer and Winter and those who lead them.

THE LADIES, SARISSA AND MOLLY

The youngest of the Queens—sometimes called the Queens Who Will Be—Lady Summer and Lady Winter have one distinct duty: to learn the roles of the Queens Who Are. In her treatise on diplomacy and the Courts of the Sidhe, Wizard Mai alluded to the Ladies acting as the Queens' enforcers: "Thrice I have myself witnessed Lady Aurora bringing to Titania Seelie nobility whose actions brought into question the honor of Summer. They did not appear likely to repeat that error."

The Ladies have the least of the mantles, which is not unlike saying that the Fat Man design was the least powerful of modern nuclear weapons. They are capable of extraordinary deeds of magic and all that entails, both creation and destruction. The mantles of both Summer and Winter Ladies have recently passed to new vessels, and so the two are arguably at the nadir of their powers, although both were better prepared for their roles than their predecessors.

The current Winter Lady is the first mortal and first wizard to bear such a mantle, and that fact is a point of continued discussion among the Fae. A Seelie noblewoman in Sarissa's court, Lady Sarene, noted in passing, "Accursed shall be the Unseelie; verily, the Queen of Air and Darkness hath a wretched choice made in tainting the vaunted ranks of Winter's High Sidhe with one of purely mortal blood. Such a portent, such a harbinger foul, perches 'pon the shoulder of Mab."

Sarissa

Daughter to Mab, Sarissa was never intended to be the Summer Lady. Her sister Maeve, however, deliberately robbed Winter of Sarissa's presence by murdering Lily, the previous Summer Lady, and sending the mantle to Sarissa as its most likely host. Up to that point, Sarissa had lived years as a changeling—half-mortal, half-Sidhe—never choosing between the worlds. Like Lily, the choice was taken from her. No longer can she act as her mother's confidante, friend, and guide to humanity, and no doubt Mab will feel this loss for a very long time.

How the new Summer Lady fares now is unknown outside of those closest to the Summer Queen, as Titania is keeping her well guarded, perhaps from Sarissa's mother, perhaps from Sarissa herself.

Molly

As earlier stated, unprecedented circumstances surround Molly Carpenter's possession of the Winter Lady's mantle. Molly was a mortal wizard apprentice and the daughter of a Knight of the Cross, but after the events at Chichen Itza, her apprenticeship was assumed by the Leanansidhe (page 26), who began grooming Molly for a role in the Winter Court.

Having been unwittingly prepared as a vessel by the Leanansidhe, Molly became Winter Lady after Karrin Murphy killed Maeve on Demonreach. As Maeve's successor, her work has focused on cleaning the mess left behind by the previous Lady.

*Won't they wonder why?
They don't NEED to know, and this entire treatise is predicated on NEED TO KNOW.*

*What? HOW?!
A Sig P238.
You know what I mean.
Yes.*

~~Language.~~
Language. →

SARISSA, THE SUMMER LADY

MANTLES

Sarissa bears the mantle of the Summer Lady, which is a variation on the True Fae mantle (p.157). As new as she is, her scale is Otherworldly, though as she adapts to the mantle, her power is sure to grow.

ASPECTS

High Concept: MISMATCHED SUMMER LADY

Trouble: FORCED TO BEAR THIS MANTLE

Other Aspects: MAB'S CLOSEST DAUGHTER; SURVIVED A LIFETIME IN WINTER; I DON'T TRUST ANYONE

APPROACHES

Good (+3): Focus, Guile

Fair (+2): Haste, Intellect

Average (+1): Flair, Force

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Truth-Bound (special): p.158.

Ferroburned (sticky): p.158.

Oathbreaker (sticky): p.158.

Faerie Lady (special): This condition is always checked. Sarissa has authority over the Summer Court; if she commands it, Summer will obey. However, her authority does not countermand that of the Summer Queen, she is forbidden from interfering in Court politics, and she cannot kill anyone who is not a member of the Courts.

SUMMER LADY STUNTS

Glamour: p.158.

The Lady's Seelie Magic: Sarissa may cast evocations (p.140) that fit the nature of Summer: growth, abundance, vigor, fire.

Seelie Rituals: When performing ritual magic that thematically fits within Summer, Sarissa gets +2 to her preparation roll and can use members of her Court to fulfill one cost. Rituals performed for or on player characters may still have a cost in the form of a drawback or specific casting requirement that the PCs must acquire.

True Fae: Once per scene, Sarissa may temporarily access any of the general or Summer stunts from the True Fae mantle. This stunt remains in effect as long as Sarissa wishes it or until the end of the scene.

MOLLY CARPENTER, THE WINTER LADY

MANTLES

Though Molly was until recently a Magical Practitioner (p.138), she now bears the mantle of the Winter Lady, using stunts and conditions from the True Fae mantle (p.157). Though new to the position, her scale is already Otherworldly, and her familiarity with magic allows her evocations to reach Legendary scale.

ASPECTS

- High Concept:** UNWITTING WINTER LADY
- Trouble:** KEEPING THE CARPENTERS SAFE AND IGNORANT
- Other Aspects:** DRESDEN'S FORMER APPRENTICE; SURVIVED THE LEANSIDHE'S TRAINING; FEELS RESPONSIBLE FOR EVERYTHING

APPROACHES

- Great (+4):** Focus
- Good (+3):** Flair
- Fair (+2):** Guile, Intellect
- Average (+1):** Force, Haste

STRESS & CONDITIONS

- Stress:**
- In Peril (sticky):** p.117.
- Doomed (lasting):** p.117.
- Indebted (sticky):** p.117.
- Truth-Bound (special):** p.158.
- Ferroburned (sticky):** p.158.
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Faerie Lady (special): This condition is always checked. Molly has authority over the Winter Court; if she commands it, Winter will obey. Her authority does not, however, countermand that of the Winter Queen, she is forbidden from interfering in Court politics, and she cannot kill anyone who is not a member of the Courts.

WINTER LADY STUNTS

- Glamour:** p.158.
- Greater Glamour (requires Glamour):** p.158.
- The Lady's Unseelie Magic:** Molly may cast evocations (p.140) that fit the nature of Winter: death, slumber, ice.
- Unseelie Rituals:** When performing ritual magic that thematically fits within Winter, Molly gets +2 to her preparation roll and can use members of her Court to fulfill one cost. Rituals performed for or on player characters may still have a cost in the form of a drawback or specific casting requirement that the PCs must acquire.
- True Fae:** Once per scene, Molly may temporarily access any of the general or Winter stunts from the True Fae mantle. This stunt remains in effect as long as Molly wishes it or until the end of the scene.


UNIQUE STUNTS

- Empath:** Molly is adept at reading the emotions of those around her; unless someone is actively attempting to disguise their emotional state, she knows precisely how they feel. Furthermore, she gets +2 when using Guile to create an advantage by leveraging her knowledge.
- Psychomancy:** Molly gets +1 to all attempts to manipulate memories or induce visions magically.

Do you mean to give out blackmail information against Molly Carpenter?

Anyone who revealed Molly's secret to her parents would suffer the wrath of Queen Mab, Wizard Dresden, and quite possibly Uriel himself. No one is that foolish.

Except Nicodemus Archleone, you mean.



THE QUEENS, TITANIA AND MAB

Rulers of the Courts with the greatest direct authority over the Seelie and Unseelie, the Queens Who Are possess mantles far more powerful than the Ladies' and therefore carry far graver, more far-reaching responsibilities. The Queens guard mankind against terrible threats beyond your understanding, and they guard mankind against each other. Light and dark, warm and cold, life and death...each pair is a duality, and neither can exist alone.

That fact does not stop them from trying to swing the balance to one side or the other.

The Queens are forces of nature, their passions can spawn hurricanes, tornadoes, blizzards, and ice storms, and they are no one to cross. Ever. I advise you to treat them and their duly appointed representatives with utmost respect at all times, no matter how that concept may grate.

Titania

Queen of Light and Life, Titania has overseen the Court of the Summer Sidhe for millennia, finding her way into many of mankind's tales of legend and lore. For example, Elizabethan poet Robert Whitney wrote that Titania visited William Shakespeare "upon each morn and in his ear gave pretty mots" that became *A Midsummer Night's Dream*. Like the Winter Queen, she uses fables and fairytales as a means of remembrance and she, too, has duties beyond the expected greening of the world after Winter's chill.

It is Titania who stands most vigilant between this world and that of Faerie.

The gravest mistake to make with Titania is assuming that she is merely and entirely Light and Life to Mab's Air and Darkness. Remember that light can be harsh and life can be unkind; so too can its Queen.

Titania most often appears as a towering, slender Sidhe woman with silver-white hair and summer-green eyes. She favors silk and linen gowns in vibrant colors along with a woven crown of living, growing greenery. Should she appear wearing a gown of intricately woven chain mail, you are advised to find shelter a good distance away.

Why do the Queens have a different set of capabilities than the Ladies?

The Ladies and the Knights could be player characters in the crisis training exercise I mention on page 81. But the Queens... No, they're best used as non-player characters, tools to oppose the goals of others. More like they do in reality.

Snark does not become you.

ALL words become me.

TITANIA, THE SUMMER QUEEN

MANTLES

Titania bears a unique mantle, that of the Summer Queen. Though several of her conditions come directly from the mantle of the True Fae (p.157), as a queen, Titania has more power and fewer limitations than lesser Fae. Furthermore, if her stats here appear underwhelming, bear in mind how greatly she benefits from scale (p.182): whether magic, physical actions, or even social discourse, virtually everything Titania does operates at Legendary scale.

ASPECTS

High Concept: THE QUEEN OF LIGHT AND LIFE

Other Aspects: LIGHT DOES NOT MEAN “NICE”;

BULWARK BETWEEN HUMANITY AND THE FORCES OF WINTER;

SLOWLY RECOVERING FROM THE DEATH OF AURORA

APPROACHES

Skilled (+2) at: Battling the forces of Winter, Understanding the needs of mortals

Bad (-2) at: Showing forgiveness

Good at Opposing (+2): Flair, Guile, Haste

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Truth-Bound (special): p.158.

Ferroburned (sticky): p.158.

Oathbreaker (sticky): p.158.

Faerie Queen (special): This condition is always checked. Titania is the undisputed ruler of her court and the forces of Summer; if she commands it, Summer will obey. However, she is unable to directly intervene in mortal affairs that do not involve Faerie, and cannot kill anyone who is not a member of the Courts.

SUMMER QUEEN STUNTS

Glamour: p.158.

Greater Glamour (requires Glamour): p.158.

The Queen’s Seelie Magic: Titania may cast evocations (p.140) that fit the nature of Summer: growth, abundance, vigor, fire. Her power is overwhelming, and in most cases, she need never roll to achieve what she wants: if the only opposition is Mundane or Supernatural in scale, Titania automatically succeeds. When operating within her territory in Faerie, she can also ignore Otherworldly opposition.

Seelie Rituals: When performing ritual magic that thematically fits within Summer, Titania automatically succeeds at her preparation roll and can use members of her Court to fulfill any special costs. Rituals performed for or on player characters may still have a cost in the form of a drawback or specific casting requirement that the PCs must acquire.

True Fae: Once per scene, Titania may temporarily access any of the general or Summer stunts from the True Fae mantle. This stunt remains in effect as long as Titania wishes it or until the end of the scene.



Mab

Queen of Air and Darkness, Mab is one of Faerie's most dangerous creatures, a fact she ensured was broadcast far and wide through her close relationships with the Brothers Grimm and other recorders of fairy stories. Despite that reputation, she is no more likely to unleash her power on a mortal than her Summer counterpart, but her reputation as a cruel, cold mistress of Winter is well earned. Had her role in Barbot de Villeneuve's *La Belle et la Bête* remained closer to the truth, her temper's savagery would have been more clearly illustrated.

What really happened was NASTY.

De Villeneuve wanted to spare children those nightmares.

Her duties as Winter Queen often distract her and exceed the expected bounds. However, of late she has figured prominently in happenings between the Nevernever and mortal realm. This level of distraction has occurred previously, though infrequently, in the centuries of Mab's rule and typically precedes significant, albeit temporary, climate shifts (e.g., 46.11% increase of surface winds in September 1666; 26.8% increase of Arctic polar ice in March-April 1912).

Creating a Titanic problem.

I have a sinking feeling that was a pun.

Mab naturally resembles her sister Titania: pale, slender, with silvery white hair and feline green eyes. She has been known to alter her appearance drastically, such as turning both hair and eyes raven black in what has been called her guise as judge.

MAB, THE WINTER QUEEN

MANTLES

Mab bears a unique mantle, that of the Winter Queen. Though several of her conditions come directly from the mantle of the True Fae (p.157), as a queen, Mab has more power and fewer limitations than lesser Fae. Furthermore, if her stats here appear underwhelming, bear in mind how greatly she benefits from scale (p.182): whether magic, physical actions, or even social discourse, virtually everything Mab does operates at Legendary scale.

ASPECTS

High Concept: THE QUEEN OF AIR AND DARKNESS

Other Aspects: GUARDIAN OF THE OUTER GATES;

AUTHOR OF THE UNSEELIE ACCORDS; A HEART OF ICE

APPROACHES

Skilled (+2) at: Besting Outsiders, Crafting deals

Bad (-2) at: Showing mercy

Good at Opposing (+2): Focus, Force, Intellect

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Truth-Bound (special): p.158.

Ferroburned (sticky): p.158.

Oathbreaker (sticky): p.158.

Faerie Queen (special): This condition is always checked. Mab is the undisputed ruler of her court and the forces of Winter; if she commands it, Winter will obey. However, she is unable to directly intervene in mortal affairs that do not involve Faerie, and cannot kill anyone who is not a member of the Courts.

WINTER QUEEN STUNTS

Glamour: p.158.

Greater Glamour (requires Glamour): p.158.

The Queen's Unseelie Magic: Titania may cast evocations (p.140) that fit the nature of Winter: death, slumber, ice. Her power is overwhelming, and in most cases, she need never roll to achieve what she wants: if the only opposition is Mundane or Supernatural in scale, Mab automatically succeeds. When operating within her territory in Faerie, she can also ignore Otherworldly opposition.

Unseelie Rituals: When performing ritual magic which thematically fits within Winter, Mab automatically succeeds at her preparation roll and can use members of her Court to fulfill any special costs. Rituals performed for or on player characters may still have a cost in the form of a drawback or specific casting requirement that the PCs must acquire.

True Fae: Once per scene, Mab may temporarily access any general or Winter stunts from the True Fae mantle. This stunt remains in effect as long as Mab wishes it or until the end of the scene.

THE MOTHERS

Known also as the Queens Who Were, the Mothers reside together in the Nevernever and rarely leave their simple cottage. As such, they are the least directly engaged in mortal affairs. Their mantles are, however, magnitudes of power above those of even the Queens, and their lightest touch can have a profound effect on the worlds of the Fae and mankind alike. Witness, for example, that Mother Winter was capable of weaving an unraveling enchantment

Shouldn't there be some game-style informational doodads about the Mothers here?

On the scale I established, they bury the needle.

that would undo any magic. **Any magic.** Not even the Merlin could create such a broad-reaching spell.

The likelihood of encountering one of the Mothers is microscopic, but should one approach you, speak only when spoken to, and mind each word with care, as one should when addressing an elder.

THE KNIGHTS, FIX AND HARRY

Always mortals, the Knights act as consorts to the Queens and, at times, sire the Ladies. Fitting, then, that the new Winter Lady was the apprentice of the Winter Knight.

The Ladies don't spring forth, fully formed, from the Queens' foreheads?

That was Athena from Zeus.

That was a joke.

They took it very seriously at the time.

I... Never mind.

Each Knight is compelled to do the bidding of his Court's Queens: the Queen Who Was, the Queen Who Is, **and** the Queen Who Will Be. Fortunately the Queens have not often countermanded or contradicted another's commands, but when such a thing happens, the Mothers dictate the outcome.

It has been stated elsewhere that the Winter Knight's purpose is to kill mortals—something the Queens themselves are forbidden to do—and the Summer Knight's purpose is to stop him. Like everything concerning the Courts of the Sidhe, the Knights' duties are more than what they seem. Though their mantles make them competent in Fae magic, make no mistake: they are mortal and chosen *because* they are mortal, so their interactions with humankind can differ from what the Sidhe themselves are allowed to do.

Remember when Maeve sent Slate to Antarctica? Heard it took him weeks to stop smelling like dead fish and penguin crap.

Fix

The mantle of the Summer Knight was bestowed on changeling Fix when he was both inexperienced and unprepared. However, in the years since the late Summer Lady, Lily, made him her champion, Fix has grown formidable. Physically he remains unimposing, a slight youth who takes after the Summer Sidhe. But he has learned to wield Summer magic through his mantle, and he is reputedly a competent swordsman.

Lily's death was a terrible blow to Fix, as her friend and her Knight, and like Lady Sarissa, he has all but vanished from the mortal realm for now. Mayhap they are learning to work in tandem since once they saw each other from different Courts.

I calculate a 0.827% chance of his reappearance today, with odds improving exponentially over the next two years, with minor seasonal variations.

Right, so..."for now."

FIX

MANTLES

Although originally a changeling, Fix effectively made the decision to be mortal when he became the Summer Knight; in game terms, he discarded his previous mantle as a Changeling in favor of that of a Knight of a Faerie Court (p.146). He is still relatively inexperienced, as Knights go, but when serving his Court his magic can reach Otherworldly scale.

ASPECTS

High Concept: THE SUMMER KNIGHT

Trouble: GRIEVING FOR LILY

Other Aspects: EXUDING QUIET CONFIDENCE; I COMMAND SUMMER'S FIRE; FOLLOWING THE MANTLE'S INSTINCTS

APPROACHES

Great (+4): Guile

Good (+3): Focus, Haste

Fair (+2): Force, Intellect

Average (+1): Flair

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Summer Power (fleeting): p.146.

Impaled by Cold Iron (sticky): p.144.

Disfavored (sticky): p.146.

KNIGHT OF A FAERIE COURT STUNTS

Faster, Stronger, Tougher: p.146.

Seelie Magic: p.146.

Superior Recovery: p.146.

The Perfect Foil: p.146.

Superior Speed: This stunt comes from the mantle of the True Fae (p.159), and requires Fix to check a box of **Summer Power** when used.

UNIQUE STUNTS

Make It Go: When Fix uses Guile to create an advantage that represents ad hoc repairs or enhancements to cars or other machines, the resulting aspect gains an additional free invoke.

Summer's Sword: When Fix uses Faster, Stronger, Tougher to enhance an attack using his sword, he gets +2 instead of +1.

Harry

Wizard Dresden is the Winter Knight, a role he chose for reasons that were both personal and convoluted and are actually none of your business.

What you need to know about Harry Dresden you know already: he is a White Council wizard and warden, a private investigator, a lover of animals and Burger King, the Winter Knight, and someone I have chosen to call friend.



CREATING HARRY - SHOW MY WORK

If I can recreate the most extreme of Harry's changes within the rules, I can ensure that the system can handle nearly any character concept.

So, by the CHANGES casefile, Harry is a Magical Practitioner with almost a dozen major milestones under his belt and an extensive collection of stunts representing his magical prowess and tools.

At which point he attempts to retire his character.

Ultimately, he instead changes his mantle, retaining his unique stunts with sufficient refresh to re-purchase some essentials of a Magical Practitioner, such as the Third Eye. However, many stunts are lost in the transition. In real-world terms, his skills atrophied while he was dead, his equipment was lost.

Since then, he has focused his milestones on regaining some of his former power by re-purchasing conditions and stunts of the Magical Practitioner, rather than fully embracing the potential of the Winter Knight—both within the game and in real life.

His recovery will take time; for example, he has not yet reached enough major milestones to re-obtain the BURNED OUT condition, resulting in reduced magical potency whenever he operates outside the aegis of his new mantle. In real-world terms, he is still becoming acquainted with the Knight mantle.

Well, have me retire his character on his behalf

Huh. The system actually works.

Of course it works. Did you doubt me at all?

Uh...no? No seems to be the right answer.

HARRY DRESDEN

MANTLES

Knight Dresden bears the mantle of a Knight of a Faerie Court (p.146), although he has also taken conditions and stunts from his prior mantle as a Magical Practitioner (p.138). As a Knight, not to mention a particularly powerful wizard of the White Council, he operates at Otherworldly scale.

ASPECTS

- High Concept:** RELUCTANT WINTER KNIGHT
Trouble: TEMPTED BY POWER
Other Aspects: NEVER THREATEN MY FAMILY; COLD HANDS, WARM HEART, WISE ASS; WEARER OF MANY HATS

Wizard, ?!, Warden, Winter Knight, 'Za Lord, supernatural prison-keeper... funny that he wears so many figurative hats. And none literal.

Always expect him to get a Stetson to go with that leather duster of his.



APPROACHES

- Superb (+5):** Force
Good (+3): Flair, Haste
Fair (+2): Focus, Guile
Average (+1): Intellect

STRESS & CONDITIONS

- Stress:**
In Peril (sticky): p.117.
Indebted (sticky): p.117.
Winter Power (fleeting): p.146.
Impaired by Cold Iron (sticky): p.144.
Disfavored (sticky): p.146. **The Third Eye (sticky):** p.139.
Exhausted (sticky): p.139.

KNIGHT OF THE WINTER COURT STUNTS

- Faster, Stronger, Tougher:** p.146.
Unseelie Magic: p.146. Note that, as Harry is also able to use Evocation, he does not need to mark **Winter Power** to cast spells with an Unseelie theme. He may still mark boxes of **Winter Power** to get +1 for each box marked when casting spells which fit the domain of Winter.



MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

Enchanted Item: Harry uses a staff engraved with 77 spells to store kinetic energy. Once per session, Harry may use his staff to facilitate a stunt based around the sudden application of kinetic force (for instance, an additional +2 to attack by Forcefully blasting a chunk of ice at an opponent, or pushing a target into an adjacent zone as a result of a successful attack).

Wanderer of the Ways: p.141.

Evocation Specialist: p.141. Unsurprisingly, Harry's specialty is using fire as a Forceful attack.

Combat Wizard: p.141.

Duelist Wizard: p.141.

White Council Membership: p.140.

Warden: p.140.

FUEGO!

You know this will come back to bite him in the arse.

Sooner rather than later, too.

UNIQUE STUNTS

Listening: Harry gets +2 when using Focus to create advantages by carefully listening to his surroundings.

Warden of Demonreach: Harry has access to the intellectus of the island Demonreach, giving him perfect knowledge of the location. While physically on the island, Harry automatically succeeds on all attempts to overcome obstacles or create advantages based on knowing the location of items or entities on the island.

Za-Lord: Harry has the allegiance of a swarm of Wee Folk, led by Major-General Toot-toot, who will give him assistance for the price of a large pizza. Once per scenario, Harry may immediately obtain secret or guarded information without requiring a roll, or instantly create an advantage (such as SWARM OF PIXIES) with three free invokes to represent their efforts.

Soulfire: Harry has been gifted with the ability to infuse his magic with the very fires of Creation, albeit by sacrificing part of his own soul. Once per scenario for free, Harry may use Godlike scale for a single evocation infused with holy power. He may use soulfire additional times during a scenario by marking his **Doomed** condition and taking the aspect SOULBURNED. He cannot use soulfire again until **Doomed** has recovered.

PARKOUR!: Harry has mastered the French art of free-running. He gets +2 when using Haste to overcome obstacles by jumping or climbing.

*I hear he yells the word whenever he performs a parkour move.
Hence the use of CAPITALS!*

OTHERS OF NOTE

The Leanansidhe

Of special note is the creature of Winter called the Leanansidhe, handmaiden to the Winter Queen and, in Winter, second only to Mab herself as a wielder of magical energies. Like all Sidhe, she is of inhuman beauty, with feline eyes as green as emeralds and auburn tresses streaked white by recent torments (to wit: her entombment in Winter ice for a long, indeterminate time).

As she has also mentored the Winter Lady, a safe assumption is that the Leanansidhe is someone who protects her Court and whom her Court protects. Her loyalty to Winter is absolute, including the Winter Knight. You would do well to remember this fact.

Changelings

Special mention must be made of the scions of a mortal and a Fae. These beings live in between worlds until they choose between their mortal and Fae heritages, and their

mere existence indicates the continued fascination that the Fae hold for humankind. The current Summer Knight was a changeling until taking up his mantle, as was his Lady, the late Lily.

Changelings appear normal and human until puberty, when their bodies mature and the duality of their natures are evidenced. At that point, certain advantages emerge: a jinn's scion may have increased magical talent, a troll's scion greatly enhanced strength, and the offspring of a mortal and High Sidhe will be uncommonly lovely.

The choice need not be made immediately, as the current Summer Lady's history indicates, but living with one foot in either world cannot be simple.

THE LEANANSIDHE

MANTLES

The Leanansidhe is a True Fae (p.157), allied with Winter. Given her power and stature, she operates at a Legendary scale (p.182).

ASPECTS

High Concept: MAB'S HANDMAIDEN
Other Aspects: FANATICALLY LOYAL;
 CRUELTY IS MY VERSION OF KINDNESS;
 SURVIVOR OF TRAUMAS THAT DEFY
 NAMING; OCCASIONAL FAIRY GODMOTHER

APPROACHES

Skilled (+2) at: Magic, Double-speak
Bad (-2) at: Empathy
Good at Opposing (+2):
 Force, Guile, Intellect

STRESS & CONDITIONS

Stress:
In Peril (sticky): p.117.
Doomed (lasting): p.117.
Indebted (sticky): p.117.
Truth-Bound (special): p.158.
Ferroburned (sticky): p.158.
Oathbreaker (sticky): p.158.

TRUE FAE STUNTS

Glamour: p.158.
Greater Glamour (requires Glamour):
 p.158.
Unseelie Magic: p.163.
True Fae: Once per scene, the Leanansidhe may temporarily access any general or Winter stunts from the True Fae mantle. This stunt remains in effect as long as Lea wishes it or until the end of the scene.

WYLDFAE

Those without allegiance to either Winter or Summer are called Wyldfae. They outnumber the Sidhe many times over and comprise an equally broad array of beings. Ogres, pixies, nymphs, fauns, goblins, hobgoblins...all are typically Wyldfae, unless or until they choose otherwise. They have a de facto monarch in the Erlking, leader of the Wild Hunt, but independence is their hallmark. In a conflict between Winter and Summer, some will join whichever side appeals to their natures—ogres to Winter, for example, and pixies to Summer—but only if the Queens' calls are strong enough.

If Faerie is populated by whimsical creatures, the Wyldfae are the most whimsical of all. The greatest constancy in their nature is their inconsistency. Do not let their lack of affiliation lure you into the belief that they are less dangerous. For example, 19th century cryptonaturalist Sir Nelson Spencer described loch monsters thusly:

Those who seek the famed creatures of the Highland lakes do so with foolish abandon, for they know not the nightmares that live beneath the surfaces of Lomond, Ness, Morar, Oich and other such bodies of water. While it is true that the loch monsters prefer seclusion in the coldest depths of their lakes, such a thing cannot be regarded as constant. Ferries, dinghies and the like have crossed the lochs countless times in safety before the great beasts below commit the vessels and their passengers to the deep, without so much as a warning. I myself witnessed the drowning of an English fisherman on holiday at Loch Maree when Loch-na-Bèiste took exception to his presence.

Even the unwisely undertaken lakeside outings can invite disaster, for the loch monsters are not water-bound: in 1844, two young lovers made the shores of Loch Morar the site of their rendezvous and by nightfall had vanished with naught but a single garter marking their passage.

The inconstant nature of such beasts must thus be taken as need for great vigilance and care, for most dangerous of all is the viper whose strikes are not predestined.

The loch monsters' existence might have been more widely known if Sir Nelson hadn't lived near Covent Garden.

Destroyed in the 1836 fire?

Yes, along with most belongings of "The Great Wizard of the North."

I remember that guy. John Henry Anderson, Houdini's idol.

One of his many, many roles.

LORD HERNE THE HUNTER, THE ERLKING

MANTLES

Lord Herne bears the unique mantle of The Erlking, although many stunts and conditions are shared by the True Fae (p.157). Every bit the equal of the Queens in terms of raw power, the Erlking operates at Legendary scale (p.182).

ASPECTS

High Concept: LEADER OF THE WILD HUNT

Other Aspects: LORD OF GOBLINS; "I DO NOT INDULGE IN COURTESY"; JOIN THE HUNT OR DIE HUNTED

APPROACHES

Skilled at (+2): Tracking prey, Killing prey, Rousing speeches

Bad at (-2): Good manners, Duels of words

Good at opposing (+2): Flair; Force; Haste

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Truth-Bound (special): p.158.

Oathbreaker (sticky): p.158.

Ferroburned (sticky): p.158.

Leading the Hunt (sticky): Mark this condition when the Erlking takes command of the Wild Hunt. While this condition is checked, the Hunt is following the Erlking's commands and acting as an extension of him. In effect, he *is* the Hunt. The Hunt has Godlike scale and an approach, Hunting at +5, which the Erlking may use when taking any action involving the pursuit of prey. He may allow others to join the Hunt, usually by transforming them into a hound or horse; this effectively removes them from play until the Hunt has ended. This condition is recovered at the end of the Hunt or if command is passed via the You Are Found Worthy stunt.

ERLKING STUNTS

Glamour: p.158.

Superior Recovery: p.159.

Cloak of Shadows: p.159.

True Fae: Once per scene, the Erlking may temporarily have access to any of the stunts from the True Fae mantle. This stunt remains in effect as long as the Erlking wishes it or until the end of the scene.

The King's Wyld Magic: The Erlking may cast evocations (p.140) appropriate to the nature of the Wyldfae: primal, predatory, and uncontrolled. His power is overwhelming, and in most cases, he need never roll to achieve what he wants: if the only opposition is Mundane or Supernatural in scale, the Erlking automatically succeeds. When operating within Faerie, he can also ignore Otherworldly opposition.

You Are Found Worthy: While leading the Hunt, the Erlking may pass command to another, provided they have demonstrated a reason that the hunt should obey them. The target immediately gains the **Leading the Hunt** condition and the benefits thereof; however, if the new leader of the hunt is not sufficiently violent, the Wild Hunt can rebel, and command of the Hunt returns to the Erlking.

Lord Herne the Hunter, the Erlking

Said to be the Queens' peer, the Erlking may be considered overseer or guardian more than monarch, though he does indeed have a throne and a hall where he presides over a court of goblins. (Refer to Harry Dresden's **CHANGES** casefile for solid descriptive detail.) His features approximate that of a goblin, with eyes red and capable of seeing in complete darkness—a useful trait for the Wild Hunt's leader. But unlike the stouter goblins, he stands at fully 247.5 cm tall, a height further enhanced by his habitually worn horned helm.

The Erlking's greatest power is in leading the Wild Hunt, which I detail more thoroughly below. The Hunt, when unleashed on mortal ground, is a nightmarish power, and such a thing must be commanded by a potent will. His will and his unequalled prowess as a hunter make the Erlking a lethal foe.

The Wild Hunt

They say that ever since, on All Souls' Night, the chapel bell is heard tolling all alone, and the spirits of the dead, wrapt in the tatters of their shrouds, run as in a fantastic chase through the bushes and brambles.

— From a translation of the Spanish tale "El monte de las animas," by Gustavo Adolfo Becquer

Since the Dark Ages, legends have existed of spectral riders, armed with weapons of their age, taking to the countryside in pursuit of many sorts of quarry. The French once held that this hunt was led by Satan himself, chasing the souls of the damned toward Hell, and the English similarly spoke of King Arthur leading a chase of the unbaptized across Britain. In the Norse version, Odin is riding Sleipnir in an eternal hunt of supernatural beings. As with much to do with Faerie, the truth lies in cobbling together many tales.

The Hunt appears when the Erlking is summoned from the Nevernever. Once here, he gathers the spirits of fallen hunters and begins the Hunt. Those the Hunt encounters have two choices: perish or join, donning a mask of horse or hound or rider to spend the night running quarry to ground.

Only one being is documented as successfully eluding the Hunt.

I remember a few others.

DOCUMENTED.

THE WHITE COUNCIL

Mortals with magical talent are governed by the White Council, a group founded a millennium ago by Merlin—the original Merlin, the wizard advisor to King Arthur—as a measure of control over the use of magic. While attaining membership is simple, by successfully passing a test of magical ability, only 12.0371% of those tested pass. The rest remain known as minor talents watched sporadically for signs of black magic.

Once inducted, traditionally in the Council headquarters, members are free to live wherever and however they please so long as they obey the Seven Laws of Magic (page 78) prescribed to protect mortals from wizards who may be tempted to abuse their talents. During official Council functions, full members are marked by formal black robes and stoles denoting specialty or rank, with Wardens—the militant wizards—wearing grey cloaks atop those robes.

Apprentice wizards wear unadorned brown robes.

And looks of abject terror.

THE SENIOR COUNCIL

The White Council's leadership is called the Senior Council, comprising the seven most competent and experienced White Council wizards. Of these seven, the most formidable magically and politically becomes the Merlin. Each Senior Council member has areas of specialty but competence in many others. All are very, very dangerous.

If you run afoul of a wizard, particularly one of the Senior Council, surprise attacks are your greatest ally. A wizard is most vulnerable when they cannot prepare for you or react to you.

Presently the Senior Council wizards are Gregori Cristos, Martha Liberty, Listens to Wind, Ancient Mai, Ebenezar McCoy, Rashid the Gatekeeper, and the Merlin, Arthur Langtry. I will detail the last two, as their roles are paramount to your understanding.

A high-powered rifle shot works, too. Usually.

Too soon, Kincaid.

What about McCoy?

I am balancing the scales of knowledge. That would overbalance one side.

One day, you need to tell me what went on between you two.

Interesting. So HE never wrote it down either.



I do not enjoy not knowing.

I enjoy you not knowing.



The Merlin

The wizard presently possessing the rank of the Merlin is an Englishman, Arthur Langtry, whose aesthetics appear to be the inspiration for Merlin in T. H. White's **THE ONCE AND FUTURE KING**: tall, slender, white-haired, white-bearded, elegant, and commanding. His prowess in defensive magic is unparalleled, as demonstrated during the recent war in the temporary wards he helped erect to stop cold an attack by the Red Court of vampires.

Langtry is a consummate politician, as you would expect of someone his age (approximately two centuries) and years in positions of authority in the White Council, and he should be regarded as the most powerful mortal alive. Any wizard capable of spontaneously connecting the minds of hundreds of people and easily controlling mordite is someone to be feared.

Tread very, very cautiously around the Merlin.

For your edification, however, on average Langtry leaves Council headquarters 3.38 times per year, minimizing any chance of contact.

I hear that if he leaves Edinburgh and sees his shadow, we get six more years of tight ass-ness.

The Gatekeeper

The Outer Gates exist as a bulwark between the furthest reaches of the Nevernever and creatures that seek to enter our reality from without, generally called Outsiders. (Refer to the Seventh Law of Magic on page 80.) The Gatekeeper's role is to lend aid and vigilance against the Outsiders penetrating those Gates and warn the White Council of any such threats when possible. The wizard now filling this complex role is called Rashid, a man of Arabic heritage and English education most easily recognized by his height, near 214 cm, and his preferred robes of midnight blue and indigo.

Most arresting about the Gatekeeper is the scar passing over one eye socket and the metallic orb that has replaced that missing eye. Even I do not know precisely what that enchanted orb can do or show him.

I stated that knowledge itself is power, and Wizard Rashid holds more knowledge than any other wizard. His role as Gatekeeper was not by happenstance.

You will not meet Wizard Rashid unless circumstances demand it (and he so chooses) but he is the Senior Council member whose attention you are most likely to attract. Like the Merlin, he is owed respect but is less troubled by not receiving such overtly.

*Unimaginable horrors from outside reality, inherently hostile to all life, just looking at them risks insanity, corruption, or worse... but fighting them is this guy's **DAY JOB**.*

Fundamentally, yes.

*whatever he is being paid is **NOT** enough.*

ARTHUR LANGTRY, THE MERLIN

MANTLES

The Merlin of the White Council, of course, is a Magical Practitioner (p.138). Like other members of the Senior Council, his skill with magic is such that he operates at Otherworldly scale (p.182).

ASPECTS

High Concept: THE MERLIN

Other Aspects: MOST POWERFUL WIZARD ON THE WHITE COUNCIL;
PAINFULLY PRAGMATIC LEADERSHIP; CALM IN A CRISIS

APPROACHES

Skilled at (+2): Magic, Supernatural Politics

Bad at (-2): Trusting others, Contemporary culture

Good at Opposing (+2): Force, Guile, Intellect

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Indebted (sticky): p.117.

Exhausted (fleeting): p.139.

Burned Out (sticky): p.139.

Combat Wizard: p.141.

Doomed (lasting): p.117.

The Third Eye (sticky): p.139.

Senior Council Leader (special): This condition is always checked, unless the rest of the Senior Council strips Langtry of his position. Langtry is head of the Senior Council and has the authority to issue binding orders to all members of the White Council, including the Wardens. He may use White Council resources as he sees fit (and does not become **Indebted** from use of the White Council Membership stunt). His decisions may be outvoted by other members of the Senior Council.

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

White Council Membership: p.140.

Enchanted Item: p.141. Langtry has a tactical belt filled with potions and other magical paraphernalia. As a result, rather than one use per session as this stunt generally dictates, Langtry may use his belt once per scene.

Loremaster: p.141.

Combat Wizard: p.141.

Ritual Specialist: p.141. Langtry specializes in creating wards and barriers.

UNIQUE STUNTS

Merlin's Strength: For Langtry, the **Exhausted** condition is fleeting, and the **Burned Out** condition is sticky.

To the Limit: When Langtry marks stress to enhance his evocations, he may mark as many boxes as he wishes, gaining +1 for each box marked.

Warding Wizard: When Langtry creates an advantage representing a magical barrier, whether he uses evocation or thaumaturgy, he gets two extra free invokes on the resulting aspect.

Crisis Management: Once per scenario, during a conflict or contest, Langtry may come up with a detailed plan (complete with diagrams) which he psychically projects to everyone he wishes to inform within the scene. This process takes a fraction of a second, regardless of complexity, and gives every recipient a +2 to their next action, provided it is in line with the Merlin's plan.

RASHID, THE GATEKEEPER

MANTLES

The Gatekeeper bears the mantle of a Magical Practitioner (p.138). As one of the most powerful wizards on the White Council, his magic operates at Otherworldly scale (p.182).

ASPECTS

High Concept: THE GATEKEEPER

Other Aspects: VISIONS OF THE FUTURE; TALL, DARK, AND CRYPTIC;
ANOTHER DAY, ANOTHER OUTSIDER

APPROACHES

Skilled at (+2): Navigating the Ways, Opposing Outsiders

Bad at (-2): Giving a straight answer, White Council politics

Good at Opposing (+2): Focus, Force, Intellect

STRESS & CONDITIONS

Stress:

Combat Wizard: p.141.

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Exhausted (sticky): p.139.

The Third Eye (sticky): p.139.

Burned Out (lasting): p.139.

Senior Council Member (special): This condition is always checked, unless the rest of the Senior Council strips Rashid of his position. Rashid has the authority to issue binding orders to all members of the White Council, including the Wardens. He may use White Council resources as he sees fit (and does not become **Indebted** from use of the White Council Membership stunt). His decisions may be countermanded by the Merlin or outvoted by the other members of the Senior Council.

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

White Council Membership: p.140.

Loremaster: p.141.

Combat Wizard: p.141.

Wanderer of the Ways: p.141.

UNIQUE STUNTS

Steel Eye: The Gatekeeper may view the threads of time and discover likely futures, although the Laws of Magic and the risk of paradox prevent him from revealing the specifics of what he sees. As a result, once per session he may choose to begin a scene with two free invokes of his VISIONS OF THE FUTURE aspect.

Esoteric Preparations: Once per scenario, the Gatekeeper may reveal that he is in possession of a useful, necessary item. This may be a ritual component, a unique relic, a powerful potion, or even information, as long as it is vitally important and theoretically obtainable by the combined efforts of the White Council and the Faerie Courts. This item may be used to pay any cost for a ritual, or it may have powers of its own, allowing the Gatekeeper's player to make up a unique stunt or condition on the fly.

Crystal Eye: The Gatekeeper is able to sense the presence of Outsiders, even those which are hidden or lack physical form. This stunt also allows him to identify people who have had recent contact with Outsiders and gives him +2 on all attempts to track an Outsider that is evading or hiding from him.

Magical Finesse: Once per session, the Gatekeeper may take +4 on a single evocation without marking any conditions.



THE WARDENS

The Council has a police force of sorts, a militant wing that upholds the Laws of Magic and otherwise serves as bodyguards to the Senior Council. The war with the Red Court demolished the Wardens' ranks (a 78.952% overall reduction) but they have since recovered.

Foremost among a Warden's duties is rooting out sorcerers—people who utilize black magic to suborn the will of others—and anyone guilty is summarily executed except under extenuating circumstances. In these cases, the guilty party is placed under a probation called the Doom of Damocles; the punishment for breaking this probation is death. The Senior Council can vote to lift the Doom of Damocles once the accused has proven himself. Those who receive death sentences are beheaded, traditionally by the Warden field commander or the Wardens' leader, currently Wizard Anastasia Luccio.

The Wardens' organization roughly approximates that of a police force, with a captain (the aforementioned Wizard Luccio) overseeing regional commanders stationed strategically about the globe. The United States, for example, has four regional commanders, one of whom is Wizard Dresden, who can supply you with further details regarding the Wardens.

Warden regalia is simple, a flowing grey cloak that, owing to its enchantments, blood cannot stain. A few experienced Wardens also carry swords with the ability to disenchant an enemy's magic, but as noted below, such weapons are presently in short supply.

*I did not know that.
The guy is a sucker
for responsibility.*

*Yes, he is.
Thank goodness.*



Captain of the Wardens, Anastasia Luccio

*Contra malum agmini fuere obuii, quæ stabat,
Unum in multis,
Defendi pharus malitias,
Usque ad illa sola,
Pedemque in capite ejus,
Et sacrificium ejus, et terribilis species.*

(Against a cavalcade of evil she stood,
One against the many,
A beacon's defense against wickedness,
Until she alone remained,
Fallen foes strewn at her feet,
Sacrifices to her terrible beauty.)

From "Nota quod in Kemmler Percute"
by Warden Giancarlo Lama, 1893

Like the Senior Council, the Captain of the Wardens is a wizard with decades of experience in the practical application of magic. Since the demise of Warden Donald Morgan, Captain Luccio is unchallenged as the most experienced combat wizard in the White Council. Her swordplay is equally impressive, particularly when she wields the enchantment-shattering rapier she fashioned for her use alone. Luccio created such blades for every Warden until a necromancer named Corpsetaker forcibly exchanged bodies with her. The transition has left Luccio incapable of creating the swords, perhaps permanently.

Beyond this significant restriction, she is distinctly younger physically—a small, fit woman with dark brown curls and a dimpled countenance—and yet retains the experience and reason of a much older wizard. This combination ensures she will remain a threat to any who challenge the White Council and her duties. Think of her as the fiercest protector of a wizard's wellbeing.

ANASTASIA LUCCIO

MANTLES

Captain Luccio's mantle is that of a Magical Practitioner (p.138), although her rank within the White Council affords her a unique condition.

ASPECTS

High Concept: CAPTAIN OF THE WARDENS

Trouble: STILL ADAPTING TO THIS NEW BODY

Other Aspects: HEALTHY PARANOIA; DECADES OF LEADERSHIP EXPERIENCE; A RESOURCEFUL, PRAGMATIC COMMANDER

APPROACHES

Great (+4): Focus

Good (+3): Guile, Intellect

Fair (+2): Flair, Force, Haste

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Indebted (sticky): p.117.

Exhausted (sticky): p.139.

Burned Out (lasting): p.139.

Captain of the Wardens (special): This condition is always checked, unless the Senior Council revokes her title. Luccio has unquestioned authority to enforce the Laws of Magic and may act unilaterally to do so without consulting higher Council authorities. Her commands to other Wardens are binding, and any who disobey her are subject to Council discipline. She may also redistribute Warden resources at her discretion. In exchange, her actions are under constant scrutiny by the White Council, and she may be held responsible for any misdeeds committed by Wardens under her command.

Combat Wizard: p.141.

Doomed (lasting): p.117.

The Third Eye (sticky): p.139.

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

White Council Membership: p.140.

Warden: p.140.

Silver Sword: p.141.

Evocation Specialist: p.141. Captain Luccio has taken this stunt twice and excels when using Focus to either attack or create an advantage with fire.

Combat Wizard: p.141.

Duelist Wizard: p.141.

There can't be that many swords left out there, 15 or 20, tops.

Thereabouts. What Captain Luccio endured at the Darkhallow is unique; I will be interested to see whether she recovers her ability to forge the warden blades.

UNIQUE STUNTS

Sword Expertise: Though Captain Luccio is no longer able to forge the silver swords of the Wardens, she remains extraordinarily skilled when using her creations. Captain Luccio gets +2 when Forcefully attacking or using counterspells with her blade.

Conscription: Captain Luccio has the authority to draft any White Council wizard into the Wardens. Characters so drafted temporarily gain the Warden stunt until Luccio sees fit to remove it, or the end of the scenario. Members of the White Council are not permitted to refuse conscription. As per her **Captain of the Wardens** condition, she bears responsibility for the actions of her conscripts.

Carlos Ramirez

Like all wars, the conflict between the White Council and the Red Court caused countless young men and women to grow up quickly, most especially those combat-savvy wizards who joined the Wardens during the war. Among those Wardens, no one distinguished himself more thoroughly than Angeleno Carlos Ramirez. After the events surrounding the Heirs of Kemmler in Chicago, he was promoted to Regional Commander for the western United States, the youngest Warden ever in so vaunted a position. On this promotion, the late wizard Aleron LaFortier wrote to the rest of the Senior Council, “While I acknowledge the necessity of enlisting young wizards, the elevation of largely untested, temperamental wizards into the Wardens’ leadership ranks is ill advised to the degree that Captain Luccio’s mental stability in the aftermath of the Corpsetaker’s treachery must be called into question.”

I saw Luccio in combat after the body switch, and this is bullshit. You also cannot convince me LaFortier was referring to Ramirez alone.

Warden situational reports and two journals by White Court nobility indicate that later events proved these concerns unfounded.

Although presently recovering from injuries sustained in Alaska, Warden Ramirez is a formidable combat wizard who employs water magic and modern weaponry with equal aplomb, and he has fought frequently at the side of Wizard Dresden. As you yourself have seen, the two pose a substantial threat when faced in tandem, which should be avoided.



CARLOS RAMIREZ, GREY WARDEN

MANTLES

Warden Ramirez bears the mantle of a Magical Practitioner (p.138). Owing to his status as a regional commander, he also benefits from some of the conditions and stunts from the Leader of the People mantle (p.126).

ASPECTS

High Concept: HANDSOME YOUNG HOTSHOT WARDEN

Trouble: ARROGANT DISREGARD FOR AUTHORITY

Other Aspects: WHEN MAGIC FAILS, I'VE GOT MY GUN; UNFAILINGLY LOYAL (IF YOU'VE EARNED IT); SPECIALIST IN BATTLEFIELD MAGIC

APPROACHES

Great (+4): Flair

Good (+3): Focus, Haste

Fair (+2): Force, Intellect

Average (+1): Guile

STRESS & CONDITIONS

Stress: 11111111

Combat Wizard: 11 p.141.

In Peril (sticky): 4 p.117.

Doomed (lasting): ☒ p.117. BEATEN UP BAD BY THE FOMOR

Indebted (sticky): ☐☐☐☐ p.117.

Exhausted (sticky): ☐ p.139.

The Third Eye (sticky): ☐ p.139.

Burned Out (lasting): ☐ p.139.

Followers (sticky): ☐☐☐☐ p.126. In Warden Ramirez's case, these followers are Grey Wardens under his command.

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

White Council Membership: p.140.

Warden: p.140.

Silver Sword: p.141.

Evocation Specialist: p.141. Warden Ramirez's specialized evocation is to use water to defend with Haste.

Enchanted Item: Warden Ramirez's gauntlet is used to enhance his abilities with water-based magic and, more specifically, use water's associations with entropy and cleansing to disintegrate things. Once per session, Ramirez may use his gauntlet to facilitate a disintegration-themed stunt (for instance, an additional +2 to defend by Hastily erecting a disintegration field, or +1 to Forcefully attack with entropy blasts for the duration of a scene).

Combat Wizard: p.141.

LEADER OF THE PEOPLE STUNTS

Ready and Willing: p.127. At the GM's discretion, NPCs created by this stunt may be able to take advantage of scale.

UNIQUE STUNTS

Frag Grenades: Once per session, Warden Ramirez may attack using Force up to three zones away by tossing a fragmentation grenade. This attack targets everyone in a given zone, friend and foe alike, and deals a minimum of 1 stress, even if the targets successfully defend against the attack.

THE VAMPIRE COURTS

Vampires are parasites: they cannot survive without feeding off the life force of another, be it blood, flesh, or the intangible essence that animates a human body. In appearance, the Courts may vary (particularly the Black Court), but all have a common purpose—to perpetuate and control their food source. This fact should never be forgotten, no matter how attractive their flesh masks or how pitiful their stories. (I speak specifically here of the Raith family, whom you have encountered on multiple occasions in Chicago alone.)

Physically, all vampires possess superhuman strength and speed. In this respect, the White Court are the weakest, yet their ability to tolerate daylight—which kills Red and Black Court vampires—more than compensates for those shortcomings. Even the youngest is dangerous, and my best advice is to avoid them entirely and never, *never* allow a vampire to touch you.

I'd help those pitiful vampires...by shuffling them off the mortal fucking coil.

LANGUAGE.

I'm your personal Quentin Tarantino. Profane but pithy.

THE WHITE COURT

As you have seen, you will most frequently encounter the White Court, especially after the Red Court's apocalyptic end at Chichen Itza. White Court vampires achieve status by manipulation and engagement of cat's paws, including unwary mortals foolish or unlucky enough to involve themselves in White Court affairs.

The Court's influence is slowly waxing, not waning, owing largely to the ambitions of the White King, Lord Raith, and his eldest, Lara. House Raith sits atop the White Court in power, its hold solidified after the coup attempt at Chateau Raith several years ago. The other two major White Court Houses, Malvora and Skavis, were undermined by extensive losses in leadership during the battle in the Raith Deeps.

For all practical purposes, a White Court vampire is human, and the true monster is what lies beneath the surface, a demon whose hunger they must feed to survive. Each major house has a preferred "flavor" of life energy on which they feed—lust for Raith, despair for Skavis, fear for Malvora—but nothing prevents their appetites from straying.

Typically, these vampires feed discreetly, addicting their victims to the sensation of being fed upon and thus developing a stable supply of "bucks and does," as they term their prey. Still, fatal feedings regularly occur, especially when a vampire has lost control to his demon. A White Court vampire's first feeding is also fatal.

Consider the substantial increase in missing persons, particularly in areas the White Court is known to frequent.

Among the three noble houses, only Raith poses a threat, the other two having been politically gutted in the aforementioned attempted coup. Until Skavis and Malvora repopulate, they lack the strength and numbers to challenge the White King. Most probably, they lack the intestinal fortitude for it as well.

By my calculations, the chances of White Court involvement in a missing persons report have doubled in the last three decades.

Off. The mortal. Fucking. Coil.

Lara Raith

Ostensibly second only to the White King in power, Lara Raith is a cold, calculating creature highly skilled at manipulation. Were she a mortal, she would be dangerous, but in tandem with her demon, she is lethal, a true *femme fatale*. Her business acumen is extreme, her political acumen growing. Anyone who willfully crosses metaphorical swords with her is someone who is asking to be cut, most likely into ribbons.

Wouldn't he rather hear about the White King?

Lara is in charge now. She overcame Lord Raith's control.

How did she... No. No, I don't want to know.

All of the Raith family are similarly colored: black hair dark enough to suggest blue tones, pale eyes of grey or blue that become silver or chrome when their demons are active, and supernaturally beautiful and graceful. Reports indicate that each of Lord Raith's progeny—his several daughters and one son, Thomas—are well trained in martial arts, particularly with bladed weapons. As the coup attempt proved, Court politics are a deadly game.

The immediate Raith family does not, however, rely solely on their prowess with swords and knives. All have been known to carry firearms, and most have been seen in the company of professional bodyguards culled from the ranks of retired military personnel, typically those specializing in covert operations.

Thomas Raith

Noteworthy as the White King's only surviving son, Thomas Raith is enigmatic beneath the playboy façade. He too has become a Chicago mainstay, and his greatest known threat is through his contacts: both his sister Lara and Wizard Dresden have proven they will go to extreme lengths to protect him, and vice versa.

Much about Thomas Raith is shrouded in secret. His reputation is that of a playboy, a family man, and like his siblings he lives off the largess accrued over the centuries by the Raith family, which the current Lord Raith has captained for a very, very long time. With his contacts and wealth, he would make a powerful ally and a challenging opponent.

And I advise keeping all mortal female employees out of his path, most of all those entrusted with secrets.

LARA RAIETH

MANTLES

Lara Raith bears the mantle of a White Court Vampire (p.166), in addition to several unique stunts. Furthermore, as the most powerful succubus of the White Court, Raith operates at an Otherworldly scale (p.182) when her vampiric heritage comes into play.

ASPECTS

High Concept: EFFECTIVE HEAD OF HOUSE RAIETH

Trouble: CAN'T STAND BEING TURNED DOWN

Other Aspects: "I AM A POLITE, CIVIL, AND EFFICIENT MONSTER"; DEADLIEST SUCCUBUS IN THE WHITE COURT; NEVER BREAKS A PROMISE

APPROACHES

Skilled (+2) at: Seduction, Manipulation, Swordplay

Bad (-2) at: Resisting temptations, Avoiding attention

Good at opposing (+2): Flair, Guile, Intellect

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Vampire Heritage (unique): p.166.

Burned by True Love (sticky): p.166.

Hungry (sticky): p.166.

WHITE COURT VAMPIRE STUNTS

Family Favors: p.167.

Vampiric Physique: p.165.

Emotional Aura: p.167.

Vampiric Toughness: p.165.

Emotional Vampire: p.167.

Incite Emotion: p.167.

Vampiric Recovery: p.165.

UNIQUE STUNTS

Protector of House Raith: When acting to directly protect the interests of House Raith, or to defend or avenge a member of her family, Lara Raith operates at Legendary scale.

Family Money: Though she is still ultimately answerable to the rest of the White Court, Lara can decide how family funds are spent. By checking one box of **Indebted**, she is able to declare ownership of anything one could purchase with a credit card with no limit. By checking three boxes of **Indebted**, she can declare ownership of something outrageously expensive which would require complex negotiations to buy, like an office building or an Apache attack helicopter. By checking all five boxes of **Indebted**, she can claim ownership of something ludicrously unobtainable, such as an entire city, as long as giving such a thing a price tag is at all reasonable.

Power and Privilege: Lara can pull strings to clear up the debt she accrues within the White Court; as long as she has sufficient time to make deals among her family, she clears a box of **Indebted** automatically between sessions.



True Love is poison to House Raith. How does that even work?

I prefer not to explain. I strongly, strongly prefer not to explain.

THOMAS RAIH

MANTLES

Thomas Raith bears the mantle of a White Court Vampire (p.166).

ASPECTS

High Concept: FRIENDLY NEIGHBORHOOD INCUBUS

Trouble: JUSTINE IS MY TRUE LOVE

Other Aspects: UNWHOLESOMELY GOOD-LOOKING; MY DEMON IS WELL FED; BLACK SHEEP OF THE RAIH FAMILY

APPROACHES

Great (+4): Flair

Good (+3): Force, Guile

Fair (+2): Focus, Haste

Average (+1): Intellect

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Vampire Heritage (unique): p.166.

Burned by True Love (sticky): p.166.

Hungry (sticky): p.166.

WHITE COURT VAMPIRE STUNTS

Family Favors: p.167.

Emotional Aura: p.167.

Emotional Vampire: p.167.

Vampiric Recovery: p.165.

Vampiric Physique: p.165.

Vampiric Toughness: p.165.

Incite Emotion: p.167.

UNIQUE STUNTS

It's Only Family Money: Once per scenario, Thomas may activate the emergency credit card Lara Raith provides to close family. For the next 24 hours (or the remainder of the session) Thomas has a new approach, Credit at +6, which he may use whenever money is the most direct means to achieve his goals.

Just a Pretty Face, Right?: Thomas gets +2 when using Guile to create an advantage by pretending to be ditzy, flaky, laughably self-absorbed, or similarly non-threatening.

A Lover and a Fighter: When using his Vampiric Physique to enhance attacks with his kukri or other bladed weapon, Thomas gets +3 for each box checked.

THE RED COURT

Flabby, slick-skinned beasts beneath flesh masks, the Red Court was a thorn to the entire White Council until Wizard Dresden obliterated the Red King and his coterie at Chichen Itza through a bloodline curse. This curse carried through to every one of the Red King's descendants and those they had infected.

You presently need to know no more than that.

THE JADE COURT

Do not so much as attempt to exert any influence in metropolitan areas of China, most especially along the Yangtze, and in Taiwan. Take my advice to heart here and leave it be. You consider yourself without attachments, but they will find what is dear to you and destroy it in ways that would make Hell itself recoil in despair.

THE BLACK COURT

Black Court vampires are physically the deadliest, capable of incredible speed and strength, and can easily multiply their numbers simply by killing. Fortuitously, the Black Court's numbers dwindled in the aftermath of publication of Bram Stoker's **DRACULA**, a White Court-sponsored guide for killing these nightmares. Just as Stoker described, religious symbols, holy water, and garlic are deadly to a Black Court vampire, and only the most powerful of their number can endure exposure to sunlight. They also cannot cross thresholds.

Unlike the White Court and the disguised Red Court, Black Court vampires appear purely and simply as monsters, walking corpses with various degrees of decay based on time passed since death. One assumes you know to avoid them.



Mavra

A sorceress and one of the eldest, most formidable of the Black Court, Mavra has shown herself in mortal company and supernatural political circles more often than most of her ilk. The implication is that Mavra has ambitions, and these ambitions bear watching.

MAVRA

MANTLES

Mavra bears the mantle of Black Court Sorceress; though the details of the mantle are not found in this book, most of the conditions and stunts can be found in the mantles of the Magical Practitioner (p.138), the Red Court Vampire (p.164), and the Leader of the People (p.126). Notably, as one of the most powerful vampires of the Black Court, Mavra operates at Otherworldly scale.

ASPECTS

High Concept:

VAMPIRE SORCERESS OF THE BLACK COURT

Other Aspects:

TRULY ANCIENT;
THE WORD OF KEMMLER;
FLAIR FOR THE DRAMATIC

Leader of the people? What? It is an apt description. Her community is unsavory, and she leads it by virtue of enthralling innocents, but that does not make her power any less real.

APPROACHES

Skilled (+2) at: Magic, Feeding, Manipulation

Bad (-2) at: Empathy, Cooperation

Good at Opposing (+2): Force, Haste, Intellect

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Exhausted (sticky): p.139.

Burned Out (lasting): p.139.

Followers (sticky): p.126. In Mavra's case, these fol-

lowers are made of weak, subordinate Black Court vampires and Renfields—humans who have been psychically dominated beyond hope of redemption. Thus, she has no Disfavored condition.

Hungry (sticky): p.166.

Black Court Weaknesses (sticky): Check this box when Mavra comes into contact with one of the weaknesses of Black Court vampires: religious symbols, holy water, garlic, or exposure to sunlight. If this condition is already checked and she is exposed again (or exposure continues for more than a few moments), mark **In Peril** or **Doomed** instead; if she cannot mark a condition, she is destroyed. Recover this condition if Mavra is able to spend several hours in undisturbed rest.

Undead (special): This condition is always checked. Mavra is a walking corpse and does not need to breathe, eat, drink, or otherwise satisfy needs of the human body (beyond her vampiric hunger). However, her appearance is grotesque and obviously inhuman, and she cannot cross a threshold uninvited.

It was Mavra who inveigled around Wizard Dresden's first form of defensive shield, burning his hand to uselessness for more than two years; it was she who threatened Karrin Murphy in order to manipulate Wizard Dresden into giving her **THE WORD OF KEMMLER**, a grimoire containing invocations of powerful necromancy.

Mavra has not been seen since the events involving the Heirs of Kemmler in Chicago, but no evidence exists to suggest she has been destroyed.

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Ritual Specialist: p.141. Mavra has taken this stunt twice and specializes in both necromancy and mental domination.

VAMPIRE STUNTS

Vampiric Recovery: p.165.

Vampiric Physique: p.165.

Vampiric Toughness: p.165.

Cloak of Shadows: p.159.

Into the Mists: By marking a box of **Hungry**, Mavra can convert her body into mist and later re-form. She may use this to exit a scene, ignoring any obstacles in her way, or spontaneously arrive in any location not protected by sunlight, threshold, or other supernatural means forbidding her entry.

Entrhancement: Mavra excels at finding mortals to bend to her will; when her **Followers** condition recovers between sessions, she clears all of its boxes. Additionally, any mortal held captive by her for a sufficient period of time (one day, or one full session, whichever comes first) is turned into a thrall, entirely obedient to Mavra's commands.

LEADER OF THE PEOPLE STUNTS

Ready and Willing: p.127. Additionally, Mavra's followers may potentially have Supernatural scale, if they represent weaker vampires in Mavra's scourge.

Loyalty Unto Death: p.127. Notably, Mavra does not have to worry about becoming **Disfavored** by abusing this stunt; her followers are utterly dominated.

What? WHEN?

When you and Miss Murphy were in Hawaii.

Oh, balls.

So maybe you can stop teasing Harry about it.

You just want to suck the joy out of everything.



The collective noun for Black Court Vampires is apt as hell.

Another creature that is collectively called a scourge? Mosquitos.

Bloodsuckers all around.

I prefer "a romp of sea otters" myself.

THE CHURCH

Detailing the Catholic Church’s involvement in supernatural affairs would require much more than a few columns of text. The Templars’ history alone would equal a small library’s collection. Therefore, my purpose is to highlight the salient areas you are most likely to encounter or need to know.

THE KNIGHTS OF THE CROSS

Anyone with even a basic education knows the major events that spanned generations. And while the Ecumenical Councils concentrated on the Crusades, the Inquisitions, and the witch trials, other crises demanded more discrete solutions and more direct intervention. For this reason and the very real need to combat wickedness and evil, the Church has their champions, the Knights of the Cross, wielding the holy swords Amoracchius, Fidelacchius, and Esperacchius.

Even I have no way of knowing how many have carried one of these blades, which have been forged and re-forged over the centuries, each containing a nail from the Crucifixion. Ecclesiastic records are incomplete and remark that some of the chosen wielded a holy sword for a day, even less. (Two such incidents occurred at Chichen Itza alone.) What is known is the number of swords—no more than three, often fewer—and their primary purpose, which involves the Knights of the Blackened Denarius (page 50).

At the time of this publication, two Knights of the Cross possess holy blades, with the third sword, Amoracchius, awaiting its new bearer.

Sanya Ivanovich

Michael Carpenter, last wielder of Amoracchius, was the epitome of a modern Knight: a devout Catholic, a superlative swordsman, a physically imposing figure in a breastplate and a Crusader-style cloak of white with red crosses. For several years, Carpenter was the senior of two Knights, but his career ended on Demonreach when Polonius Lartessa shot him repeatedly.

After Carpenter’s retirement, only one Knight remained, and Sanya is unique in every respect. Most blatant is physically—he is Afro-Russian, a racial group numbering fewer than .0001% of the Russian population—but more noteworthy is his ideology. He has stated that, philosophically, he is either atheistic or agnostic, with Trotskyism the pragmatic driver of his commitment as a Knight. Different, too, is his contemporary approach to wielding Esperacchius, as he tempers the traditional medievalism with modern pragmatism. Like Warden Ramirez (page 37), Sanya has been known to wear tactical body armor and carry firearms.

His Kalashnikov assault rifle was the weapon Tessa used in her murder attempt of Michael Carpenter.

By now you have realized that Sanya’s uniqueness has no effect on his success as a Knight, and if your cause is just, he will help. It is that simple.

Tessa has a lot to answer for. A LOT. Yes.

SANYA IVANOVICH, KNIGHT OF THE CROSS

MANTLES

As the wielder of Esperacchius, Sanya bears the mantle of a Knight of the Cross (p.148), although the mantle's conditions are renamed to better suit his philosophy. Furthermore, Sanya is a Knight at the apex of his power and, as a result, has Otherworldly scale (p.182) when fulfilling this role.

ASPECTS

High Concept: AGNOSTIC KNIGHT OF THE CROSS

Trouble: FORMER HOST OF THE DENARIAN MAGOG

Other Aspects: BIG RUSSIAN BEAR; KEVLAR AND KALISHNIKOV;
THE SWORD OF HOPE

APPROACHES

Great (+4): Force

Good (+3): Haste, Intellect

Fair (+2): Flair, Focus, Guile

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (sticky): p.117.

Indebted (sticky): p.117.

On a Mission from God Powerful But

Unknown Entity (sticky): p.148.

Crisis of Something We Could Call "Faith"
(sticky): p.148.

KNIGHT OF THE CROSS STUNTS

The Sword of the Cross: p.148.

Right Place, Right Time: p.148.

Divine Defender: p.149.

Sacrificial Blow: p.149.

Barrier of Faith: p.149.

Holy Aura: p.149.

UNIQUE STUNTS

Indefatigable: Sanya's **Doomed** condition is sticky rather than lasting, allowing him to return to fighting shape much more quickly even after serious injury. His **Doomed** condition still requires treatment to recover.

Covering Fire: When Sanya Forcefully creates an advantage by laying down fire with his Kalishnikov or similar automatic firearm, he gains an extra free invoke on the resulting aspect.



Waldo Butters

Dr. Waldo Butters, Chicago medical examiner and renowned polka aficionado, is the newest Knight of the Cross and wields Fidelacchius, Like Sanya, Dr. Butters is a departure from his predecessors—an unassuming, bespectacled, and brilliant Jewish-American man in whose hands the sword of Faith became a sword of Light.

Dr. Butters has barely embarked on his journey as a Knight of the Cross, and while his worthiness is beyond question, his experience is limited to what was gained at the side of Wizard Dresden and Karrin Murphy during their adventures together. He will improve, given time and tutelage from his friends. While he learns more of his role, consider Sanya the better option for military concerns, although either Knight (or both) may appear by providence when a need arises.

Apart from Alpha leader Will Borden, Dr. Butters is without equal for this imagination-enacted crisis training, beginning on page 81. Consult him if you have questions regarding the specifics of this exercise.

Dr. Butters' association with the Better Future Society has shown his infinite resourcefulness and demonstrated creative application of magic for a non-practitioner. He is a valuable ally, more so now that he is a Knight, and the amount of good he may effect in the world implies that value will only increase.

I get that you don't feel the need to go on about the BFS to its founder, but what about Borden?

Almost as well known to my sponsor as Harry, and he has the biceps scar to prove it.

Harry says it's just like Luke's.

Wait...he has a HOLY LIGHTSABER.

Yes. Dr. Butters was ecstatic.

Ya think?!



WALDO BUTTERS, KNIGHT OF THE CROSS

MANTLES

As the rightful wielder of Fidelaccius, Butters recently underwent a major milestone (p.197) during which he changed his mantle from Medic (p.128) to Knight of the Cross (p.148). Though still nominally employed as a medical examiner, he is unable to benefit from the position in the same manner as one able to dedicate the entirety of their focus to medical practice. In game terms, to reflect his inexperience as a Knight and his training as a medical examiner, Butters has used the benefits of significant milestones to re-purchase stunts from the Medic mantle rather than Knight of the Cross.

ASPECTS

High Concept: NEWLY MINTED KNIGHT

Trouble: STILL IN TRAINING

Other Aspects: UNPOPULAR MEDICAL EXAMINER; APTITUDE FOR MAGICAL THEORY; IMAGINATION-ENACTED CRISIS TRAINING

APPROACHES

Good (+3): Focus, Intellect

Fair (+2): Flair, Guile

Average (+1): Force, Haste

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

On a Mission from God (sticky): p.148.

Crisis of Faith (sticky): p.148.

KNIGHT OF THE CROSS STUNTS

The Sword of the Cross: p.148.

Right Place, Right Time: p.148.

Holy Aura: p.149.

MEDIC STUNTS

Medical Care: p.129.

Forensic Pathology: p.129.

UNIQUE STUNTS

Bob: Butters has access to a spirit of intellect with encyclopedic knowledge of most forms of magic. If he is able to consult with Bob during the preparation for ritual magic (p.172), Butters reduces the number of costs by 1 (to a minimum of 1).

Polka Will Never Die!: Butters has proven himself to have unorthodox reserves of determination, even when confronted by the most terrifying monsters. Once per scenario, he may treat his **In Peril** condition as fleeting instead of sticky when he uses it to absorb stress that represents fear or other psychological assaults.

One Knight who may not believe in God, one Knight with a lightsaber... What's next, Batman?

Well, he IS the Knight.

I'm telling you, Harry's a bloody awful influence.

ET CETERA

Beyond the aforementioned factions, other, less prominent groups exist and involve themselves in supernatural affairs. This section delineates the larger of these political players, most of whom are signatories of the Unseele Accords and can therefore be expected to behave accordingly.

MONOC SECURITIES

Monoc Securities and its CEO, Donar Vadderung, are beyond reproach where honor is concerned and a stalwart—if high-priced—ally. Of this you are well aware. With their headquarters and operational base in Oslo, their connections and resources are greatest in Norway and most of Scandinavia, although they have proven themselves repeatedly in other trouble spots, including Chicago. Of this you are also keenly aware. Services offered include security consultation and private security, both mundane and supernatural.

My sole caution with regards to Monoc is to remain honest in all respects. Should you run afoul of either Vadderung or the Einherjar, you may not live long enough to apologize.

THE FOMOR

What you need know most about these amphibian creatures is that their magic users do not suffer from the same limitation as do wizards of the White Council and other such practitioners: running water does not hamper their use of magic. They are dangerous and presently active in coastal areas around the globe, and your own actions have prevented their outright intrusion in Chicago. While their focus is on revenge for their outcast existence, their actions have indicated the certainty that they are absorbing much of the power left by the Red Court's downfall.

Remain vigilant of both these creatures and their turtleneck-wearing servitors, as you may expect to see them again and likely soon. You would also be well advised to seek defense against their physical, acid-based assaults.

Not much said about the Fomor and Monoc.

Because of the roles they are playing and what other parties know.

And don't know.

Precisely.

THE DENARIANS

A denarius was the Roman currency at the time of the Crucifixion, and thirty of these pieces of silver were famously paid to Judas Iscariot for his betrayal of Jesus Christ. When next the coins were seen, they had changed, each transformed by the essence of a fallen angel. One side of every coin was blackened and scarred with the Fallen's sigil.



How the Fallen came to curse the blackened denarii is not known. A popular hypothesis centers on the artifacts of the Crucifixion, items of immeasurable holy energy. Their existence may have birthed something of a power vacuum not unlike what was created when the Red Court was obliterated. To level the ethereal field, the coins were created.

Strange as the phrase may seem, the blackened coins seek human contact. Once someone has touched a coin, even casually, the Fallen within has access to the person's mind, thoughts, and dreams. Once the host is seduced to use the fallen angel's power, their will is subsumed. It is these lost souls whom the Knights of the Cross (page 46) tirelessly work to save.

The Order of the Blackened Denarius comprises the coins' holders, and each member may be counted among the most dangerous mortals to be found. Several even wield magic with the skill of a White Council wizard. As the coins grant their possessors nigh immortality, these self-styled Denarians have also had centuries of experience to hone their skills in treachery.

Fortunately, the Knights of the Blackened Denarii are not often united in their efforts and even work in opposition on occasion. Their de facto leader is also the eldest of their number, Nicodemus Archleone, and his lethality and cunning have already been well exemplified. Count him among your deadliest of foes, along with his wife Tessa, whose schemes are shorter in vision and more wildly violent in execution.

Nicodemus Archleone

It is said that the ancient noose about Nicodemus' neck was the same used by Judas in his suicide, but whatever its origin, that rope keeps Nicodemus alive, able to recover from all manner of harm. It is also said that Nicodemus is in collusion with the Fallen within his coin, Andurriel, that theirs is a partnership more than a symbiotic relationship.

Whether true or simply braggadocio, Nicodemus has lived since Roman times with his coin and the ancient noose constantly about his throat. I cannot tell you his intentions, only that they have been in motion for centuries. Neither can I tell you his plans or location following the events in Hades' vault. Be wary of him and whatever is his state after that defeat and the sacrifice of his daughter. We have most likely not heard the last of him or his wife, although the blow he was dealt in Hades' vault has significant sting. Well played.

NICODEMUS ARGHELONE, HOST OF ANDURIEL

MANTLES

Nicodemus is a Leader of the People (p.126), thanks to millennia of building a cadre of loyal agents to act in his name. He has custom conditions and stunts to reflect his relationship with the demon Andurriel and other assorted mystical gifts. He operates at a Legendary scale when leveraging supernatural power.

ASPECTS

High Concept: THE OLDEST KNOWN
DENARIAN

Trouble: UNENDING AMBITION

Other Aspects: SCHEMES WITHIN SCHEMES;
CHAOS FOR CHAOS' SAKE; MOURNING
HIS LOSSES

*And he's
scary as fuck
As crap. As hell.
whatever. I
hate that guy.*

APPROACHES

Superb (+5): Focus, Intellect

Great (+4): Guile, Haste

Good (+3): Flair, Force

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Followers (sticky): p.126.

Disfavored (sticky): p.126. This condition is marked following his stunning defeat at the hands of Queen Mab and Wizard Dresden; time will tell if he can reestablish his network and, if so, in what format.

Physical Immunity (special): p.217. The noose of Judas Iscariot makes Nicodemus impervious to harm; he wears it like a tie around his neck. Inspiring him to remove the noose will bypass this condition.



LEADER OF THE PEOPLE STUNTS

Ready and Willing: p.127. In this case, Nicodemus can call for demonic creatures, as well as his tongueless human “squires,” to come to his aid. The former are at Otherworldly scale, while the latter are common, if well-trained, mortals.

Patronage: p.127. Nicodemus may use this stunt regardless of his location; he possesses contacts across the Nevernever and the mortal world.

Specialist: p.127.

Loyalty Unto Death: p.127.

UNIQUE STUNTS

Living Shadow: The demon Anduriel rides Nicodemus' shadow, imbuing it with unholy power. It acts separately during a conflict, effectively allowing Nicodemus to take two different actions in any exchange, or to take the same action twice. Its attack and create advantage actions receive the benefit of scale.

Endless Knowledge: His ancient age and Anduriel's experiences grant Nicodemus +2 to any action involving learning or discovering information: he often realizes he already knows what a situation requires him to know. Furthermore, Anduriel has the power to listen or observe through the shadow of any living creature—once per session, Nicodemus may declare that he simply knows a piece of crucial information without having to roll.

Demonic Physique: When doing anything reliant on physical strength, toughness, or speed, Nicodemus gets the benefit of scale.

Manipulator: Nicodemus has had centuries of experience discerning people's motives and needs. He gains +2 on any action to turn a negotiation to his favor or trick someone into doing what he wishes.

THE PARANET

Several years ago Wizard Dresden created a paranormal network—now known by the portmanteau Paranet—to facilitate communication amongst those mortals at risk from the supernatural but beneath overt protection from the White Council's Wardens: low-level magical talents and those savvy to the existence of all things mystical. Since its inception, the Paranet has created pockets of these individuals across the United States and Europe, providing an early warning system, particularly in the face of the Fomor incursion (page 50). The Paranet alerts its members when a credible threat exists, when a member of the community goes missing, and when someone needs assistance. While individually limited in what they may offer, the Paranetters collectively offer strength, both mundane and supernatural, to each other.

As they lack sufficient mystical skills to interfere with electronics, the Paranetters make ample use of the internet to issue warnings and track their members. This highly secured network is managed by a technomancer named Gary, who scours the internet for data that may provide clues to impending danger. While...unconventional in his approach, Gary has assumed a role not unlike that of a CIA analyst. He and the other Paranet researchers are a font of information in their respective cities, should one know how to contact them.

*Or conspiracy nut.
The two are not
mutually exclusive.*

THE SVARTALVES

Of the factions I have mentioned, the Svartalves are the most secretive, most reclusive, and among the most valuable as allies. They are artisans without peer, and they are among the few who can create technology that withstands the brunt of a wizard's Murphyonic field. The Brighter Future Society is proof of their skills.

Their reclusiveness and outlandish costs make them difficult artisans to employ, but as neither thing has proven to be a challenge for one with your resources, consider engaging them whenever possible.

Never, ever cross them.

*Did you know they crafted Gard's
double-bitted axes and shield?*

*They boasted about it for
months. In song.*

Svartalves SING?

*I was, fortunately, privy
only to the lyrics.*



DEITIES AND DEMIGODS

Ancient beings once worshipped and feared. Creatures of myth and legend. More gods and demigods exist than are in your philosophies. Some are so long-lived that the world no longer knows their names, and others still walk about, free, exuding unnatural authority and asserting influence over the mortals they encounter. Too many exist to detail here or, in truth, in a bookcase full of heavy tomes, so I will warn you to take one thing to heart: these beings draw strength from worship of them, from mention of them, from the emotions they evoke. A few are encased in a prison to prevent their mischief from being again unleashed, but the rest are in this plane, in almost every nation, like nuclear warheads waiting for the best place to detonate.

VENATORI UMBRORUM

Their resources are widespread, their agents well connected, their dedication profound. In the aftermath of Chichen Itza and virtual eradication of the Fellowship of St. Giles, they are the best, most readily available sources of intelligence on supernatural affairs. Even Monoc Securities has sought the Venatori for information. Their reach is great, and the role they play is key. Treat them well, for this world needs them.

CHAPTER 2

OH, THE PLACES YOU'LL GO!

LOCATIONS

The world as we know it, the mortal realm, is 6,371 km in circumference at its equator. We think of this distance as both large and small, depending on whether one references Jules Verne or Walt Disney.

Regardless, our world is tiny compared with the Nevernever, which in turn is small compared to what lies Beyond. Ergo, the scale of what you *should* understand of the supernatural realms is titanic. No mortal, not even the Archive, knows the entirety of existence. Basic topology, however, is quintessential to your ability to survive. As with the factions, I encourage you to continue research—and never, *ever* venture outside this realm of existence alone. Even the Ways (page 64) are treacherous for a single mortal to travel.

THE MORTAL REALM

Take what is known, assumed, about world geography and dismiss it. The commonly viewed modern world map is skewed toward incorrectness, as proven by the Mercator projection of which Rand McNally is so fond.

This distortion is the remnants of deliberate misinformation to disguise the actual locations of ley lines and their associated strengths. Some have gone so far as to suggest that persistent use of the Mercator projection is malicious; in his journal, Wizard Aleron LaFortier wrote not long before his death:

The Council of Cartographers again dismissed my petition to end the White Council sponsorship of the antiquated and insulting Mercator projection in modern mapmaking. Protestations of the need for inaccuracy to confound sorcery are merely a smokescreen to persist in disenfranchisement of so-called Third World nations in White Council affairs.

Your eyes and mind must remain open. Places, like people, are more than what they seem.

So an atlas is wrong?

The Mercator projection distorts actual territorial sizes, while the Gall-Peters projection applies sounder mathematical theory to cartography.

So an atlas is wrong.

LEY LINES

When discussing the mortal realm, I occasionally mention **ley lines** that crisscross the planet, connecting places of mystical and metaphysical importance. Think of these lines as magical conduits, each carrying a different type of energy: some related to the five elements, some strongly positive, some strongly malevolent. Intersections are called **confluences**; Chicago is a confluence, as are Edinburgh, Mexico City, Tokyo, Cairo, and New Delhi, among others. These cities are therefore frequent hosts to strange occurrences and, perhaps, imply logic behind an influential Chicago mortal managing to sign the Unseelie Accords.

Only experienced, foolhardy, or the most desperate of individuals tap into ley lines to strengthen magic and, yes, Wizard Dresden has done so. Senior Council member Listens to Wind has created finely detailed maps of the ley lines in North America, and I believe the resources to obtain copies of those maps are within your purview.

Ley lines are not the only method for generating more powerful spells, but they are the most reliable in strength and location. Others include meteorological events as well as ritual sites that have been energized by centuries of use or magic of great power, both light and dark. Such sites are detailed more thoroughly below.

MORTAL SEATS OF POWER

Chichen Itza's fame—and the topmost section of its pyramid—exploded when Wizard Dresden destroyed the Red Court. Since that event, the curious and ambitious have traveled to Mexico to look at the source of so many nightmares and found their intentions, be they sightseeing or sorcery, thoroughly rebuffed. The deaths of thousands within the space of an hour leaves something of a metaphysical stench.

Dozens of other sites of power exist around the Earth, ones you no doubt know and ones less familiar to the uninitiated. Here I focus on the less common rather than waste precious space discussing the well-documented sites such as Stonehenge, the Parthenon, or the Pyramids of Giza. I must, however, state this warning: the Masjid al-Haram, St. Peter's Basilica, the Temple Mount, and the Temple of Heaven are thoroughly warded by centuries of faith and worship and should not be approached with malice aforethought.

Ever.

Tsodilo

Location: Botswana

Accessibility: Moderate

Type of Magical Energy: Serpentine, ritual

Factions You May Encounter: The San tribe (possibly magical or focused practitioners), the Wyld Fae, the Fomor

In Botswana, Tsodilo—or “Mountains of the Gods”—hosted frequent ritualistic worship seventy millennia ago and even now is considered a sacred place to the San people. As such, it is one of the most potent sites of ancient energy known to humankind.

Tsodilo’s caves and the paintings within were dedicated to the worship of the Python, and snake imagery is rampant within the hills. The magical ambiance is neither light nor dark, neither good nor evil, but it has the possibility of being twisted toward either. And any skilled wielder of serpentine magic, such as the late Quintus Cassius, would be capable of drawing

power a magnitude greater still.

Tourism has brought visitors to Tsodilo, and their unenlightened presence may dilute the power still palpable within those hills. Like all locations frequented by tourists, one may approach as simply one of a crowd, but actually using the site is more challenging and limited to night, when darker influences are at play.

Those places yet older and more powerful than Tsodilo are well hidden from those who would awaken the dark gods to whom the sites were dedicated. Their arousal would upset the delicate balance that so many have fought and died to attain.

Ruins of Meslam

Location: Iraq

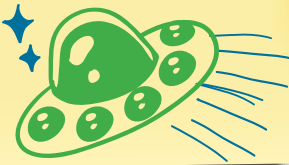
Accessibility: Challenging

Type of Magical Energy: Rituals involving war, pestilence, and death

Factions You May Encounter: Necromancers, sorcerers, the Fomor, mortal military units

On the banks of the Upper Euphrates, 40.2 kilometers from Babylon, the Sumerians constructed the city of Kutha and, within that city, the temple of Meslam. Most of the city and temple are now rubble, but enough ambient energy remains to make the area a source of considerable power. Senior Council Wizard Rashid, the Gatekeeper, wrote of Meslam:

*Not 7,000 but
70,000 years ago?
Damn. Did aliens
build them?*



The temple retains palpable, formidable potential sleeping within the broken stones. Centuries of worship devoted to Nergal, a Mesopotamian deity of violence, plague, and inflicted death, have imprinted the god's energies onto the ruins of Meslam. An ambitious wizard able to commune with this energy could harness its power to guard against that which is within Nergal's aegis... or, unfortunately, to control those things for selfish ends.

Recent political strife has kept Kutha out of reach—it lies in central Iraq, near Babylon—but such things have never been much of a hindrance to those experienced enough to tap into Meslam's well of power.

Like what happened at Chichen Itza.

The convergence of ley lines there worsened the effects, but yes.

Borobudur

Location: Indonesia

Accessibility: Moderate

Type of Magical Energy: Restorative, meditative

Factions You May Encounter: Mortal monks, the White Council, Summer Fae

Borobudur is the largest Buddhist temple in the world, dating back to the 9th century CE, and one of Indonesia's most frequently visited tourist destinations. Like other ancient sites of Christian, Judaic, and Islamic worship, Borobudur focuses faith and collective belief into a powerful well of magical energy, repelling negative or malicious energies as oilskin repels rain.

An Indonesian wizard named Yulia called it *Tanah Pemulihan*, or the Place of Restoration, and its magic is most suited to mental and physical healing, or the finding of clarity and purpose. It intersects the Ways in a particularly pleasant part of Summer and is often used by Nevernever travelers. An explorer who survived a bullet wound to his heart by stumbling onto the grounds went so far as to suggest the temple is actually Shangri-La. (For your edification, it is not.)

The temple is now a UNESCO World Heritage Site, overseen by several organizations who have contributed to its restoration over time. Occasionally, business and government interests seek to expand Borobudur's appeal to tourists even further by bringing in commerce, but a coalition of local faithful has so far prevented them from ruining the site's purity.

Some of these interests are backed by supernatural factions seeking control of the site, and the aforementioned coalition is backed by someone I suspect to be an agent of the Jade Court. If you go, go with a pure purpose, lest you earn their wrath.

Demonreach

Location: Lake Michigan, near Chicago

Accessibility: Good for approach, difficult to walk

Type of Magical Energy: Dark

Factions You May Encounter: Harry Dresden

The uncharted island in southern Lake Michigan is all too familiar to us, but you must know more about its magic, the *genus loci* and intellectus on its shores. I suspect that, like me, you would find the notion of returning to Demonreach repulsive, but should you decide to attempt, know two things.

First, since Wizard Dresden claimed the island as his sanctum, you cannot visit the island without him and expect to survive the experience. Do not even make the attempt.

Second, Demonreach is not a confluence of ley lines but rather the source of them. The well of power swelling from the island's sunken caverns is enough to destroy 8.3% of the North American continental plate. Comparatively insignificant, you say?

That percentage represents 6.3 million square kilometers, 485 thousand times larger than the 13 square kilometers leveled by the Hiroshima bomb.

No one, not even Wizard Dresden, dares tap the well's energy without risking a catastrophic failure in the well's containment system. Very recently, the

late Winter and Summer Ladies threatened the island's survival. Be thankful they failed. Demonreach's purpose is to keep captive the evil energy within the well, and the island's well-being, on a physical and metaphysical level, is essential to the safety of millions of people. Anyone who seeks to protect the lives of innocents would do well to lend any aid necessary to helping protect

Demonreach, regardless of who currently lays claim to it.

*What the everloving
~~fuck~~!
You used my markers
to self-edit. How sweet.*

*Emphatic enough? He
REALLY shouldn't
mess around with
Demonreach.*

*It scared the hell out
of me, if that helps.*

Göbekli Tepe

Location: Turkey

Accessibility: Moderate to difficult

Type of Magical Energy: Unbiased, ritual

Factions You May Encounter: The local intellectus, the White Council, the Fomor, sorcerers, any Fae

As a human settlement several millennia older than Stonehenge, this Neolithic series of stone temples in southeastern Turkey is occupied by the archaeological team presently uncovering its tangible secrets: carved monoliths, bones of sacrificial animals, flint tools. Per contra, the intangible is readily apparent to those with the skill to access that power, which has remained dormant for decades.

One may assume that Göbekli Tepe's dormancy stems primarily from its location atop a mountain not far from the northern border of Syria. Current conflicts in the area certainly discourage the idly curious from traveling to the region, and archaeologists are typically in residence year-round, rendering mystical investigations of the varied temples more difficult.

Most important is the *genus loci* dwelling there. This being is not nearly as strong as the one on Demonreach and far less hostile, thanks largely to the absence of the purely malevolent energy that is at Demonreach's core. Regardless, the spirit is protective of Göbekli Tepe's sanctity—it must have sensed something sympathetic in the Germans responsible for its modern discovery—and may not accept easily anyone attempting to tap the temples' power.

Stonehenge is famously home to supernatural occurrences and mystical events both real and conceived, so deduce for yourself the possibilities for a similar site that is far older and has been sleeping, as it were, for centuries. When a mortal successfully lays claim to the mountain as a sanctum, the balance of mystical powers in that part of the world will shift.

As opposed to...
what? The Fae?
Vampires? Little green
men from Mars?

The truth is out there.

Black Rock Desert

Location: Southwestern United States

Accessibility: Excellent

Type of Magical Energy: Flexible, open

Factions You May Encounter: Nearly any

Compared with the other sites mentioned above, this expanse of land in Nevada is heavily visited, heavily traveled. Speed enthusiasts regularly use the dried lakebed to attempt breaking land speed records; propulsion enthusiasts use it to launch small rockets. And for one week a year, tens of thousands attend a counterculture festival known as Burning Man, which culminates in the igniting of a giant wooden statue built specifically for the purpose of its destruction.

Since growing exponentially in size, the festival has been a kaleidoscopic melting pot of energy and power. Pushed by a surprisingly strong social contract among the attendees—who cite a commitment to personal experimentation and self-expression, inclusion, and plurality; gifting as a default mode of being; the avoidance of commodification; and throwing off the strictures of the normal world—this energy is extremely malleable and open for harnessing. In short, it is a space where people believe that anything is possible and act on that belief, where mortal consciousness is most open.

As may be expected, the peak of these forces occurs when Burning Man is set afire, and the potency diminishes at a steady rate for 13 days thereafter. At that point, the metaphysical strength remains constant until the following summer's festival.

Several signatories of the Accords have representation at the festival each year, and many use the festival to touch the mortal world with Faerie and the Nevernever. If you attend, be wary of the journeys you take.

*I'd wager some
participate just
for fun, too.*

*As you would say,
that's a sucker's bet.*

THE NEVERNEVER

WITHIN FAERIE

Faerie is vast but is by no means the entirety of the Nevernever, nor is it even the majority of the Nevernever. It is, however, what most closely borders this world and it is the most familiar, both by intent and by proximity. The Sidhe are fascinated by humanity, and, judging by the success of so many fairytales, the reverse is also true, and the dominions of Winter and Summer therefore greatly resemble Earth as we know it.

But make no mistake, should you again venture there, it is *not* Earth. Nowhere on the seven continents will you find rivers of lava that appear and flow at the command of a faerie queen; nowhere here will you find centipedes the size of railroad cars that act as guardians to a specified place. So should you ever need to cross into the Nevernever, do so with caution and heavily armed with cold iron, bane to all things of Faerie. Far more things live there that would attack, torment, kill, and eat you than would bow and exchange pleasantries.

Last and most certainly not least, bear in mind that time flows differently in Faerie than in this world. Sometimes the passage of time is faster, sometimes slower, but almost always it is different...and the Queens of Faerie, all of them, can affect that rate.



The Ways

If Faerie is analogous to our world in the Nevernever, the Ways are the roads, bridges, tunnels, and thoroughfares. They are quite literally the ways by which mortals travel through Summer, Winter, and the unaffiliated lands of the Wyldfae. When a wizard opens a portal to the Nevernever, he or she is accessing the Way that most closely abuts that point of the mortal realm.

At this juncture, two points must be emphasized.

First, almost without exception, Faerie and this world touch at sympathetic points. For example, places of happiness, such as a toyshop, connect with less threatening points in Faerie. By extension and more critically, places of violence and discord connect with places even the hardest of individuals will find disquieting.

Second, the passage of time and alterations in the Earth's atmosphere shift these points of connectivity. What may now open to a lush forest in Summer may one day open instead to a cavern of ice demons.

Remember the crossing from Rwanda? Unity Square in Kigali opened into a devouring ground for flesh-eating horrors with metal teeth.

And metal claws. The Biloko.

Mortals should realize that climate change has VERY far reaching effects.

The Valley of the Stone Table

Countless tables both in our world and in Faerie are wrought from stone. This particular table, however, is unique: upon it are carved runes and sigils more ancient than the world of man, and its edges are deliberately punctuated by grooves to channel blood spilled upon it.

Blood spilled upon the Stone Table is power given to the Faerie Court holding sway, a concept I later address.

Where precisely the Valley can be found varies, in accordance to the season and the intent of the Faerie Queens. The Leanansidhe once warned Wizard Dresden never to go to the Stone Table, and her caution was wise. Learn from his mistake.

And he went anyway.

He IS Harry Dresden, after all.



Arctis Tor

In the midst of Winter's territory lies Mab's stronghold of Arctis Tor, a fortress wrought of stone, wood, ice, and willpower. Before the assault on the gates several years ago, the odds of an enemy assaulting Arctis Tor were infinitesimally small: such a thing had not been attempted since the last Ice Age. Yet the force that struck at Winter's heart nearly succeeded, destroying the portcullis and reaching the courtyard proper before retreating.

Take a swing at Mab and miss, you run like hell.

Artisans and Sidhe magic have again made safe the walls and gates of Arctis Tor, and once more the Unseelie cavort within the maze of halls and corridors that compose the fortress.

Such a place is nowhere to venture without invitation, and even formal invitations should be studied with the selfsame mistrust shown to all offers from the Sidhe. Should you agree to a visit, be most respectful—and wary—of the rooftop garden, where one may find a distinctive fountain, the Wellspring of Winter's power. If Arctis Tor is indeed Winter's very core, then the Wellspring is its heart. A strike at this fountain draws the whole of Winter to Arctis Tor, so treat it kindly. The iced figures around it are some of the more fortunate creatures who failed to do so.

The Hall of the Erlking

Lightless, loveless, violent, and vicious, the feasting hall of the Erlking (page 29) exists within a citadel that monsters call home. This chamber has hosted countless festivals for victories in hunting and in hurting prey of all sorts, and both the goblins and their king celebrate savagery with more of the same. A former White Council ambassador to the Wyldfae, Abe no Kazuko, wrote of her time there, "The deeds by this Hall's gentlest creatures would bestow unending madness upon the cruelest torturers mortality has ever spawned."

Of note is the fact that the ambassador never left the Hall.

Carved from a vast cavern and the rock beneath, the Hall approximates the scale of a football pitch, with hundreds of stone tables and benches fitting on the flat area spread before the Erlking's throne and dais. The duel between Wizard Dresden and the Red Court's champions was not the first fought on that expanse, and neither will it be the last.

Still, like all signatories of the Accords, the Erlking and his fellow hunters follow the rules of hospitality. A clever individual may finagle safety there, if for a brief time.

WITHOUT FAERIE

The rest of the Nevernever is to Faerie as Earth is to the solar system. Strange and wonderful places exist, places that would inspire poets to weep and fiends to envy. All that you can imagine and more exist in the Nevernever.

Outside of Faerie, you will find those places of myth and legend. Here are the thrones of Zeus and Ra, the garden of the Aztec rain god Tlaloc, the golden city of Eldorado, and the paradise of Shangri-La. Here, too, are the Underworld and Hawiyah, the lake of fire and Naraka. You may encounter shtriga, cyclopes, Scylla, and sandwalkers, and even one crocotta can bifurcate an adult human in a single bite.

If the denizens of the Nevernever were not threat enough, the climate is frequently hostile to mortals: air primarily composed of methane, lakes of frozen acid, trees that weep poisonous sap, and geysers that spit molten lava at their selected targets.

I have due cause to recommend avoiding the Nevernever.

The Fortunate Islands

Valhalla, Mag Mell, Elysium...these places do indeed exist collectively in a mystical archipelago called The Fortunate Islands, dubbed thus by Plutarch in first century CE. I make specific mention of these islands, as they are a place of entertainment and a source for incomparable warriors.

On these islands, the heroes and heroines of legend find their way to idyllic afterlives, rewarded by the gods and goddesses whom they worshipped. The gods and goddesses themselves live elsewhere, in Asgard, Mount Olympus, and the like—at least those who have chosen not to remain on Earth.

On any given day, epic battles may be witnessed, epic heroes cheered, although the number of Einherjar one would expect in Valhalla is typically much reduced, as is the number of Valkyrie who would bring them. Still, no matter where these heroes and heroines may be found, they are at the beck and call of their deities, and on occasion they may even be seen warring again in their names. These eternal warriors do not wish rest; for them, an afterlife of sparring and struggle is indeed heaven.

Demesnes

For the most part, denizens of the Nevernever have claimed territory as their own, with little shifting in the borders throughout the millennia despite the efforts of Summer and Winter to expand their own lands and contract the other's. The areas claimed also change to fit the needs of their claimants or, perhaps, the other way around.

But sometimes the supernatural beings without land of their own have sufficient will to create their own environment, a comparatively small bubble of reality within the Nevernever. This bubble is called a **demesne**, and thousands of them are scattered across the supernatural world, burrowed in niches here and there where the fabric of existence could stretch to accommodate them.

One such place is a slice of turn-of-the-century Chicago that an old, tormented, demented spirit named Agatha Haggleshorn created on the edge of the Nevernever that connects with modern-day Chicago. Despite events allowing some peace for Agatha's ghost, the demesne remains. Even in the Nevernever, creation matters.

Another demesne, also mirroring historical Chicago, has been built in the guise of a CPD police station and the surrounding city blocks, including a train station. Those who are responsible for this demesne ensure its security, as it represents a Waypoint between the mortal realm and what follows a mortal's demise. I may add few details to what can be gleaned from Wizard Dresden's notes: a guardian angel protects the entrance, a late Black Cat detective named Colin Murphy is its spiritual overseer, and a second spirit, Ron Carmichael, is one of his aides.

I assume this Black Cat department demesne is, like Agatha's demesne, now a permanent fixture in the Nevernever. Anything that occurred around Wizard Dresden's death and return is clouded, even from me, and thus we have only Harry's recollections to use.

Karrin's father, Jack?

Yes. I'm afraid she cannot know, either.

I'm already keeping at least two secrets from her. Another one won't hurt, I suppose.

OUTSIDE

If the Nevernever is to Faerie what the solar system is to Earth, then Outside is the rest of the universe. We do not know what lies Outside past its borders to Faerie; as the White Council has stated in its Seventh Law of Magic, reaching beyond the Outer Gates is forbidden and few records survive when an Outsider has gained passage here. What we know is this:

- ⊛ Outside is not part of this reality. We cannot think of it in the same terms as our existence, and neither can we think of Outsiders as we would even the strangest creatures from the Nevernever.
- ⊛ What comes from Outside is lethal to this world. Mordite, for example, comes from Beyond the Gates and is capable of snuffing out a life with one touch.
- ⊛ Magic has no effect against Outsiders because, again, they are not part of this reality...save magic employed by a very, very select few, the so-called Starborn.
- ⊛ Nothing that has been seen of Outside has a tangible connection to our world. No stars are visible, no sense shows in their creatures' anatomy, no emotions align with our own.

Enough exists here to keep your mind occupied. Do not think on Outside and the beings that live there. As the Bard said, that way madness lies.

Children of the Stars

A "Starborn," or child of the stars, is a mortal wizard whose magic *can* affect Outsiders. Such a person is rare; no more than three have lived concurrently.

You may therefore wish to rethink your attitude regarding Wizard Dresden, considering he is a unique weapon to be wielded against these foes.

LÖFASE!

I am aware of what that word means, you know.

THE OUTER GATES

As Outside is a threat to our world—supernatural and mortal alike—battlements stand on the entirety of the border between the Nevernever and Outside. Within the battlements is a single set of gates, the sole entry point to the Nevernever from Outside.

The Outer Gates are always under siege. Always.

In their efforts to gain entry to the Nevernever and, thus, to our reality, Outsiders have employed all manner of physical, mental, and metaphysical weapons. Composed of obsidian and ice, the Gates are heavily guarded at all times both by warriors of Faerie—primarily Winter—and the strongest defensive runic magic the Queens could devise and improve upon throughout the ages.

A noted Sidhe scholar has called the Outer Gates “a place of insanity where the Fae breed with mortality to give birth to an ocean of corpses.”

Since the Gates are the focal point of the struggle against Outsiders, and Outsiders are forever laying siege to them, the nightmarish quality of that redoubt and the importance of safeguarding it cannot be overstated. For this reason, the White Council has tasked a member of the Senior Council as mortal representative. The current Gatekeeper is Wizard Rashid; many others have come before him, such as Alighiero di Bellincione, whose tales of the Outer Gates purportedly inspired his son Dante’s *LA DIVINA COMMEDIA*. From that you may infer that, to a medieval man, the Gates seemed to lead to Hell itself.

A modern man would likely reach the same conclusion.

CHAPTER 3

VELVET GLOVE, IRON FIST

HOW THE WORLD WORKS

INTRODUCTION

Some may look as we do, some may act as we do, but supernatural beings are not like us. The extended life spans of immortals—or beings effectively immortal—changes their perceptions and places them in a mental space that may appear archaic by comparison to our own. Even the White Council of Wizards, men and women who may live a few centuries beyond the average mortal, accepts change slowly in comparison to the rest of humanity. Imagine, then, how much more resistant are those that have seen millennia pass by?

One result of such intransigence is adherence to customs and etiquette long abandoned by mortals: the notion of how one treats a guest, the manner in which disagreements are settled, the methods used to compensate one done a grievous wrong. Such courtesies are ingrained in the supernatural and detailed, by and large, in the Unseelie Accords, which the Winter Queen herself drafted and endorsed.

As you have witnessed for yourself, the Queen of Air and Darkness takes unresolved violations to her Accords as a personal affront. This fact is the best possible deterrent to infractions, along with the continuous knowledge that supernatural entities at war are disastrous for more than just the nations embroiled in the conflict. (For example, the Red Court's war with the White Council had far-reaching effects on humanity, Winter, and Summer.)

THE UNSEELIE ACCORDS

In 1994, factions from the Nevernever went to open battle with each other in Milwaukee, Wisconsin. Such things had happened before, of course, but mankind had a new tool for sharing information rapidly and globally: the internet. With the advent of the Digital Age, Queen Mab recognized the need for improved security and discretion and acted accordingly—and swiftly—to end the conflict in Milwaukee and limit the potential for future outbreaks of violence.

The result of this action from the Queen of Air and Darkness was the Unseelie Accords, signed by those same warring factions. Mab's influence and will are not to be underestimated.

I remember that incursion. I remember being pissed it was in Milwaukee in midwinter.

Circumstantial necessity.

ENFORCEMENT

I have read comparisons of the Accords with historical documents of jurisprudence such as the Code of Hammurabi, the Codex Justinianus, and even the Geneva Conventions. Although superficially apt, these comparisons fail on deeper analysis. Outside of despotism (both secular and religious), no mortal legal systems are as ruthlessly enforced as the Accords. In supernatural circles—as once it was in feudal times here—leaders of signatory nations are responsible for the actions of those owing them allegiance. Should a violation of the Accords go unresolved, Queen Mab's response and wrath are directed toward the lord or lady, not the vassal. Very few individuals want to be on the receiving end of that.

Like all other agreements involving the Fae, the Unseelie Accords are handled literally, in black and white. Grey areas may as well not exist at all. In other words, do not consider the spirit in which promises are made but rather the actual letter of the law or bargain. The supernatural will use false assumptions against you at every turn; I suggest emphatically that you do the same.

SIGNATORIES

The Accords are signed collectively by most of the supernatural nations. The Fae Courts signed separately, of course, likewise the vampire courts. The White Council of Wizards signed, as did the Denarians.

Individuals have also signed the Accords, including Donar Vadderung, Drakul, the Archive (in the person of my grandmother), and Louis Sauvageot (page 229). Because the Accords are skewed in favor of nations rather than individuals, those without a vast population to support their participation do so for various reasons and with more than average daring.

As a footnote, I will remark that the Knights of the Cross are not Signatories for a number of reasons, not the least of which is that the late Knight, Shiro Yoshimo, responded to Mab's request thusly: *You already know the value of our word, and we will answer to only one Authority.* The Queen of Air and Darkness did not disagree.

For all the good that did. Don't pretend you've forgotten the Shedd attack.
It isn't germane to this situation.

The goddamned Germans got nothing to do with this.

Excellent movie reference.

Much obliged, nice lady.

Without context, your client is likely to assume you're referring to Vlad.

Let him assume.

But she made sure Titania signed. I bet that went over well.

Like a lead balloon.

You quoting Keith Moon is...unnerving.

WEREGILDS

Much of the Accords resembles medieval jurisprudence, hardly a coincidence considering the heavy Sidhe influence on the Merovingians and Salic law. The concept of *weregild*—placing value on persons or property for the sake of meting out justice— was once deeply rooted in many mortal legal systems. If he killed another man, a peasant would pay a weregild to the man's family as punishment. Someone found guilty of stealing and reselling sheep would likewise pay a weregild to the sheep's rightful owner. In time, incarceration and capital punishment became the norm in most societies, but weregilds remain a critical part of the supernatural community's sense of justice and, thus, of the Accords. The reason should be self-evident: most Signatories are effectively immortal, nullifying the usefulness of incarceration or execution. Weregilds are a practical means of mollifying a victim or his family, at least to the extent possible.

Determining the worth of a life may appear cold and calculating. In actuality, a weregild is essentially the same as damages awarded by a mortal civil court, applied to civil and criminal cases alike. The sum is seven times the cost of replacing the deceased; for most supernatural retainers, such a cost has typically been established via history and/or forethought for those retainers in riskier positions. Donar Vadderung, for example, has recorded an estimated weregild for Sigrun Gard based on the loss of other highly placed consultants and other Choosers.

I bet that weregild has more zeroes than a WWII air museum.



DUELS

Weregilds are payments for admitted wrongs. For ongoing disputes, there is the duel.

To mortals, a duel is almost a thing of legend, a gentleman's method to settle matters of honor or avoid conflicts in which loved ones and/or innocents may perish. The famous Hamilton-Burr duel exemplifies the first, although the popular, romanticized version is found in **THE THREE MUSKETEERS**. An example of the latter is Mark Antony challenging Octavian to protect Cleopatra, their children, and the city of Alexandria after the Battle of Actium. (On the verge of capturing Alexandria, Octavian refused, but it was the gesture that counted.)

The Unseelie Accords have well-delineated rules regarding a duel, but in summary:

- ⊛ A challenged party does not have to accept a challenge. Once a challenge is accepted, failure to follow the prescribed protocol is tantamount to forfeiture, the penalty for which is death.
- ⊛ Formally issued challenges require a mutually accepted neutral party as arbiter. Knights of the Sword and the Archive are frequent and preferred arbiters.
- ⊛ The arbiter oversees all niceties of the duel, including allowable weapons, e.g., energy (magic), force of will, and skill at arms (typically sword).
- ⊛ Each party must name an individual to serve as second. The arbiter makes all arrangements via the seconds.
- ⊛ The challenged party selects weapons, but the challenger can decline the first choice, requiring a second selection by the challenged.
- ⊛ The challenger selects the duel's place and time.
- ⊛ The duel continues until one side is unable to continue (i.e., dead).
- ⊛ The arbiter settles any improprieties during the duel (with extreme prejudice when dictated).
- ⊛ At the duel's conclusion, the dispute named in the challenge is considered settled under the Accords.

Challenges can be and have been issued in less formal circumstances, such as on a battlefield for the sake of preventing conflict or preempting further loss of life. These duels forego arbitration and, thus, the neutrality that ensures a duel's propriety. Therefore, duels lacking formality may use the code prescribed in the Accords but do not officially settle any disputes.

Treachery often follows the close of such duels; they are to be avoided unless absolutely necessary.

Dresden's been screwed over at least twice when he tried challenging someone on the spot. Hell, he got screwed over trying to play by the rules, too. I hate duels.

THE RULES OF HOSPITALITY

Similar to those for duels and weregilds, the edicts regarding the responsibilities of hosts and guests are ancient and there were once comparable rules of conduct in mortal behavior as part of the notion of a civilized culture. With supernatural beings, the rules of hospitality are still enacted but with far, far greater impact. Welcoming someone as a guest translates to a promise that the guest will not be harmed by the host or his retinue for the visit's duration. The guest, in turn, promises to behave accordingly and not offer harm to his host. Breaking the proprieties of guest or host is a significant slight that the slighted party will be certain to correct.

Wars have begun because of such offenses.

Just ask the Red Court...oh, wait...

The compact between a host and guest is another variety of supernatural bargain, and as such the spirit of the agreement is not taken into consideration. Doing harm to a guest or host without violating the laws of hospitality is a popular game in the Nevernever. For example, Mab's garden in Arctis Tor contains an array of guests who failed to specify a duration for their stay; the Queen encasing them in ice merely prolongs the visit indefinitely. Take this lesson to heart.

Another matter to note: breaking the rules of hospitality removes all restraints on the other party. I do not think you likely to do such a thing, but hosting or being the guest of supernatural creatures is nothing to undertake lightly, especially with antipathetic beings.

Neutral Ground

A handful of locations throughout the mortal world have been designated as territory where Signatories of the Accords shall behave as if they are guests of the owner and offer no violence to any other parties within. In truth, a Signatory inside the walls or boundaries of Accorded Neutral Territory is acting as a guest of Mab herself, and disturbing the peace there is the same as offering insult to the Queen of Air and Darkness.

One may safely assume that the peace is very infrequently disturbed within Accorded Neutral Territory.

Such a place—McAnally's Pub—exists in Chicago. Members of the local supernatural community frequent the pub because it is well known as Accorded Neutral Territory and therefore a haven from beings from the Nevernever that might otherwise offer harm. McAnally's (or Mac's, as it is more commonly called) is the best, easiest place at which to hold meetings where an added degree of security is required.

The safety involved in Accorded Neutral Territories extends only to Signatories; mortal hirelings and mercenaries are popular vehicles for bringing violence without breaking the Accords. Paddy's Pub in Bali was Accorded Neutral Territory. *Sic caveat hospes.*

LET'S (NOT) MAKE A DEAL

The notion of a “word of honor” was distinctly human, partly because mortal oath-breakers faced only the loss of honor as a consequence. As you well know, the value of honor, and thus one’s word of honor, has diminished in the mortal world. Oaths are easily made, easily broken, to the degree where we often assume any promise is false, empty.

The same cannot be said for supernatural entities and mortal wielders of magic. For them, a promise bound by one’s word carries more gravitas because breaking one’s word has consequences in the supernatural world. Substantial consequences. As a result, most denizens of the Nevernever do not give their word on promises they do not intend to keep. The same can be said for wizards that swear by their power, for breaking such an oath diminishes a wizard’s use of magic.

But recall how the Accords are enforced to the letter, not the spirit, of the law. A supernatural being giving his word intends to uphold his promise exactly as given, no more, no less. The Sidhe are particularly adept at wording their promises in ways that favor them and trick the other party into making false assumptions and inferences. Always keep this fact in mind when dealing with the Fae courts. Your very life may depend upon it.

WHAT'S IN A NAME?

Names are important. We are given them at birth, taught quickly that they are part of our identity, and as we grow we repeat and repeat a name until it is integrally, immutably, part of us. As proof, simply watch the reaction of someone who merely thinks their name has been spoken nearby. The reaction is instinctive, reflexive, attention given to some conscious or subconscious level. Consider, therefore, how much more powerful is calling an entity’s Name—the entire name, spoken precisely as the named would speak it—and infusing it with energy, with will. A being able to hear that call cannot ignore it.

Names are the means by which supernatural entities are summoned, from the smallest dewdrop fairy to the Queens of Summer and Winter themselves. Knowing a creature’s true Name gives you power over them. Should you learn the Name of a supernatural being, guard it well. Not only is that power you should not share but also the more people that know the Name, the less powerful such knowledge becomes. Otherwise, beings such as Zeus would be summoned daily in many and sundry college classrooms.

This is not the place to outline the process for summoning a being using his true Name. If you are curious as to the process, I advise you to take considerable caution. Knowing a being’s Name gives you power over that being, yes, but that power is not absolute and most supernatural beings are offended by mortal summonings.

ZEN AND THE ART OF SURVIVAL

This section may appear rudimentary to a savvy professional. Bear with me; as you have doubtlessly observed, interactions with supernatural entities are not analogous to interactions with mortals, and assumptions are lethal or worse.

Pride, honor, and reputation are more important to the denizens of the Nevernever than to even the most prideful of men and women. Ambition has an entirely new complexion with those who live centuries and millennia, as proven by the level of planning exhibited by Nicodemus Archleone, Queen Mab, and Mother Summer, to name but a few. To them, the shortsighted designs of mankind may by comparison appear unsophisticated, even crude, demanding even further cunning with your machinations if you want to succeed.

I digress.

My point is that no matter the level of diplomacy exhibited, no matter the care taken to avoid misunderstandings and stepping on toes, conflicts will rise. Herein are suggestions about handling said conflicts with the best opportunity to survive.

CHALLENGES TO AUTHORITY

Territoriality has existed since the universe contained two beings and one possession between them. No matter how valueless a piece of property seems, someone will eventually desire that property because possession inspires cupidity. As Wizard Dresden often noted, he was protective and possessive of his small, dark basement flat because it was *his* small, dark basement flat. Expect, therefore, challenges to your authority, because it is through such challenges that territory is lost and gained. The Red Court achieved dominance in Central and South America by proving others too weak to hold sway in those areas and then taking control.

How you respond to challenges to your authority depends on the framework and degree of each challenge. I cannot overstate the importance of measured responses. Few challenges will be in open defiance of the Accords,

and as such, any response must not inspire a complaint through the Accords. For example, the Red Court was well within its rights to begin a war against the White Council after Wizard Dresden murdered Bianca St. Claire because, no matter how odious the circumstances, the injuries done to him and Susan Rodriguez were not a clear violation. In the spirit of the Accords, Dresden, Carpenter, and even Thomas Raith should have known better than to be manipulated into such a poor position.

Heartless, but then so are Accords and the one who wrote them.

Exactly. You oughtn't enter this level of politics without being prepared.

And better late than never?

Indubitably.

However the challenge or insult is offered, a Signatory's first and best line of defense is the Accords. I have enclosed guidelines below based on history and observation, applicable to most situations.

- ⊛ **Mind the Bianca Axiom.** Some disputes are intended to elicit reactions that will legitimize further actions. Be as certain as possible that your responses leave no opening for anything of the kind.
- ⊛ **Have neutral witnesses or none.** The sort of neutral party that arbitrates duels is also useful to oversee other disputes. Barring such support, consider leaving no unfriendly witness behind. Under the Accords, the only witnesses that matter are the ones yet breathing.
- ⊛ **Offer quid pro quo on the surface only.** Measured responses are essential, but those that are exceptionally clever will earn approval from other Signatories, particularly the Sidhe.
- ⊛ **Expect treachery** and respond to such with a higher level of perfidy.

Simple pragmatism. Ugly but simple. The Archive concurs.

A time may come, however, when you are challenged by an individual or faction of much greater strength, one in a higher weight class, as it were. I will expound later on the notion of classifying entities based on strength, but presently accept without doubt that more powerful, stubborn, clever, and vicious beings exist. You need to know how to approach disagreements with them in ways that will level the playing field. Wizard Dresden is a past master at surviving encounters with creatures that should have flattened him within seconds because he seems to live by these hard and fast beliefs:

- ⊛ Everyone has a weakness to be exploited.
- ⊛ Do not underestimate or overestimate your enemy based on physical size.
- ⊛ A clever person may turn any disadvantage into an advantage.

Think before you react. Assess your situation and your enemy to identify weaknesses. Exploit them. Turn your own implied disadvantages into strengths. And do not be afraid of strategic withdrawals.

I swear the guy learned his survival techniques watching STAR WARS. "Judge me by my size, do you?" I myself embrace the wisdom of that line.

THE SEVEN LAWS OF MAGIC

The White Council of Wizards keeps to a minimum its restrictions on those gifted with magical abilities to avoid potential entanglements with mortal law and mortal affairs. As with any human being, wizards are obligated to obey rules and regulations insofar as such things may be imposed on individuals who employ the forces of magic. The Laws of Magic exist to protect the rest of humanity from wizards abusing their abilities overmuch and subverting the free will of mortals.

Although few in number, transgressions of these laws—owing to their severity—are most often punishable by death by beheading, even if the transgressor is ignorant of the White Council before the trial. To the Council, breaking one of the Seven Laws is indisputable evidence of black magic and sorcery, a path the Council considers prone to addiction and typically irreversible. Commutation of the death sentence, therefore, is contingent on the presumed likelihood that the guilty will not transgress again.

As the Council's military arm, the Wardens (page 34) are entrusted with enforcement of the laws and authorized to act as judge, jury, and executioner.

Experience and skepticism lead the White Council to believe such a thing is rare indeed. Fewer than one percent of accused sorcerers have been permitted to seek a reprieve via sponsorship from a White Council wizard willing to risk execution as well. Under this sponsorship, termed the Doom of Damocles, the sponsoring wizard vows to prevent another incident and teach the accused proper use of magic. Should another transgression transpire, the Doom falls, and both sponsor and accused are promptly executed.

The majority of magic users are desperate to avoid even the slimmest appearance of black magic. But as with all laws, the Seven Laws of Magic are broken far more frequently than the guilty are apprehended. Transgressors are becoming bolder, too. Be wary.

Maybe you should mention the Laws also protect mortals from the empty night.

No. As a problem solver, he will take it as a challenge and gaze into that abyss, with all the subsequent and expected consequences.

*He likes challenges?
Color me shocked.*



THE FIRST LAW: THOU SHALT NOT KILL BY USE OF MAGIC

This law is the most straightforward: using magic to kill another mortal is prohibited. Killing by other means is considered the jurisdiction of mortal authorities, and using magic to slay supernatural beings is not only permitted but often encouraged, particularly with the Wardens.

THE SECOND LAW: THOU SHALT NOT TRANSFORM OTHERS

T. H. White's Merlin took great joy in changing his student Arthur into various and sundry animals, but the truth is that forcible shapeshifting warps the mind of its victim. Even voluntary submission to therianthropy brings dangerous alterations to one's thought process, such as with the hexenwulf FBI agents in Wizard Dresden's **FOOL MOON** casefile.

THE THIRD LAW: THOU SHALT NOT INVADE THE MIND OF ANOTHER

Telepathic magic is a difficult discipline to master, although mental communications within the White Council is not uncommon. What this law strictly forbids is the willful assault on the mind of another. The necromancer known as Corpsetaker is particularly skilled in this arena.

THE FOURTH LAW: THOU SHALT NOT ENTHRALL ANOTHER

The Seven Laws of Magic are intended to protect and preserve the free will of humanity, at least from the powers of a wizard. Entrhralment—enslaving another—is the clearest definition of free will's subversion. The sorcerer Justin DuMorne broke several of the Seven Laws, including the fourth, when he enthralled his adoptive daughter and turned her against another wizard.

THE FIFTH LAW: THOU SHALT NOT REACH BEYOND THE BORDERS OF LIFE

Necromancy in all its flavors is forbidden and the most plainly black of magic. Only the most profound perversion of magic can bring corpses to life or otherwise exert control over death itself, and the most powerful of necromancers have provided the White Council and the world in general with its gravest threats in the form of Heinrich Kimmler and his associates. Read the **DEAD BEAT** casefile for more information.

*Even Dresden would groan at that.
I think he would dig it.
STOP ALREADY.*

THE SIXTH LAW: THOU SHALT NOT SWIM AGAINST THE CURRENTS OF TIME

A mortal's lifespan is too abbreviated to permit comprehension of the manner in which time flows, even for a wizard. Meddling with that flow has disastrous consequences. Do not attempt it. Do not consider attempting it.

The outcome is never worth the cost.

THE SEVENTH LAW: THOU SHALT NOT OPEN THE OUTER GATES

You have only a smattering of understanding of the Outer Gates (page 69) and yet you may have already gleaned that what subsists beyond them is literally Outside all that we know in this reality. The creatures of Outside threaten all of existence. Yet the very nature of Outsiders tempts dangerously daring wizards to attempt to employ them as nigh-unstoppable weapons here. The aforementioned Justin DuMorne summoned one such Outsider, He Who Walks Behind, to use against Wizard Dresden, and only vast cunning and

luck allowed Dresden to escape. Outsiders were also present when the Winter Lady, Maeve, effected her mad plan to strike against her mother, Queen Mab.

We have seen more Outsiders of late than in any other time in human history, which is as dire a harbinger as one may consider.

That's the story of that guy's life.

Yes. That and his powerful and oft-unknown allies whom, no, I shall not name here or elsewhere.



CHAPTER 4

IN THE

BEGINNING

GAME CREATION

The information in the preceding chapters is but one step in surviving the world of the supernatural. Achieving a broader understanding requires you to step outside of yourself, to know your enemy as well as yourself, to explore and prepare for contingencies, and to understand what it means to leverage your advantages at all times.

I recommend you make use of the many tools available to help you gain that broader understanding.

As a measure of what you have commissioned, I provide you one such tool herein, an imagination exercise for exploring the probability space of dangerous scenarios in complete safety. The format and structure of this exercise are rooted in similar documents distributed by Will Borden and other associates of Wizard Dresden, their work ambitious but ultimately vulnerable to the biases of Harry's singular perspective. I have chosen to iterate upon their work as a matter of personal taste. Consider this treatise an "accelerated edition" of their work, focused on balancing the constraints of your schedule against the benefits of play.

GETTING STARTED




Assemble a group of four to six people to play this game. Choose one of your number to be the **gamemaster**, or **GM**. The rest of you are **players**.

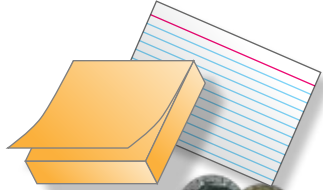
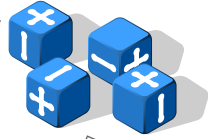
Begin with "Creating the Campaign" (page 84) and then advance to **Chapter 5: The Heaven of Invention** (page 91) for creating **characters**, i.e., the avatars used to participate in this exercise.

At some point, familiarize yourselves with the rules as presented in Chapters 6-12, though **Chapter 6: The Play's the Thing** (page 97) contains most of what you need to get started. **Chapter 12: A Kind and Patient Master** (page 206) gives additional advice on being the GM.

MATERIALS




You also need:

- ⊗ **Fate Dice™.** This game employs a special kind of dice: six-sided, with two sides blank , two sides marked with , and two sides marked with . Four of them are requisite at minimum; four per participant is better.
- ⊗ **Character sheets,** one for each player. A sample is provided at the end of this book.
- ⊗ **Pencils.** Pens do not erase easily, and erasure is necessary.
- ⊗ **Index cards.** Sticky notes or similar slips of paper also suffice.
- ⊗ **30-40 tokens for fate points** (described on page 95), such as poker chips, beads, pennies, or anything similar and inedible.



Alternative Dice?



While the aforementioned Fate Dice™ are available at most hobby game stores, you may also use normal dice—simply read any 5 or 6 as , 1 or 2 as , and 3 or 4 as .

WHAT YOU DO IN THE GAME

William Faulkner said of writing fiction, “It begins with a character, usually, and once he stands up on his feet and begins to move, all I can do is trot along behind him with a paper and pencil trying to keep up long enough to put down what he says and does.” This game flows in the same vein: you do not simply *tell* each other “a story.” That story is an emergent phenomenon resulting from the action and reactions of the player characters as they interact with each other and the dynamic world in which they live.

Each player takes on the role of a single sapient being in the game’s abstraction of the universe and controls the character’s speech and action. Regardless of whether it is real or fictional, this sapient being is referred to as a **player character**, or **PC**.

The GM is responsible for organizing the group, establishing the game’s initial state, and then guiding unfolding events so that the resulting experience is engaging for all. The purpose of running a scenario with this document is educational, but heed Neil Gaiman’s words: “[Stories] teach us the rules of living in the world. But they also have to come in an attractive enough package that we take pleasure from them and we want to help them propagate.”



The GM also portrays every being in the game's universe that is not a player character. Collectively, these are called **non-player characters**, or **NPCs**. Finally, while the group will often decide collectively how particular situations may be resolved, the GM is the final arbiter of the rules of the game.

Every group member is therefore imperative in the game's creation and enjoyment. To ensure that you are doing your part, when you make a decision for your character (or for an NPC, if you're the GM), consider two things:

First, reflect on your character's personality and circumstances. Deliberate carefully on what they would do. If you can find an action that makes perfect sense for them in the given situation, have them do it even if the outcome may be less than ideal. If you are playing a character that sometimes makes unwise decisions, purposefully allow one on occasion.

Second, determine the impact of your character's decision on everyone's experience of the game. A choice that is more satisfying, more interesting, more exciting, more funny is statistically optimal, particularly if said option gives another player's character the opportunity to enjoy the spotlight. You will create a more effective scenario—both as a learning tool and as entertainment—by not fearing the dramatic results of your character's mistakes, thus enhancing the experience for all, not just you.

Shouldn't this be "funnier"?

Multisyllabic adjectives may use "more" and "most." More importantly, I prefer the poetry of the repetition. So there.

CREATING THE CAMPAIGN

Your game should span several sessions, collectively designated as a **campaign**, a term borrowing from military jargon and more apt than the millions of gaming hobbyists will ever appreciate. When time is limited, you may instead make use of a single session, known as a **one-shot** or a **convention scenario**.

Below is a process by which you may plan your hypothetical examinations.

GATHER AND DISCUSS

First, you must meet with trusted friends or, more aptly for you, lieutenants. The self-fulfilling nature of human decision-making would obviate any useful results collected alone. Openly discuss the challenges that you or your organization must face: what keeps you awake at night, the nightmare scenarios that threaten to destroy all that you're building. Speak openly of any weaknesses; if ignorant of them, your group's members may lack the insight to be useful.

Enumerate what requires examination, such as supernatural and mortal organizations or individuals, groups of mindless but dangerous creatures, types of conflict that are a concern to the examiner, and any combinations thereof. Detail also whatever you wish to keep secret or avoid. Consider the following example:

A cell of Paranettors—Clark, Amanda, Thad, Pamela, Priscilla, and Mary—decide to play out a hypothetical scenario as a campaign, with Amanda as the GM. In discussions about the elements their exercise should contain, they arrive at the following list of desirable campaign elements:

- ⊗ Ghosts and hauntings
- ⊗ The criminal underworld
- ⊗ Supernatural ties to history

Saying here and now that your audience won't find this amusing.

The "Do not include" list includes:

- ⊗ The Faerie Courts as a major power
- ⊗ The Vampire Courts as a major power

As my generation is fond of saying, "And that is my problem how?"

Additionally, they decide to set their exercise in the city of New Orleans, Louisiana, with which none of them has a great deal of familiarity, so the minutiae of actual city details will not distract them.

A Sense of Place and Time

Some groups will be as (or more) invested in where and when your campaign occurs as in the dynamics between factions. Players seeking to leverage their knowledge of a particular locale for the good of the campaign or who are willing to research the same should be consulted frequently to add authenticity and texture to the setting. Do not allow, however, yourselves to become distracted by engaging in a virtual travelogue—ensure that any such details are directly relevant to your game by determining that either the characters or factions have some sort of relationship with those details.

IDENTIFY FACTIONS

The list of desirable elements should immediately suggest one or more factions to include in your planning. A **faction** is a person or entity—a “character,” as it were—or group of characters who share similar goals and work together to achieve them. Examples could include the Winter Court of Faerie and the Chicago Police Department. But a faction can also be a smaller group, possibly within a larger one. A particular Black Court coven, a warlock and his cult of followers, or a single murderous loup-garou also qualify as factions.

In this step, identify and enumerate factions that exist in your hypothetical setting. For now, keep your discussions to a high level, using broad strokes. Details will follow.

Let us return to our example scenario.

The group discusses factions suggested by their list of desired elements. After a few minutes of negotiation, they arrive at this list:

- ⊗ The local Fomor cell
- ⊗ A powerful criminal gang
- ⊗ A ragtag group of vigilantes
- ⊗ A cult of personality centered around a charismatic monster
- ⊗ An Illuminati-like secret society, unaffiliated with any major powers



IDENTIFY PLAYER CHARACTERS

With factions identified, the players shall take turns discussing the characters they will personify for the exercise. As with the initial list of factions, restrict character descriptions to a high level. Details, once again, will come later.

Whichever player has the strongest notion of the sort of character they intend to portray should begin the discussion. This first player describes that character, giving them a general role, motivation, and problem or problems they frequently face. The character should be proactive, not passive, who could not ignore the actions of the listed factions even if they wanted to. In fact, the character might be a member of one (or more) of the factions. The character should also have a name.

Next, the second player does the same thing but adds a step—they define a tie that binds them to the first character. This bond must be something that demands the characters are involved in each other's lives for better or worse. The two players should work together to ensure both agree with this tie, because it does nobody any good if the bond between them and another character violates their sense of what they're trying to accomplish and explore in the scenario.

Repeat this procedure until every player has a character to portray. The last step is the first player defining a tie between their character and the last character named. This creates a chain of relationship around the table, drawing everyone into the machinations to be played out.

You may wish to fully elaborate on your player characters at this point, in which case players should move on to **Chapter 5: The Heaven of Invention** on page 91. The GM, however, has more work to do.

The players create these characters:

- ⊗ **Clark:** Sean McAvoy, a White Council “bureaucrancer,” specializing in the most mundane aspects of the wizarding world.
- ⊗ **Priscilla:** Marie St. Pierre, a Naga changeling and herpetologist
- ⊗ **Pamela:** Astrid Colombe, werewolf vigilante
- ⊗ **Thad:** Gabriel Beaumont, former Knight of the Cross, having held the title for only a few days
- ⊗ **Mary:** Genevieve Ba, repentant White Court vampire and trauma surgeon

Bloody hell, who wants to pretend to be a “bureaucrancer”?

A great joy exists in finding the extraordinary in the ordinary.

John Keats?

No. Ivy the Archive.

DETAIL FACTIONS

Next, using ideas established by the group thus far, the gamemaster fully details each of the factions enumerated in a previous step. This fleshes out each faction, making it easier for the GM to decide on their actions and reactions extemporaneously in the course of the session. Add the following detail to each faction:

Did you draft this from my notes on reconnoitering an enemy?

I would plead the Fifth but we aren't subject to or protected by American laws.

- ☆ **Goal:** What does this faction want? Be as specific as you can but limit it to one—if you have more than one goal, you might actually have two factions whose members overlap.
- ☆ **Secret Goal:** (optional) Is there another goal this faction has that the players did not propose? Is the goal known to the players only a smoke screen?
- ☆ **Obstacle:** What's standing in the way? Another faction's goal may figure prominently here.
- ☆ **Resources:** What people, place, and things can this faction bring to bear to help it achieve its goal?
- ☆ **Weakness:** What chinks exist in the faction's armor?
- ☆ **Aspects:** If you wish, give the faction an aspect or two. You can also add aspects during play, any time you wish, as long as it doesn't contradict any facts you've established in play.
- ☆ **Next Steps:** What is the next thing this faction plans to do?

The GM chooses whether to do this on her own, without the players, or to engage in open discussion in the same manner as the prior steps herein. This is not a strict dichotomy; she may do some discussion and then reserve some space for secrets as she wishes. Working alone allows the GM to develop secrets and surprises to reveal later in play. Possibilities include creating factions that the players don't know, discreetly changing the details of known factions, and introducing information to which the player characters aren't privy. Be certain these changes do not contradict character concepts.

Resources that take the form of NPCs will eventually require formal representation—commonly referred to as **stat blocks**—much like a PC, and are categorized as **minor**, **supporting**, or **main** NPCs. For more on creating NPCs, see page 212. Other resources should be called out as aspects, as should weaknesses. For more on creating aspects, see page 106.

As with the PCs, be certain you establish ties and relationships between the factions that will force them to encounter each other. If you have the option of tying a faction to a new or existing faction, opt for the latter unless the current web you have woven is already hopelessly tangled.

Secret Goals

Some factions may possess a secret goal that is parallel to the known goal or even represents the actual faction intent. The players and their characters could discover said secrets in the course of play, either through investigation or as the narrative makes them clear. The GM should devise these alone—let player input be in the form of the list of things they want and do not want to see. For each secret goal, define an obstacle preventing the faction from accomplishing the goal. You may also list secret resources, weaknesses, and next steps.

If a player character is a member of a faction, the GM should consider collaborating with that player to devise any secrets.

Or consider keeping them ignorant. Looking at you, White Council. Indubitably.

After much deliberation and ideation, the group arrives at the following faction profiles. Anything listed as secret is known only to Amanda, the GM. The group decides that the vigilante faction comprises only PCs and thus does not require a profile. Rather than creating all the aspects now, Amanda marks probable aspect inspirations with (aspect) so she can later write aspects tailored to the factions in play. (For more on writing good aspects, see **Chapter 7: Aspects, the Fulcrum of Fate** on page 106.)

The Local Fomor Cell

- ⊗ **Goal:** Recruit or conscript supernatural talent and gain control of all supernaturally significant sites in NOLA.
- ⊗ **Obstacle:** Most people either hate or are suspicious of them.
- ⊗ **Resources:** Their leader, Pwason-Mal (main NPC); a half dozen powerful lieutenants (supporting NPCs); powerful servitors, AKA Turtlenecks (minor NPCs); the willingness and ability to do vast workings of ritual magic in support of their aims.
- ⊗ **Weaknesses:** Hubris (aspect), tendency to ignore/overlook non-supernatural intervention (aspect).
- ⊗ **Next Steps:** Gain control of the Way in the LaLaurie Mansion.

Louis Sauvageot and His Pack

- ⊗ **Goal:** Protect Louis' dominion as a freeholding lord under the Unseelie Accords at any cost.
- ⊗ **Obstacle:** The Fomor, possibly Les Dévoués, and the continual appearance of challengers to his authority.
- ⊗ **Secret Goal:** To extend his dominion to mortal criminal enterprises as well
- ⊗ **Secret Obstacle:** Jeanne-Marie Roberres forced him into a partnership
- ⊗ **Resources:** Louis himself, a powerful rougarou (main NPC); his pack, including a few shapeshifters of various stripes (supporting NPCs); control over Le Jazz Cub, Accorded Neutral Ground and meeting place for much of the city's elite; partnership with Jeanne-Marie Roberres; various political, social, and criminal connections (aspect).
- ⊗ **Weaknesses:** Inability to keep cruel and sadistic impulses in check (aspect).
- ⊗ **Next Steps:** Push the Fomor into open conflict or into violating the Accords.
- ⊗ **Secret Next Steps:** Set Roberres up to fail in a big way.

Jeanne-Marie Roberres' Gang

- ⊗ **Goal:** To expand her criminal network into one with global reach.
- ⊗ **Obstacles:** Law enforcement and other criminal syndicates.
- ⊗ **Secret Goal:** To take over Sauvageot's holdings and force him into subservience.
- ⊗ **Secret Obstacle:** She's trapped in a so-far equal partnership with him.
- ⊗ **Resources:** Jeanne-Marie herself (main NPC); vast sums of wealth (aspect); high society connections and influence (aspect); a distributed network of muscled goons and con artists (minor NPCs with the occasional supporting NPC for a named lieutenant); partnership with Louis Sauvageot.
- ⊗ **Secret Resources:** Budding partnership with Pwason-Mal of the Fomor (aspect).
- ⊗ **Weaknesses:** No supernatural resources of her own; very public identity as a member of high society (aspect).
- ⊗ **Next Steps:** Consolidate influence in the French Quarter.
- ⊗ **Secret Next Steps:** Sabotage and subvert Sauvageot's operations to weaken his position.

Les D vou s

As GM, Amanda chooses to invent all faction information herself, as she wants to have a wild card to play whenever she needs one.

- ⊗ **Secret Goal:** To preserve and protect the dream of "their" New Orleans.
- ⊗ **Secret Obstacle:** They occasionally must alter living memory, and re-weave the fabric of the world, to achieve that goal.
- ⊗ **Secret Resources:** Vast sanctums replete with arcane knowledge (aspect); one masked wizard of serious power, identity otherwise unknown (main NPC); the potential for any NPC in the campaign to also be one of their members; contacts in every walk of life within the city (aspect; minor NPCs).
- ⊗ **Secret Weaknesses:** Very limited manpower for direct action (aspect); no qualms about breaking the Laws of Magic (aspect).
- ⊗ **Next Steps:** Attempt to assassinate Pwason-Mal by any means necessary.

So the players are like the trapeze artists and acrobats in a circus and the GM is the ringmaster who keeps everything moving along.

Exactly!



DETERMINE THE INCITING INCIDENT

Your campaign's first scenario should commence with an **inciting incident**. From among your factions' next steps, select one that both gathers the PCs together and coerces them into a confrontation involving that faction. The game, as Sir Arthur Conan Doyle wrote, is afoot.

Generally inciting incidents fall into one of four categories:

- ⊗ A faction takes action on its next steps in a way the PCs cannot ignore.
- ⊗ A faction makes a critical mistake related to one of its weaknesses in a way that involves the PCs.
- ⊗ A faction enters into conflict with a rival in a way that demands PC intervention.
- ⊗ An event of interest draws several factions into the mix, with conflicting agendas.

To begin the campaign with the proverbial bang, Amanda decides that Gabriel Beaumont, while on a sojourn to calm the wayward spirits at the LaLaurie Mansion, witnesses a standoff in the mansion's courtyard between two groups—Sauvageot's pack members and sorcerers of the Fomor—that will clearly escalate into full-scale violence. He cannot face either group alone, let alone both, though he might be able to do something with the assistance of his companions...

CREATE THE PLAYER CHARACTERS

If you have not already, move to the next chapter and finish detailing the player characters. Once PCs, factions, and an inciting incident are completed, you are ready to begin play.

Play this Campaign to Start, if You'd Like

Chapter 13: We'll Always Have Parish on page 226 contains more details on the example campaign provided here, as well as requisite information for the proposed player characters. Feel free to use this material as you see fit, especially if you need a quick introduction to the game.

CHAPTER 5

THE HEAVEN OF INVENTION

Shakespeare. Nice.

CHARACTER CREATION

In this game, each player portrays a character with their own nature, needs, desires, problems, strengths, weaknesses, and special abilities. But as T. S. Eliot said, “When forced to work within a strict framework the imagination is taxed to its utmost—and will produce its richest ideas. Given total freedom, the work is likely to sprawl.” Thus, rather than allowing players the freedom to write their characters however they desire, I have provided a framework of constraints within which to create each character.

Before commencing with your character’s creation, you and the other players will have discussed the game’s initial parameters (as described in the previous chapter, page 84) and thus garnered a good idea of the spatial, temporal, and narrative context to consider during the character creation process.

Your group has determined the game’s setting is New Orleans, where they will play a loose coalition of supernatural vigilantes battling corruption from both mortalkind and otherkind. Because of this altruistic premise, characters with self-aggrandizing motives would find themselves out of place, as would characters in league with any of the darker powers in our world, such as the Fomor or Denarians.

Summary of Character Creation

The steps involved in character creation may be executed in any order, but I recommend the following sequence:

- ☆ Choose a mantle.
- ☆ Create two aspects—high concept and trouble.
- ☆ Create a third aspect.
- ☆ Give your character a name and describe them.
- ☆ Choose your character’s approaches.
- ☆ Set your character’s refresh to 3.
- ☆ Choose a stunt.
- ☆ Record your character’s stress and conditions.
- ☆ If desired, write up to two more aspects and add up to two more stunts if you want. The stunts cost one refresh each.
- ☆ Complete any additional information required about your character.

CHOOSING A MANTLE

The **mantle** you select for your character encompasses their character type, general role in the game, and place in the supernatural or mortal world. Each mantle comes with a package of stunts (page 114) and conditions (page 116) that help the character fulfill their role.

No restrictions exist on choosing mantles. Everyone may choose the same mantle if the scenario to be explored focuses on a single type of character (e.g., all police officers or White Court vampires) or each character can have a different mantle so the group has a wide variety of concerns and agendas.

For mantle descriptions, see **Chapter 8: With Great Power** on page 119.

Clark wants to play a White Council wizard but with a twist: his character's specialty is bureaucracy rather than combat. He chooses the Magical Practitioner as his mantle.

It's only a twist if you see Dresden as the norm.

As our client most likely does.

CREATING ASPECTS

These two **character aspects** define the dramatic core of your character. Aspects and their effects in the game are fully described in **Chapter 7: Aspects, the Fulcrum of Fate** on page 106, but in brief a character aspect is a word, phrase, or sentence that highlights something fundamental to your character's portrayal.

HIGH CONCEPT

In cinema, a high-concept film is based on a single, easily comprehensible idea. Similarly, your character's **high concept** is one phrase or sentence that communicates their distilled essence. When formulating it, consider how your character's high concept may both help you and complicate matters for you. The best high concept aspects do both.

A high concept need not directly relate to the character's mantle. Mantles cover story elements for each character type, but it is the high concept that distinguishes a character all others sharing that mantle. Sanya Ivanovich and Michael Carpenter are both Knights of the Cross but could never be confused for each other: one is the AGNOSTIC BEARER OF ESPERACCHIUS and the other is THE FIST OF GOD. Analogously, if your group has more than one character with the same mantle, they must have high concepts that make them stand out from each other. HOT-HEADED MAVERICK and AGING VETERAN would, for example, be a classic pairing for cops.

Examples: CYNICAL BLOGGER, UNWILLING PROPHET, JUDGMENTAL WARDEN OF THE WHITE COUNCIL

TROUBLE

Your character's **trouble** is a phrase or sentence describing a source of internal or external conflict: a personal weakness, recurring enemy, or important obligation, anything that complicates their existence. Closely relating your character's trouble to their high concept—such as a **THIEVING SCOUNDREL** with a **HEART OF GOLD**—can be gratifying, yes, but unrelated high concepts and troubles can add richness. Perhaps your **THIEVING SCOUNDREL** has a **DEMANDING FAMILY MEMBER** instead.

Examples: **THE TRUTH IS OUT THERE**, **EVERYONE SHOOTS THE MESSENGER**, **YOU CAN'T MAKE AN OMELETTE...**

THE THIRD ASPECT

Is your character the smartest person in their hometown? Do they possess a mighty artifact known throughout history? Are they taciturn or verbose? Are they egregiously wealthy or privileged? Pick something important or interesting about your character and describe it in a single phrase or sentence as a third character aspect.

If you have difficulty coming up with a third aspect, try fleshing out your character's background to discover an appropriate detail that may become an aspect. You may also ask the group what about your character intrigues them or prompts specific questions in their minds, or use your character's third aspect to establish a prior connection with one or more of the other characters in the group.

Examples: **SKILLED HACKER**, **AFFINITY FOR CATS**, **THE COLD NEVER BOTHERED ME ANYWAY**

CHOOSING NAME AND APPEARANCE

Now that your character has three aspects and a mantle, you know enough to name and describe them in general: how they look, how they move, what mannerisms they have, what they typically carry around with them, and so on.



CHOOSING APPROACHES

Approaches are descriptions of how your character accomplishes tasks. Every character has the same six approaches:

Flair Focus	Force Guile	Haste Intellect
THE LADDER		
+8 Legendary		
+7 Epic		
+6 Fantastic		
+5 Superb		
+4 Great		
+3 Good		
+2 Fair		
+1 Average		
+0 Mediocre		
-1 Poor		
-2 Terrible		

We use a ladder of adjectives and numbers (shown here) to rate a character's approaches, the result of a roll, the opposition against an action, etc.

Each of your character's approaches is rated on this ladder. Choose one approach at Good (+3), two at Fair (+2), two at Average (+1), and one at Mediocre (+0). You can improve these later, so you will not be locked into your choices forever.

For more about what each approach means and how to use them to accomplish actions, see **Chapter 6: The Play's the Thing** on page 97.

Approaches Build (Your) Character

Your character's approaches speak to who they are and how they solve problems. For example:

- Brute:** Force +3, Focus & Flair +2, Guile & Haste +1, Intellect +0
- All-Star:** Haste +3, Force & Flair +2, Intellect & Focus +1, Guile +0
- Trickster:** Intellect +3, Guile & Flair +2, Force & Haste +1, Focus +0
- Guardian:** Focus +3, Force & Intellect +2, Guile & Haste +1, Flair +0
- Thief:** Guile +3, Focus & Haste +2, Intellect & Flair +1, Force +0
- Swashbuckler:** Flair +3, Haste & Intellect +2, Force & Guile +1, Focus +0

So to use familiar people from Dresden's casefiles, Hendricks is a Brute, Carpenter is a Guardian, Valmont is a Thief, Ramirez is a Swashbuckler...

*Miss Gard is more a Guardian now.
And as for the Brute, well...*

I'm on the Brute Squad?

You ARE the Brute Squad.



CALCULATING REFRESH

Your **refresh** determines your minimum number of **fate points** received at the start of each game session. Spend these points to gain advantages, such as leveraging aspects (see **Chapter 7: Aspects, the Fulcrum of Fate** on page 106) or activating certain stunts. Everyone begins with three refresh but may spend refresh to purchase stunts in a later step. Your character's refresh can never be allowed to go below one.

You begin every session with the fate points from the previous session's conclusion **or** a number equal to your character's refresh (if higher).

Clark's character, Sean McAvoy, has one refresh. If he starts a game session with no fate points remaining from the previous session, he instead begins with one fate point. If he ends the last session with more than one fate point, however, he keeps those for the start of the next session.

As the game progresses, your character gains additional points of refresh as a result of character development. For details, see **Chapter 11: The Journey of a Thousand Miles** on page 195.

CHOOSING A STUNT

A **stunt** is a special trait that reflects one of your character's specialties, a benefit of their mantle, or another factor that regularly gives them an advantage. A stunt generally provides a +2 bonus to a certain approach when used with a particular action under specific circumstances. For the full rules on creating and using stunts, see **Chapter 8: With Great Power** on page 114.

Your character automatically receives all core stunts associated with their mantle. In addition, you may choose one additional stunt from what is available to their mantle or one you've created yourself per the rules in Chapter 8.

With the Magical Practitioner mantle, Sean McAvoy has the Evocation, Thaumaturgy, and Soulgaze stunts automatically. His player, Clark, decides to take White Council Membership as his additional stunt.

RECORDING STRESS AND CONDITIONS

Every character has six **stress boxes** (page 188) to mark the specific amount of physical and mental duress they can endure before suffering lasting injury or mental trauma.

They also receive a number of **conditions** (page 116) represent injuries, mental trauma, and persistent effects from their mantle or other sources. Two conditions (**In Peril** and **Doomed**) are ascribed by default to each character. You also receive all unique conditions associated with your character's mantle. (For details, see the individual mantle descriptions in Chapter 8.)

On your character sheet, place a box (or boxes, per the description) beside each condition, which you can check when the condition is in effect; allow a little space to write any notes about the circumstances in which they took the condition.

For details on stress and conditions, see **Chapter 10: Wrath, Ruin, and the Red Dawn** on page 187.

Clark writes down that Sean McAvoy has six boxes of stress and the **In Peril** and **Doomed** conditions. Sean's Magical Practitioner mantle also gives him the unique conditions **Exhausted**, **Burned Out**, and **The Third Eye**, so he writes those down too.

OPTIONAL STEPS

At this stage, you can define one or two more aspects that further define your character and/or buy up to two additional stunts. Stunts may be created from scratch if you so desire, but you may also select from the stunts available to each mantle. Each of these additional stunts reduces your refresh by one point.

If you decline to define additional aspects or buy additional stunts, you will have an opportunity to do so during character development as described in **Chapter 11: The Journey of a Thousand Miles** on page 195.

While finishing his character, Clark decides to leave the two remaining aspects blank so he can define them later. He wants to clarify Sean's capabilities as a researcher, so he opts to take two stunts: Arcane Investigator and Loremaster. This costs him two more refresh, leaving him with one.

FINISHING TOUCHES

Some mantles have conditions and stunts that require you to invent additional details about your character. If you have not yet done so, provide those details now.

And now you are ready to begin. So as Freddie Mercury sang, "On with the show."

CHAPTER 6

THE PLAY'S THE THING

BASIC RULES

This game allows you to portray proactive, competent individuals taking direct action to deal with their problems and the problems of their companions. This chapter specifies the core probabilistic and narrative engine used to deal with such actions.

TAKING ACTIONS

All of your character's efforts within the game are exercises in chaos and risk. After salient preparations are made, you act in the hope that your experience, ability, and forethought will combine to result in a successful outcome. Yet, the only consistency is the void in your comprehension, the omnipresent uncertainty. Indeed, how does your character summon the courage to try anything at all?

This simulation relies partly on a probabilistic model to resolve the outcomes of your characters' actions. This model alone, however, is not enough. Albert Einstein once said, "As far as the laws of mathematics refer to reality, they are not certain; and as far as they are certain, they do not refer to reality."

Where such complexity would be too cumbersome to model herein, you must rely on the vagaries of human judgment, for better and for worse.

DESCRIBE THE ACTION, DETERMINE THE OPPOSITION

To take an action, your character requires a specific objective and the means available to make it happen. The first step of taking an action is therefore to describe your character's intentions and plans to accomplish them.

Marie St. Pierre is standing at the base of a dark tower in the Nevernever; her objective is to get to its top. Her player, Priscilla, describes "just flapping her wings and flying" to the top, but as Marie has no wings or any other means of flying, that description is invalid. Priscilla must engineer a legitimate method for Marie to attain the top of the tower.

*Dark tower?
Is she being
followed by
Roland and the
Man in Black?*



Occasionally the means at your character's disposal allow an objective's effortless attainment. Perhaps an applicable stunt or aspect simplifies the action, or perhaps it is simply that nothing exists in their way. At other times your character may possess the means to gain that objective but must overcome opposition—time constraints, the interference of other characters, prevailing circumstances, et cetera—that makes the action a risk rather than a foregone conclusion. If failure would result in an interesting twist to the game's ongoing events, or if something unpredictable may happen, the action is resolved via dice (page 99).

For information on deciding oppositions to actions, see page 209 in **Chapter 12: A Kind and Patient Master**.

Genevieve Ba intends to find her way through a complex series of tunnels in time to save Astrid Colombe from a fate worse than death. Her player, Mary, describes using a stick of chalk to mark the walls so she avoids doubling back on herself as she navigates. Without time pressure she wouldn't have to roll dice to successfully wend her way to Astrid, but that urgency combined with the tunnels' convoluted layout provide opposition and risk. It is thus time to consult the dice.

Taking Actions: Executive Summary

To resolve an action taken by your character:

1. Describe your character's **objective**, and how they plan to accomplish it.
2. If what your character is attempting is possible, determine whether any **opposition** to the action exists owing to time constraints, circumstances, or interference from other characters.
3. Without opposition resolved or no opposition, your character succeeds and you move on.
4. With opposition, decide which **approach** most suits your description of the action as allowed by the circumstances: Flair, Focus, Force, Guile, Haste, or Intellect.
5. Determine which of the **four actions** best fits your character's objective in performing the action: create an advantage, overcome, attack, or defend.
6. **Roll the dice** and add the result to your character's rating in that approach. To improve your roll, apply any stunt or teamwork bonuses or invoke helpful aspects.
7. **Resolve** the outcome: succeed, succeed with style, tie, or fail.



ROLLING THE DICE

To add unpredictability to an action's outcome, you roll four Fate Dice™. You **always** roll four dice.

Fate Dice™ are six-sided polyhedra. Each die can result in **−**, **0**, or **+** and you add them together for a total between -4 and +4. For example:

$$\begin{matrix} + & - & 0 & + \\ \blacksquare & \blacksquare & \blacksquare & \blacksquare \end{matrix} = +1 \quad \begin{matrix} + & - & - & - \\ \blacksquare & \blacksquare & \blacksquare & \blacksquare \end{matrix} = 0 \quad \begin{matrix} + & + & + & - \\ \blacksquare & \blacksquare & \blacksquare & \blacksquare \end{matrix} = +2 \quad \begin{matrix} - & - & - & - \\ \blacksquare & \blacksquare & \blacksquare & \blacksquare \end{matrix} = -1$$

23.4625% of the time the total will be 0, meaning that your character is performing as expected and that luck has had no effect either way.

39.4903% of the time the total will be +1 or -1, meaning that your character is slightly over or underperforming in the circumstances, or has been affected by an average amount of luck.

24.7014% of the time the total will be +2 or -2, meaning that your character is performing noticeably well or badly, or has been affected by a fair amount of luck.

9.8843% of the time the total will be +3 or -3, reflecting that your character has performed extremely well or badly, or has been affected by a good amount of luck.

2.4615% of the time the total will be +4 or -4, meaning that your character has performed extraordinarily well or catastrophically badly, or has been incredibly lucky or unlucky.

DECIDE ON YOUR APPROACH

As given on page 94, six approaches define how you can accomplish an action:

- ⊛ **Flair:** An action that draws attention to you, replete with style and panache. *Examples: Delivering an inspiring speech to your army, embarrassing your opponent in a duel, producing a magical fireworks display.*
- ⊛ **Focus:** Time-consuming action in which close attention is paid to detail so the task is properly executed on the first attempt. *Examples: Lining up a long-range sniper rifle shot, attentively standing watch, disarming a bank's alarm system.*
- ⊛ **Force:** A display of brute strength rather than subtlety. *Examples: Wrestling a troll, staring down a werewolf, casting a powerful magic spell.*
- ⊛ **Guile:** An effort focusing on misdirection, stealth, or deceit. *Examples: Talking your way out of getting arrested, picking a pocket, feinting in a sword fight.*
- ⊛ **Haste:** A dexterous movement with alacrity. *Examples: Dodging a shot, landing the first punch, disarming a bomb as it ticks 3...2...1.*
- ⊛ **Intellect:** Quick thinking, the solving of complex problems, or accounting for numerous variables at once. *Examples: Code breaking, outwitting a fae courtier, counting cards in a poker game.*

Your character has each approach rated from Mediocre (+0) to Good (+3).

Not to toot my own horn but I'm better than "good" in most of those.

You are, but you are neither common nor mortal.

Did you just compliment me?

Decide which approach best suits your description of the action, and then add your character's rating in that approach to your dice roll to discover how well they do.

Your description of the action and the approach chosen must be consistent with each other and with the story constraints, i.e., you cannot describe an action that makes no sense given your capabilities. Thus just as you cannot fly to a tower's peak sans wings, you cannot sneak undetected through a dark room using Force; Guile is instead mandated.

Some actions, however, can utilize different approaches. For example, the obvious choice to try lifting a car off of a trapped innocent is Force, but Haste and Focus are also appropriate candidates. Advocating for a particular approach is worthwhile for the story and your character so long as you may justify its application. Bear in mind that your chosen approach may cause the GM to raise or lower the action's opposition as appropriate or require some sort of bargain to use that approach (page 209).

Circumstances and available resources constrain how your character can achieve their objectives, so sometimes they must use an approach that does not play to their strengths. The GM is always the final arbiter of whether an approach is appropriate.

STUCK? SWITCH 'EM UP!

One method of ensuring the use of a particular approach is to change the circumstances (usually by overcoming an obstacle or creating an advantage) that then justifies that approach in a subsequent action.

Sean McAvoy wants to clear rubble from a collapsed building to rescue people trapped inside, and Amanda suggests that it'll be necessary to use Force. Since his Force approach is paltry, Clark, Sean's player, asks if he can create an advantage with earth magic and make a patch of low gravity where the rubble is, so he can clear it with Haste instead. Amanda agrees. Clark succeeds at his roll, and thus is able to switch approaches on the overcome action to get the rubble out of the way.

CHOOSE AN ACTION

Any action in the game can be resolved using one of four basic action systems: **create an advantage**, **overcome**, **attack**, or **defend**. Select the one most appropriate to your character's current objective.

Create an Advantage

Objective: Affect a fact or situation—or leverage a current fact or situation—to give you or an ally a future benefit.



Creating an advantage includes anything accomplished to benefit from or to alter your current circumstances. Knocking the weapon out of your opponent's hand, spending several hours researching, tripping the thug trying to rob you—these all count as creating an advantage.

If your action directly or indirectly affects them, another PC or NPC can use the defend action to attempt to stop you.

The result of creating an advantage is often a situation aspect (page 107), and/or more chances to take advantage of an aspect, which I call **invokes** (page 108).

Overcome

Objective: Directly achieve a goal or remove or surmount an obstacle between you and a goal.



Use this action whenever seeking to achieve a goal against opposition or trying to bypass/remove an obstacle preventing a goal's realization. Taking action to eliminate or amend an inconvenient situation aspect is usually an overcome action. (See **Chapter 7: Aspects, the Fulcrum of Fate**, page 107, for more information.)

Nearby characters wishing to interfere with your action may provide opposition to your roll.

Attack

Objective: Harm someone mentally or physically.

Whether executing a *rondello* with a broadsword, performing a *morote seoi nage* in unarmed combat, or hurling a blistering insult, you are trying to visit harm on your target, ultimately with sufficient severity to remove them from the scene. This action may result in killing them, knocking them unconscious, or causing them to flee in terror. The targeted individual always has the opportunity to use defend in response.



Defend

Objective: Prevent harm to you or an ally physically or mentally or prevent the create an advantage action against you.

Unlike the other three actions, defend is almost always performed on someone else's turn as a reaction to their attempt to hurt you or create an advantage against you.

If everyone agrees it is reasonable, you can defend against an effect not targeting you in specific. If you do so and fail, you become the target for any bad results.





READING YOUR RESULT

Add your roll and your approach, then calculate the difference between your result and the opposition—which could be a static number generated by the GM, or the result of a roll made on behalf of a character actively resisting your action. Each point of difference is a **shift** for whoever had the higher result, generating one of the following four outcomes:

RESULT	OUTCOME
Opposition has shifts	Failure • You don't achieve your objective, or you do, but at a major cost.
No shifts	Tie • You partially achieve your objective, achieve it at a minor cost, or the situation changes.
1-2 shifts	Success • You achieve your objective.
3+ shifts	Success with Style • You achieve your objective and get an additional bonus.

In addition to determining which outcome applies, the number of shifts rolled by you or your opposition often has another effect, most notably during a conflict.

Sean is trying to use evocation to set a charging demon on fire, which is an attack with Force. His player's dice roll results in  for a total of +1. Adding Sean's approach, which is Average (+1), yields a total of Fair (+2). The demon tries to juke sideways at the last moment to avoid the blast, a defend action with Haste. He rolls  for a result of -2, which with his Average (+1) Haste approach creates a Poor (-1) result. The outcome is therefore 3 shifts, meaning Sean succeeds with style.

For more information, see “*The Four Actions and the Four Outcomes*” on page 104.

Stunts, Invokes, and Teamwork

If applicable to the current action, one of your character's stunts may grant a bonus to your roll. Invoking a relevant aspect also rewards you with a +2 bonus or a reroll. For details on aspects and invokes, see page 108. For stunts, see page 114.

THE POWER OF TEAMWORK

If they so choose, allies may relinquish their own action to support your action by describing how this assistance is proffered. Each ally thusly assisting adds +1 to your roll. As in real life, only one or two people may lend a hand without getting in each other's way; the GM shall determine the maximum individuals who may assist on a given action. Allies may only lend their aid with an approach above +0. Your allies may also support you by creating an advantage (page 104) and giving you the free invoke, but the outcome is less certain.

THE FOUR ACTIONS AND THE FOUR OUTCOMES

The four outcomes apply slightly differently to each of the four basic actions as follows:

Create an Advantage

You may elect to create an aspect or use an existing aspect to your advantage, with the results as below.



Succeed: You create/use the aspect with a free invoke.

Succeed with Style: You create/use the aspect with two free invokes.

Tie: Rather than creating/using the aspect, you get a boost (page 109), a free-floating invoke you must use before your next turn.

Fail: For a new aspect, you may choose not to create it or create the aspect but grant an opponent a free invoke on it. (The latter choice may require reworking the aspect's name to be most sensible.) Moreover, invoking the aspect costs you a fate point. For existing aspects, if previously cognizant of the aspect, you receive no additional benefit from it. If your character was not aware of the aspect, they may now discover it but an opponent gets a free invoke.

Overcome

Succeed: You accomplish your objective, achieve your goal, bypass an obstacle, or remove an obstacle entirely.



Succeed with Style: You succeed and gain a boost (page 109).

Tie: You attain your goal but at a minor cost, such as the GM introducing a complication or presenting a tough choice (e.g., you can rescue one friend but not the other). See “*Succeed at a Cost*” on page 189 of **FATE CORE SYSTEM** for more ideas.

Fail: You have a tough choice to make. You can simply fail—the door is still locked, the thug as yet stands between you and the exit—or you can succeed at a serious cost as dictated by the GM, such as dropping a valuable possession or sustaining grievous harm.



Attack

Succeed: Your attack inflicts damage to your target equal to your shifts. See **Chapter 10: Wrath, Ruin, and the Red Dawn** on page 187 for an explanation.



Succeed with Style: Your attack inflicts damage to your target equal to your shifts with the option to sacrifice one shift and gain a boost (page 109) on your next turn.

Tie: Your attack does no damage, but you gain a boost.

Fail: Your attack misses wholly.

Defend

Tie or Succeed: You are mostly unaffected by your enemy.

Succeed with Style: You successfully defend yourself and gain a boost (page 109).



Fail: Your opponent either inflicts harm on you or creates an advantage against you.

CHAPTER 7

ASPECTS, THE FULCRUM OF FATE

ASPECTS

We apply the term **aspect** to denote what is remarkable about a person, place, thing, situation, or group. Virtually all things may have aspects:

- ✧ A room is given the **BLAZING INFERNO** aspect after Harry Dresden uses his Fuego spell imprudently.
- ✧ Thomas Raith inflicts the **INTENSE LUST** aspect on a target before feeding from them.
- ✧ A comfortable family home is protected by the **STRONG THRESHOLD** aspect.
- ✧ The Archive is compelled to have the **NEUTRALITY** aspect.
- ✧ Chicago has an aspect of **THE WINDY CITY**.

Aspects represent truths, not necessarily facts. Chicago's average wind speed is 10.3 miles per hour, approximating that of most major American cities, yet the moniker has remained for decades and thus become an important aspect in how Chicago is perceived.

So pretty much every room Dresden visits.

No, but 67.8045% of those in which he evokes fire magic, per his casefiles.

Check your math. That seems low.

ASPECT CATEGORIES

Aspects are infinite in variation, but can be divided into the below categories. All function nearly identically but differ in duration.

CHARACTER ASPECTS

As implied, these aspects are attached to a PC or NPC, such as your character's high concept and trouble (page 92). They underscore personality traits, significant past events, relationships, important items or titles, problems faced, goals, reputations, and obligations. Character aspects rarely change, save as a result of significant life events or milestones in character development (page 195).

Examples: **ON THE RUN FROM THE ORDER OF THE BLACKENED DENARIUS**; **PEDANTIC TRIVIA JUNKY**; **TO SERVE AND PROTECT**; **POLKA WILL NEVER DIE**; **NOT TO BE TRUSTED**

FACTION ASPECTS

Establishing the nuances of your campaign generates a number of factions with aspects describing significant assets and weaknesses. A faction member may use the faction's aspects in the appropriate circumstances. Faction aspects change in accordance with the advancement and development rules on page 198, as the faction's involvement in the campaign changes.

SITUATION ASPECTS

Situation aspects apply to the current scene, such as: the scene location's features and various contents; a character's physical or emotional circumstances within the scene; the outcome of a successful create an advantage action. These aspects vanish at the scene's close or when they no longer apply logically. A **BLAZING INFERNO** aspect is removed, for example, after the fire is extinguished.

Examples: **SEEDY GOTH NIGHTCLUB**; **HEAVING MOSH PIT**; **BASS-INDUCED EUPHORIA**; **BELLIGERENT BOUNCER**; **SECRET COWARD**; **IN A CHOKEHOLD**; **AUTOMATIC SPRINKLER SYSTEM**; **CASCADES OF WATER**

The GM will not name every potentially relevant feature as a situation aspect when framing a scene. If you want to obtain benefit from something everyone agrees is in the scene but is not a listed aspect, use a create an advantage to make an aspect with free invokes or, if the group agrees, simply write it down in the scene's situation aspects with no free invokes.

Eliminating a Situation Aspect

You can attempt an overcome action to eliminate a situation aspect, provided, of course, you can rationalize it. Headbutting the person who has you **IN A CHOKEHOLD** to break their grip is overcoming a situational aspect, as is pulling a fire alarm to empty the **HEAVING MOSH PIT**. Opposition may always occur via PC or NPC, such as the GM determining a guard stands between you and that fire alarm.

CONDITION ASPECTS

When marking a condition (page 116), you often gain an aspect as one effect of that condition. A condition aspect persists until you have recovered the condition, and the individual responsible for the condition receives a free invoke on its aspect.

USING ASPECTS

Three methods allow use of aspects to your advantage: **invoke** aspects, **compel** aspects, and use aspects to **declare details**. You may employ any aspect known to you as a player if, as ever, your use of that aspect is defensible.

INVOKING ASPECTS

Invoking an aspect makes that aspect critical to the current action's resolution, whether by aiding you or complicating matters for your opponents. Invoking an aspect costs a fate point unless you have a free invoke on it resulting from the create an advantage action (page 104).

Invoking Aspects Unknown to Your Character

Using an aspect requires logical explanation only, including aspects of which your character is ignorant. If combating a villain in the dark, you can spend a fate point to invoke their NIGHT BLINDNESS aspect even if your character is unaware of it.

Invoking an aspect attached to or controlled by another character to their detriment is a **hostile invoke**. A fate point spent on this invoke is awarded to that character's player at the end of the current scene.

Invoking an aspect should also be supported within the story. Examples of substantiation of an invoke include:

- ⊛ To infuriate the bouncer until he punches me, I will make “bawk, bawk” noises and flap my elbows like a chicken. He’s a SECRET COWARD, so that should really push his buttons.
- ⊛ When I arrive at the SEEDY GOTH NIGHTCLUB with torn clothes and blood all over my face, I can easily blend into the crowd because I look like a regular patron.
- ⊛ My target has the BASS-INDUCED EUPHORIA aspect, so getting close to him to dance—and steal his VIP card—should be simple.
- ⊛ As the sorcerer tries to zap me with lightning, I invoke CASCADES OF WATER from nearby sprinklers to ground out his magic.

Straight out of the Harry Dresden playbook. And you must admit such methodology is effective. Hell yes. I never know whether to laugh or punch the guy.

One of Louis Sauvageot's men (played by the GM) has Astrid Colombe IN A CHOKEHOLD from a previous create an advantage action. The goon wants to punch Astrid in the stomach, and the chokehold makes that a lot easier. Amanda invokes the aspect to help the goon really drive that punch home. Since she's already used the free invoke, Amanda must hand a fate point to Pamela at the end of the scene.

The Benefits of Invoking

By invoking an aspect you can:

- ☆ **Add a +2 bonus to a roll.**
- ☆ **Add +2 to the opposition on an opponent's roll.** Remember that such an invoke is hostile (page 108) if the aspect is attached to or controlled by a player character and the invoke is to their detriment.
- ☆ **Reroll the dice.** This option is only statistically better than the +2 bonus if the roll is -3 or -4.

Should I Reroll?

The probability of a reroll giving a better result than the +2 bonus is as follows for each original roll:

-4: 81.48%	-2: 38.27%	0: 6.87%
-3: 61.73%	-1: 19.22%	1: 1.23%

Note that:

- ☆ If justifiable, you may invoke any number of aspects on a single roll, each adding +2 to the result or providing the opportunity to reroll the dice.
- ☆ You may only spend one fate point to invoke a given aspect.
- ☆ You may spend as many free invokes on an aspect as you like on a single roll, allowing you to get a +4 or higher bonus depending on how many free invokes you have. You can also combine an invoke from a fate point and one or more free invokes.

Genevieve Ba has a HIGHER GROUND advantage in a fight, with two free invokes on it. Her player wants to make sure her next attack really hits home, so she invokes both of those to get +4 on her roll. In addition, she describes her attack as a flailing, all-out blitz, which allows her to spend a fate point and invoke Genevieve's VAMPIRIC HEALER aspect for an additional +2.

If she'd had no free invokes, she could have spent a fate point to invoke HIGHER GROUND, but then she would have been limited to a +2 benefit. In either case, she can spend an additional fate point to invoke a second aspect.

BOOSTS

A boost is a free-floating benefit garnered by taking certain actions. They represent the advantage of momentum in a situation and do not require justification via aspects. Each boost adds +2 to a roll but does not allow rerolls. You may spend boosts in conjunction with fate points and free invokes.

The problem with boosts is their short-term existence: after earning it, you must use a boost by the end of your next turn, or it disappears.

Short term, like how Dresden's adrenaline helped him escape Mavra's scourge after his hand was half melted off.

Just so. Adrenaline is fleeting.

COMPELLING ASPECTS

Typically, capricious fate (as personified by the four Fate Dice™) determines when something complicates your character's life. When an aspect in play strongly suggests a complication or dramatic turn in the current situation, however, the dice may be ignored to allow the aspect to compel what happens next. Compelled aspects are the primary vehicle by which you earn fate points during play.

Although anyone may propose a compel, the GM is most frequently responsible and may modify any suggested compelled aspect to suit her purposes. Players may also pay a fate point to compel another PC or NPC.

Negotiating and Rejecting Compels

However it is proposed, the players and GM discuss and negotiate the compel's details to everyone's satisfaction. GMs are of course the arbiter and final decision-maker in this process, and if the affected player(s) reject a compel as inappropriate or unfair, a GM must either negotiate one they are willing to accept, or drop it completely without cost. The party affected by an accepted compel receives a fate point for their trouble.

Players may sometimes accept a compel's legitimacy as appropriate to the aspect and the circumstances but do not wish to deal with the resulting complication. In such a case, affected players can pay a fate point to reject the compel and must then explain why the complication does not occur before proceeding with the game.

Regardless, the complication occurs once a compel is accepted and cannot be mitigated. Players must face the new story developments arising from the complication.

Types of Compels

EVENT COMPELS

An event compel features a complication or moment of drama that happens to your character because of an aspect. For example:

- ⊗ As your character is a police officer sworn **TO SERVE AND PROTECT**, the shifty informant recognizes you and runs the moment you appear.
- ⊗ You are **ON THE RUN FROM THE ORDER OF THE BLACKENED DENARIUS** and the highway patrol officer who pulled you over happens to be in the Order's employ.
- ⊗ Because **POLKA WILL NEVER DIE**, you enjoy listening to Yankovic at full volume, which the necromancer searching for you may use to track you down.

DECISION COMPELS

A decision compel features a complication or moment of drama that occurs because your character is acting on an aspect. A decision compel is valid only when something goes wrong because of the chosen action. For example:

- ☆ As your character is a police officer sworn **To SERVE AND PROTECT**, when a drug deal occurs in your line of sight you try to arrest the dealer. This action misfires when the dealer puts a knife to his teenage buyer's throat as leverage to avoid arrest.
- ☆ You're **ON THE RUN FROM THE ORDER OF THE BLACKENED DENARIUS** and aware that a number of law enforcement officers are in the pocket of the Order, so you try to run from the state patrol trying to pull you over. This decision goes wrong when the state patrol pursues, resulting in a dangerous high-speed chase.
- ☆ Because **POLKA WILL NEVER DIE**, you accept a gift of tickets to the annual Battle of the Polka Bands. Your decision goes awry when you discover you accepted this gift from a wyldfae, meaning that he now has power over you.

DECLARING DETAILS WITH ASPECTS

As broad truths, aspects may be used to assert related facts, often for free. Your police officer character with **To SERVE AND PROTECT** needn't spend anything to declare an action of making a legitimate arrest. To add an advantageous detail to a scene, however, you must spend a fate point to declare that detail as valid.

In the case of our police officer character, let us say they have just witnessed their surveillance target passing a briefcase to a squirrely sort of fellow in a fedora. You could say to the GM, "Ahh, that guy. I arrested him once for indecent exposure at the park, and I remember where he lives. I'm going to pay him a visit."

The group has the right to veto or request revision to any declarations that appear out of scope with the aspect or contradict established facts or facts of which only the GM is aware. With the previous example, the GM may state, "All right, you arrested him before, but knowing him as I do, I think it more likely you would have collared him for minor assault." You may then note,

"Now that you mention it, yes, I seem to remember I arrested him for beating up a pickpocket who lifted his wallet."

GMs have ultimate say on acceptability of any declaration.

CREATING GOOD ASPECTS

To create optimal aspects (mainly relevant to character and situation aspects), consider two things:

- ⊗ How the aspect might help you when invoked
- ⊗ How the aspect may harm you if compelled against you

Being able to clearly imagine one or two examples of each scenario implies that the aspect will garner sufficient use in play. For example, you may invoke **LOYALTY TO THE CLAN** when acting in the clan's best interests or to gain their support or you may receive a fate point when your clan makes extreme demands of you or requires personal sacrifice.

The exception to this rule is your trouble aspect, which is inherently intended to spawn problems—thereby making your character's life more interesting and earn you fate points—but other aspects should be double-edged and point clearly to a few situations wherein they could be invoked or compelled.

CHAPTER 8

WITH GREAT POWER

STUNTS, CONDITIONS, & MANTLES

Similar to the people you encounter in your everyday life, your characters possess methods to influence the game beyond approaches alone. Leveraging available resources is key to success and excellence—both in this game and in the world for which it stands as a metaphor. In this section I outline usage of the following tools to amplify your effectiveness:

- ✧ Application of **stunts**
- ✧ Minimizing effects of **conditions**
- ✧ Maximizing **mantles** of power



STUNTS

A stunt reflects specialized training, supernatural gifts, exotic equipment, access to special resources, or anything else granting a unique perk in a particular situation. A selection of stunts is provided with each mantle (starting on page 119), but you may also create your own as a facet of character creation (page 95).

A stunt's benefits typically fall into one of four recognizable patterns: provide a situational bonus, create a rules exception, create a custom action, or use a condition. To create a custom stunt, select whichever pattern is most appropriate to the stunt's intent and discuss with the GM to eliminate hitches in its execution.

PROVIDE A SITUATIONAL BONUS

This type of stunt grants a +2 bonus or its equivalent (such as a free invoke) when using a particular approach with a particular action in a particular situation.

Consider the following examples:

Smooth Talker: As a Smooth Talker, I have an extra free invoke on any advantages I create with Guile when conversing with another character.

Lover of Puzzles: As a Lover of Puzzles, I have +2 to overcome obstacles with Intellect, such as puzzles, riddles, or similar conundrums.

World-Class Duelist: As a World-Class Duelist, I have +2 to attack with Flair when engaged in a one-on-one swordfight.

Riot Shield: As a SWAT officer with a Riot Shield, I have +2 when I defend with Focus by using my shield against gunfire.

If the situation in which you're using the stunt is particularly restrictive, the GM has the option of allowing its use for more than one type of action.

Clark wants a stunt for Sean McAvoy that gives him +2 to overcome obstacles with Intellect when trying to prove his point to the higher ups in the White Council. Amanda thinks that such a specific circumstance will rarely occur, so she expands the bonus to cover any action where Sean deals with persuading the Council.

Limitations on Stunts

A stunt should not be so frequently applicable that its use effectively replaces an approach. In such a case, either further restrict the circumstances in which the stunt applies or impose a cost (e.g., limited uses per session, cost of a fate point).

Core stunts (and certain others) of the various mantles play loose with these restrictions to a degree and are more powerful than these guidelines would suggest. Those stunts should be regarded as the only such exceptions, thus guaranteeing the player with a given mantle is allowed a unique contribution to the game.

CREATE A RULES EXCEPTION

This type of stunt allows you to break or modify rules when acting according to a specific set of restrictions or declare a truth within the game, typically once per session (essentially resetting each time a player refreshes their fate points).

Consider the following examples:

Well Connected: As I am Well Connected, once per session I can find a helpful ally in just the right place at just the right time.

Quick on the Draw: As I am Quick on the Draw, I can choose to go first in one physical conflict per session.

Run Circles Around a Leopard: As I may Run Circles Around a Leopard, once per session I can show up anywhere I want to, provided it would be possible to run there, no matter where I started.

CREATE A CUSTOM ACTION

This stunt guarantees specific use cases or outcomes for a particular application of one default game action. Custom actions are intended to represent something routine or uniquely accessible to your character compared to others or to allow use of a particular approach in an unconventional way.

Consider the following examples:

Known Among Gangsters: As I am Known Among Gangsters, I can attack minor NPCs with Flair and apply the strength of my reputation to influence them into backing down, even in the midst of a physical conflict.

Political Connections: Because I possess Political Connections, I can take an overcome action with Focus to have the local legislature pass a law that works to my advantage. A failure results in a serious cost, whereas a tie causes a minor cost or benefit mitigation. If I succeed with style, I receive a boost when I first take advantage of the new law.

USE A CONDITION

This stunt synergizes with one of your conditions (page 116), allowing additional benefits whenever you mark a particular condition. These stunts typically resemble other stunts structurally but carry the additional requirement of marking a condition to gain the effect. Because of the additional restriction, these stunts are often more potent than others.

See Evocation (page 140), Faster, Stronger, Tougher (page 146), and Criminal Favors (page 123) for examples.

CONDITIONS

A condition represents and initiates special rules following certain events during the game. You mark the condition when the event transpires and apply all rules in the condition's description. Recovery from the condition is requisite before you can mark it again.

The types of conditions are as follows:

- ⊗ **Fleeting:** You recover from the condition during a prolonged respite from the action, at the end of the scene, or at some other similarly trivial point.
- ⊗ **Sticky:** Concrete action must be taken to recover the condition and a dice roll is typically mandated.
- ⊗ **Lasting:** Same as a sticky condition but time must pass (usually an entire session), or you must also fulfill a secondary objective, to completely recover.



For the most part, this game uses conditions to model two things: persistent harm to your character, and the innate features of having a particular mantle. Each character receives three conditions by default: **In Peril** (sticky), **Doomed** (lasting), and **Indebted** (sticky). Your character also has a number of conditions associated with their mantle. See those entries for details, starting on page 119.

In Peril (sticky): You may mark the **In Peril** condition whenever you are hit by an attack. Negate up to four shifts of damage from the attack and then create an aspect that describes how the attack causes damage not easily shaken off (such as a **BROKEN LEG** or **SHATTERED REPUTATION**). Whoever inflicted the condition is awarded a free invoke on that aspect. Recover from **In Peril** when you act deliberately to resolve the peril: medical attention for an injury, a bribe to erase the slight on your reputation. This typically entails overcoming an obstacle against an opposition of Great (+4) or higher.

Doomed (lasting): You may mark the **Doomed** condition whenever you are hit by an attack. Negate up to six shifts of damage from the attack and then create an aspect that describes how the attack has rendered you almost helpless, such as **BLEEDING OUT** or **READY TO EMBRACE THE DARK SIDE**. Whoever inflicted the condition is awarded a free invoke on that aspect. Recover from **Doomed** when you act deliberately to resolve the doom: emergency medical attention, the intervention of a White Council healer skilled in mental magic, or something similar. This typically entails overcoming an obstacle against an opposition of Great (+4) or higher. Clear out **Doomed** at the end of the next session after you've started recovery. If **Doomed** is checked and you are taken out (page 189), death is one of the possible outcomes.

Indebted (sticky): This condition has five boxes. Mark one or more boxes when you have accrued a debt to a powerful group, person, or entity. The number of boxes you mark depends on the magnitude of the favor done for you; the GM has final say. Recover boxes of **Indebted** by doing favors for the lender in return, on their terms. Typically, a fairly safe but challenging task recovers one box, a dangerous task recovers two boxes, and a task that puts you in mortal danger or could otherwise permanently impact you recovers all boxes.

You may carry debt with more than one lender, but must recover them separately. Thus, if you have one box of debt to a demon and one to a local sorcerer, when you do something for the demon worth two boxes of recovery, it does not remove your debt to the sorcerer. If all boxes are full and you wish to acquire more debt, you may default on one of your current debts—the GM will tell you what happens, but you may clear out those boxes for further use.

Using Indebted in Play

There is a saying: “The Dark Powers are always willing to help.” The **Indebted** condition is intended to reflect the primary currency of the supernatural world, favors and debts continually traded between beings in endless cycles. Those who are skilled build these cycles into empires. Those who are not languish in Faustian hells or remain slaves to their greed for easy power. Some mortal organizations also follow these patterns, making this condition appropriate for many of the mortal mantles as well.

The cost in boxes for a favor should never be consistent, always negotiated between the parties. For mortals who seek supernatural boons, such as access to power for a ritual (page 168), the price should always be steep—four or five boxes for even the smallest things, unless the mortal has unusual leverage. Mantles aligned with a particular faction often have a stunt in their mantle reflecting their ability to acquire certain favors at a discount.

Some examples of what you might gain as a favor:

- ⊗ NPC assistance with a particular task
- ⊗ Having a particular task taken care of for you
- ⊗ Special information or knowledge
- ⊗ “Borrowing” a stunt or condition from a supernatural mantle for a limited time
- ⊗ One cost of a ritual
- ⊗ Some harm visited upon your enemies

Defaulting on a debt is an extremely dangerous practice, and the consequence for doing so should always be serious, putting the lender on a path of revenge or altering the character’s reputation and access to resources. In addition, oaths made with supernatural entities are mystically binding, and breaking them usually renders you powerless to resist any attempt at restitution, or allows the entity to claim what you hold most dear as their own.

MANTLES

A mantle is an organized set of related stunts and conditions reflecting how its possessor leverages their power in the world. At character creation, each player gains access to their selected mantle's conditions and core stunts. Additional stunts are acquired by spending refresh granted at character creation (page 96) or through advancement (page 196).

Categories of mantles include: pure mortals with no supernatural gifts; scions and emissaries, who are humans that have taken on supernatural power; true fae from the Nevernever; and vampires, who subvert mortality with a demonic, hungry force. While not the only ones in existence, these mantles represent the vast majority of beings you are likely to encounter.



PURE MORTALS

Clued-In Mortal

You are a human being, devoid of magical prowess, but have learned that the supernatural exists—perhaps via unexplainable encounters, a lifelong academic interest in the occult, or even acquaintance with a denizen of the Nevernever. You constantly face the tension of balancing betwixt a common life in the mortal world and involvement in the supernatural. While perhaps lacking direct influence in supernatural affairs, you can leverage this rare sagacity to your advantage.

I assume his security consultant has explained just how many fae creatures and Sidhe wander around the world.

Likely, but even so, the actual commonality of supernatural beings in the mortal realm is rarely comprehended.

We are legion.

UNIQUE CONDITIONS

Knowledge (sticky): □□□□□ This condition has five boxes to represent the breadth of occult information to which you have access. Mark a box of **Knowledge** when you leverage the information you have gathered on the workings of the supernatural world, as indicated in the stunts. Recover through research in your free time, restoring one box between sessions.

In Too Deep (lasting): □ Your connections with the paranormal have put your livelihood or a loved one at risk. Mark this condition to immediately recover all boxes of **Knowledge**. While this condition is checked, you have an additional aspect that represents a creature or faction directly threatening something dear to you because of your knowledge. Furthermore, you lack the wherewithal to research—which means **Knowledge** will not recover—until you have recovered from this condition. Begin that recovery by confronting or evading the threat in a manner determined by the GM; be prepared to spend at least a session dealing with the problem.

CORE STUNTS

Chasing Rumors: Mark boxes of **Knowledge** to aid rolls to overcome or create an advantage when your research into supernatural threats is relevant, +2 for each box marked.

Preparations: Once per scene, when confronting a threat that you have had an opportunity to investigate, you can mark **Knowledge** to reveal that you have a useful item on hand. One box is sufficient for common items (e.g., chalk, iron nails), three boxes for objects obtainable with a mild effort (e.g., holy water, a wooden stake), and all five boxes for especially esoteric items such as inherited silver or a saint's relics. At the GM's discretion, you may mark **In Too Deep** instead, to help another character pay one cost of a ritual spell (page 168).



ADDITIONAL STUNTS

Mentally Fortified: Long evenings staring at images of (or actual) grotesque horrors have steadied your mind. You may mark a box of **Knowledge** to absorb 2 stress from attacks that represent attempts to cause fear or mental distress.

Familiar Face: You know and are known within supernatural circles. Once per session, upon meeting an NPC involved in the supernatural world, you may mark a box of **Knowledge** to declare that you have met them before and create an aspect with one free invoke to represent your prior relationship. If you are **In Too Deep**, you may avoid marking **Knowledge** by noting in the aspect that that the NPC believes you are trouble incarnate and willfully avoids you.

Rise to the Occasion: You are at your most determined when danger is looming. Once per scene, while you are **In Too Deep**, you may take +2 on any defense action.

Paranetter: You are an active participant in the Paranet (page 54), a collection of low-level talents and clued-in mortals communicating over the World Wide Web. Once per session, you may contact the Paranet to request assistance. The GM determines what aid the Paranet is able to provide, typically helpful information; extraordinary circumstances may dictate in-person aid or even Warden intervention.

Criminal

I honestly look forward to what your "target audience" says about THIS section.

You live outside the law as hired muscle, a con artist, a thief, or any other individual involved in illegal activities by choice.

UNIQUE CONDITIONS

Heat (sticky): Mark one of **Heat**'s five boxes when the attention of law enforcement is attracted, as indicated by your stunts. At the beginning of any scene in which you have **Heat** and are in a sufficiently public place, you must make an overcome roll to avoid drawing further attention. The GM opposes that roll with +1 for each box of **Heat** checked. On a fail with 1-2 boxes checked, you are detained for questioning; if 3-5 boxes are checked, law enforcement immediately attempts to arrest you. Clear one box of **Heat** between sessions; clear all if you are arrested.



CORE STUNTS

Rep: People know your face and/or name and may even fear you, which can be used advantageously. For every box of **Heat** you are willing to check, take +2 to intimidate or coerce a non-criminal NPC into cooperating. The NPC will not, however, remain quiet about the coercion.

Criminal Favors: Acquisition of criminal assistance via marking **Heat**. One box provides a minor NPC under GM control with +2 in a needed illegal skillset. Two boxes provide two minor NPCs or a significant piece of illegal gear: a stolen car, guns, or drugs. Three boxes grant access to a secure or restricted area but offer no additional benefits once there.

ADDITIONAL STUNTS

Lay Low: You are uncommonly gifted at evading the police. Once per session, you may attempt to avoid law enforcement and reduce your **Heat**—bribing officials, setting up patsies, or a high-octane car chase. This is a contest against the GM, who opposes you with +1 for every box of **Heat** you have checked. If you win, clear off a box of **Heat** for each victory in the contest. If you lose, you're immediately arrested.

Inside Man: Once per session, you may declare that you established an ideal contact in advance to help with a criminal plan. You may then spend one **Heat** without checking a box unless you have zero **Heat** marked. For example, spending two **Heat** on a boosted car using Favors would cost only one **Heat**, but you cannot hire an NPC goon for free.

Always Armed: Check one **Heat** to declare that you possess sufficient weaponry to even the odds in a given conflict. If an opponent uses a pistol against you, you too are armed with a pistol, even if you had not before mentioned it. Checking an additional box of **Heat** grants that weapon an advantage with a free invoke.

The Usual Suspects: Once per session, you may declare that you have previously worked with any criminal NPC that the GM introduces, providing +2 when you use Flair to overcome any obstacles that require you to persuade or charm the NPC.

Job Creator (requires two stunts): You engineer a criminal plot that others will execute on your behalf. State your goal—burglary, extortion, murder—and check all five **Heat**. The **Heat** track must therefore be clear before this stunt is attempted. Make an overcome roll using Intellect to plan the job, and the GM rolls opposition of Good (+3) at minimum but Superb (+5) or even higher if the target is exceedingly well-protected (government, military, corporate). Success means that the plot is accomplished with no additional cost. On a tie, you must get involved personally to complete the job, likely requiring a conflict with law enforcement or the target's security. If you fail, the job is incomplete and you attract the attention of its target. In all results, the five **Heat** boxes remain marked.

Law Enforcement

This can be any law enforcement agent, whether a member of Chicago PD, an FBI agent, or an agent of the Secret Service.

UNIQUE CONDITIONS

Police Powers (special): This condition is always checked, unless you are **Suspended** (see below). You are a member in good standing of a law enforcement agency in the mortal world. You may therefore do the following without fear of legal reprisal:

- ⊛ Arrest anyone when you have probable cause to believe they have committed a serious crime.
- ⊛ Detain anyone upon reasonable suspicion of their involvement in a crime, and search them for weapons.
- ⊛ Access and search private property when authorized to do so by a search warrant (obtained via the Backup stunt below).
- ⊛ Ignore legal ramifications to stop a crime in progress, up to and including the use of deadly force when you or others are in mortal peril.

Your freedom to act is not unlimited and is subject to frequent review. If you exceed the boundaries of good conduct, you may be **Warned** or **Suspended**.

Warned (fleeing): Check this condition when you egregiously flaunt your position as a law enforcement agent, act insubordinately to your superiors, or fail to report in regularly on your on-duty activities. Being **Warned** indicates that your superiors are closely observing you but carries few real consequences if no further transgressions are reported. You recover from being **Warned** at the end of the session.

Suspended (sticky): Check this condition when you are observed flagrantly breaking the law in the pursuit of your duties, coming into open conflict with your organization, or acting in a way that would have you **Warned** and that condition is already marked. While **Suspended** is checked, you may not use **Police Powers** and are subject to the same consequences as a civilian for your actions. Moreover, if you are already **Suspended** and caught doing something that would result in marking **Suspended**, you may be fired, especially if taken out in a conflict related to your job status. (If you are discharged, take a new mantle at the next available milestone.) Recover this condition when you have made sufficient restitution to your superiors in a manner the GM prescribes, or at the end of the scenario, whichever comes first.

CORE STUNTS

Backup: While in good standing with your organization, once per session you can request backup, equipment, access, or protection (either political or physical) from your organization. This aid takes the form of a minor NPC to help in a scene, free success at an overcome roll, or an advantage with two invokes. At the GM's discretion, you may use this stunt an additional time per session and mark **Warned**.

Firearms Training: Pick one of your approaches. When you attack with a firearm using that approach, gain +1.

ADDITIONAL STUNTS

Hot Pursuit: When chasing a suspect or perpetrator, add +2 to Haste for all rolls in the contest or conflict.

Profiler: You know how to study and learn about people. Once per session, you may ask the GM to tell you an aspect of any character you interact with in a scene without having to roll an action.

Rank: A step above a beat cop or field agent: you may be a sergeant, captain, or other ranking officer. You can use Backup an additional time per session or ignore one instance of the **Warned** condition. You may not use both benefits in a single session.

Detective: Piecing together clues is what you do. Gain +2 when you use Focus to create an advantage from studying a crime scene or to overcome an obstacle that requires you to study a crime scene.

Tactical Training: You are a master strategist. When you use Intellect to create an advantage related to formulating a battle plan, gain an extra invoke on the aspect.

Sniper Training: When you use Guile to create an advantage to establish an ideal firing solution, receive an extra invoke on the aspect.

Backup Piece: Once per session, after you've been disarmed, you can declare that you're pulling your backup piece: a small gun that you keep hidden. Doing so grants you an advantage with two free invokes as you turn the tide.



You're supposed to choose one or two, but Karrin has all those stunts to some degree.

Miss Murphy is not the average cop.

Miss Murphy is not the average anything.

Leader of the People

You are the representative of a community of people who are loyal to you. You might be a priest, an activist, or a social worker, but you might also be a cult leader.

UNIQUE CONDITIONS

Followers (sticky): This condition uses five boxes to represent your significant social capital, which translates to a constant supply of local individuals to help you. Mark a box when you draw on your community resources for this mantle's stunts. Recover this condition by waiting (one box per session) or by spending a scene to meet with your followers and clear the track. During the meeting, however, your followers (via the GM) will inform you of a community problem necessitating your attention.

Disfavored (sticky): Violating your followers' trust causes this condition. While **Disfavored** you may no longer use the **Followers** condition. Recover **Disfavored** when you have made restitution with your followers or established a new support base, per the GM.



CORE STUNTS

Ready and Willing: Check a box of **Followers** to bring a minor NPC into the scene with either an aspect or a +2 bonus in something they're skilled at (see the NPC creation rules on page 212). Check multiple boxes to grant them multiple aspects and multiple areas of competence, with a maximum of +2 in any one area. Use your fate points to invoke their aspects on your behalf.

Patronage: Check all five **Followers** boxes to declare that a campaign NPC is a patron of your community or is somehow indebted to your community. This NPC will grant one favor of significance, such as allowing access to something otherwise inaccessible or the accomplishment of an objective sans opposition. The GM is the final arbiter of whatever aid you receive.

ADDITIONAL STUNTS

Specialist: Once per session, you may check an extra box of **Followers** to give any NPC created with Ready and Willing a +4 in their area of expertise (rather than the normal +2).

Public Statement: Once per session, you may state that your community has publicly denounced or supported a certain character, gaining an advantage with two invokes related to the statement's impact on the person's reputation.

Ritualist: Check **Disfavored** to have your followers pay any associated costs for a ritual spell of your choice. (Important: this stunt involves a serious betrayal of your followers' trust and requires extraordinary penance to regain it.)

Loyalty Unto Death: Once per session, if an NPC created with Ready and Willing is with you, you may ignore marking **In Peril** or **Doomed** at the cost of the NPC's life. Multiple uses of this stunt in one session will, like Ritualist, betray your followers' trust and require restitution for its restoration.

Safehouse: Once per scenario, you may declare that your followers have spirited you away to a secret location, away from any prying eyes (including the Journalist's Media Frenzy stunt). This allows you to immediately escape any pursuit or scrutiny without having to participate in a contest, and you get at least one scene before anyone can try to search for you. Some supernatural methods of detection may be immune to this at the GM's discretion.

Medic

As a doctor, nurse, EMT, or medical examiner, you have access to life-saving medical training and credentials.

UNIQUE CONDITIONS

Medical License (special): ☒ This condition is always checked, unless your license is not active (see below). You are licensed to practice medicine and you have access to privileges afforded to medical professionals alone. These privileges allow:

- ⊗ Access to medical records and background for any patient designated as being under your care.
- ⊗ Prescriptions and/or access to a wide variety of pharmaceutical substances.
- ⊗ Use of resources at any medical facility to diagnose and treat a patient under your care.

Under most circumstances, said privileges are everyday and thus require no roll for success, although the GM may require an overcome action if your character is stretching the boundaries of their authority. Examples include trying to access medical records for a patient not under your care or using a medical facility with which you are unaffiliated.

As with Law Enforcement (page 124), a Medic's conduct is subject to consistent review, with temporary suspension or even revocation of licensure a possibility. Should that occur, this condition is unchecked and the GM will dictate what is required to restore licensure.



CORE STUNTS

First Aid: Spend a fate point to clear out all of a character's stress boxes, provided they choose not to take action for one exchange, even to defend. You cannot use this ability on yourself.

Medical Care: Given time and supplies, you can treat more serious injuries, allowing you to make recovery actions for others. Gain +2 to any attempt to help another character recover from a physical injury condition, provided you are located at a legitimate medical facility and have sufficient time to treat the injured. If rushed or operating in less than ideal conditions, you may still attempt Medical Care but without the bonus. You may attempt this stunt only once per session for a given injury.

ADDITIONAL STUNTS

Field Triage: Provided you are able to reach them and work undisturbed, you may attempt to revive anyone taken out in a conflict due to physical injury. (If they conceded, you cannot use this stunt on them.) This stunt is a contest with the GM, who rolls at Fair (+2); if you are the first to three victories, your patient returns to the scene but without recovering any conditions.

Psych Rotation: You can use First Aid and Medical Care on conditions that result from psychological or emotional damage.

Forensic Pathology: When spending a scene studying a corpse, you can piece together the details of its death. Make an Intellect roll against an opposition set by the GM (usually Fair +2). For every shift generated, the GM reveals one fact about the death or the victim's physiology if the deceased is inhuman.

Anatomical Knowledge: Knowledge of human physiology is applied to harm rather than heal. Once per session, take an advantage with two free invokes into a scene, reflecting your understanding of pressure points and other vulnerabilities. This advantage may be used only against living beings whose anatomy is familiar to you.

Ambulance: You have access to an ambulance or other emergency medical vehicle. You gain +2 to Haste to overcome any travel-related obstacle, provided you're willing to use the sirens. (Be careful—doing this frivolously or otherwise abusing this could get your Medical License suspended.)

Monster Hunter

Many mortals dedicate their lives to protecting others from supernatural predations despite the disadvantages of their mortality. Some emerge from survivalist, law enforcement, or military backgrounds, but anyone with sufficient motivation may take up this calling.

UNIQUE CONDITIONS

In Pursuit (sticky): Check this condition when you name a specific supernatural creature as your target. While this condition is checked, you are obsessed with your quarry and committed to seeking its destruction regardless of cost; you also gain a new approach—The Hunt at Great (+4)—which can be used with any action taken against that quarry. The GM, however, is granted two free boosts to use against you in any scene not directly related to your pursuit and may propose compels involving your obsession. Recover from this condition when your target is dead or you abandon the hunt. If you choose the latter, you may not pursue that particular quarry again.

Wounded (lasting): Check this condition to absorb four shifts from any attack. While this condition is checked, you have an additional aspect that represents the nature of your injury. If you're taken out while **Wounded**, death is on the list of potential outcomes, as with the **Doomed** condition. Begin recovery from this condition after you've received medical attention in a quiet environment (in other words, not in the field), and someone has succeeded at a recovery action vs. Great (+4) on your behalf. You recover fully at the end of the next session.

CORE STUNTS

Countermeasures: Once per session, you may declare that you happen to have a countermeasure on hand that nullifies the effect of scale (page 182) from a supernatural condition or stunt for the current scene. At the GM's discretion, this stunt can also nullify other effects of supernatural powers, such as avoiding a soulgaze or seeing through a Glamour.

Hunters Network: You associate with a loose confederation of hunters who trade rumors and update each other. Once per session when you are **In Pursuit**, you may succeed automatically at an overcome roll to find information about your quarry. If this information can be expressed as an advantage, you get an aspect with two free invokes as well.

ADDITIONAL STUNTS

Nemesis: You are pursuing one well-known monster who alludes you. You can always use **In Pursuit** against that individual in addition to your marked quarry, without suffering the drawbacks of obsession. If you actually manage to kill that creature, you lose this stunt and can pick a new one. If you take Nemesis, strongly consider tying an aspect to this stunt.

...**And Its Brood:** If your marked quarry has any servitors, offspring, or other helpers, you may use **The Hunt** against them as well.

The Prey Game: You have learned that a great way to get an advantage against a monster is to pretend at vulnerability. You gain +2 to **The Hunt** when you create an advantage to lure your marked quarry into a false sense of security.

Off the Grid: You have no permanent home or identity within the system. As such, once per scenario, you can immediately recover from a sticky condition, provided the condition results from trouble with the law or society at large.

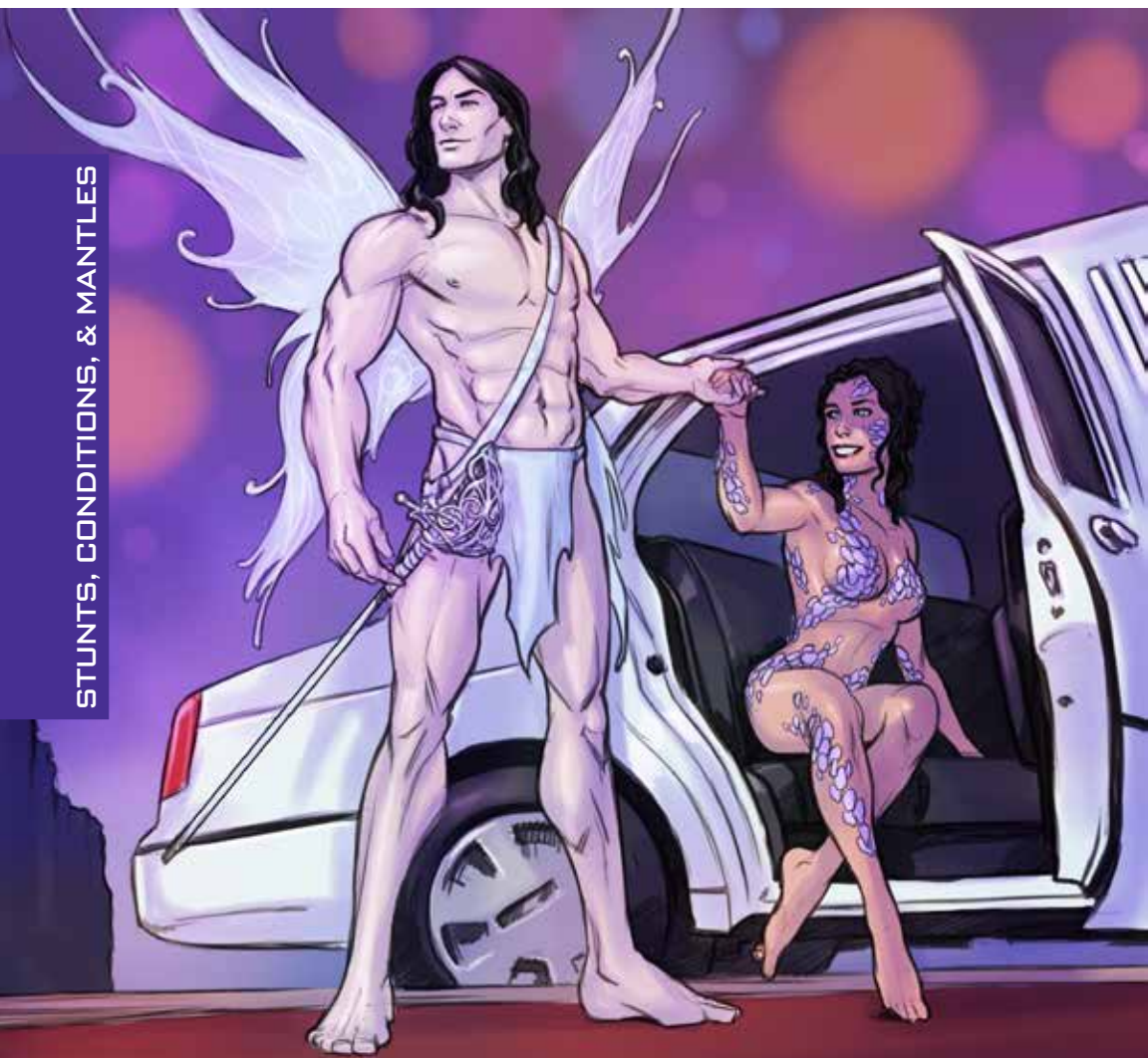
Slayer: Once per session, you may declare that you have scale (page 182) against a supernatural opponent during the scene but must choose only one type of action to which your scale applies: attack, create an advantage, or defend.

One-Percenter

You are among the wealthiest people in your society, whether from success in business, an inheritance, simple luck, or a combination of the three.

UNIQUE CONDITIONS

Wealthy (sticky): As represented by five condition boxes, you have access to material wealth allowing the upper hand when navigating society. Check a box when you use your wealth, as described by your stunts. Recover one box of this condition at the beginning of every session. When your wealth is the most direct means to achieve a goal, you may also use **Wealthy** as a unique approach with a bonus of +1 for every **unchecked** box. Whenever you use **Wealthy** as an approach, check one box regardless of the outcome.



CORE STUNTS

Big Spender: If your financial strength can be usefully applied to a situation, you may check boxes of **Wealthy** as free invokes. You may also check a box of **Wealthy** to create an aspect, subject to GM approval: for example, create a **GREEDY** aspect for the doorman at an exclusive club, and then use **Wealthy** to bribe them for entrance.

Consumerism: Check one or more boxes of **Wealthy** to declare ownership of something when its need arises. One box suffices for any commonly available good. Three boxes permits ownership of a rare, restricted, specialty, or luxury item. Checking all five boxes indicates possession of something like land, a building, or a corporation.

Taking Out Loans: You may mark a box of **Indebted** to clear a box of **Wealthy**, one for one. If you want to control the person or people to whom you owe the debt, you must seek out a lender yourself and secure the agreement. Or, you may simply check the boxes and let the GM decide.

ADDITIONAL STUNTS

Entourage: This stunt allows creation of a personal staff member as a minor NPC with one aspect and +2 in one area of competence. At any time, you may check a box of **Wealthy** to declare their convenient arrival in a scene. To specify another staff member, simply take another instance of the stunt.

Get Out of Jail Not Free Card: Check a box of **Wealthy** to declare that you have in some way eluded law enforcement or government: avoiding arrest, bailing yourself out of jail, et cetera. Checking three boxes of **Wealthy** allows you to ignore or immediately recover an **In Peril** condition related to legal obstacles. If you mark all five, you may ignore or immediately recover a **Doomed** condition related to legal obstacles.

Blue Blood: Take +2 to use Flair to overcome an obstacle when interacting with members of high society.

The Public Eye: Take an extra invoke when creating an advantage that exploits your public persona.

Best Care Money Can Buy: Mark a box of **Wealthy** to declare success at an action to recover from a sticky condition or begin recovery on a lasting condition. Of course, this stunt applies only when wealth provides access to people able to act as needed on your behalf.

Reporter

You work as a journalist for a newspaper, magazine, tabloid, blog, TV station, or other media organization.

UNIQUE CONDITIONS

Press Credentials (special): This condition is always checked, unless you are **Off the Air**. You have official credentials from your news organization that identify you as a legitimate member of your profession. As a result, you almost never have to explain why you're at a particular place, and will almost always be given the opportunity to explain your presence and convince people to let you remain if you're caught somewhere you aren't normally authorized to be. Your use of these credentials is subject to review by the news organization; abusing them could take you **Off the Air**.

Off the Air (sticky): Mark this when you have damaged your relationship with the news organization you work for. They pull your credentials—while you are **Off the Air**, you may not take advantage of any stunts or conditions associated with this mantle. Recover when you've made sufficient restitution to your organization (the GM will tell you what's required), or when you've managed to convince a different organization to hire you.



CORE STUNTS

Journalist Favors: Mark two boxes of **Indebted** with your organization to gain access to a place or person otherwise inaccessible or to obtain secret/guarded information without having to roll. If you choose to roll and you fail, you may mark two boxes of **Indebted** to ignore that result and succeed regardless. At the GM's discretion, any information you acquire is an advantage with two free invokes.

Word on the Street: You are in constant communication with informants on your beat. When you use **Intellect** to create an advantage based on their reports, the aspect gains an extra invoke.

Media Frenzy: Once per scenario, mark five **Indebted** boxes with your organization to initiate a media storm from which no one in the spotlight can hide. For the rest of the scenario, when asked, the GM must provide the location of people targeted by the media frenzy unless the target disappears into the Nevernever. You also create an aspect for the frenzy, which you can invoke once for free in any scene in which you interact with people directly related to the frenzy.

ADDITIONAL STUNTS

Talk to the Suits: Mark **Off the Air** to declare an immediate escape from legal or social consequences of your actions while investigating a story, thanks to your organization's intervention. Examples include obtaining your release from jail or diverting a lawsuit for libel or slander.

Yellow Rag: Your media organization investigates the supernatural. Add +2 to your roll when you use **Intellect** to overcome an obstacle related to a discovery about the supernatural.

Friends in High Places: You have one extremely useful contact: a member of Congress, a mob boss, a celebrity, even a key figure in the supernatural world. Once per session, you may become **Indebted** to this contact for Journalistic Favors, if what you seek falls within their area of influence. Defaulting on your debt to this person permanently severs your relationship; if you do this, you must choose another stunt to replace it next milestone. (Yes, you may choose a different Friend.)

Smile for the Camera: The camera loves you. Take +2 whenever you use **Flair** to create an advantage based on charm and personality.

Rumormonger: You are adept at planting rumors as well as ferreting them out. Once per session, you may plant an aspect with two free invokes on anyone you wish, representing something you want others to believe about them. The aspect lasts the rest of the session.

This could apply to Dresden's former lover, Susan Rodriguez.

And Smile for the Camera is applicable to Larry Fowler. Mantles are intended to be multidimensional.

SPELLCASTERS

Focused Practitioner

While lacking the raw power and the training requisite for a full magical practitioner, you have been gifted—whether by purpose or providence—some small yet potent mystical capability that permits considerable strength across a more limited spectrum. The ectomancer Mortimer Lindquist is a fine example: his abilities are limited to communing with spirits, yet in that respect his capabilities are profound. This mantle requires advance preparation because magical power can manifest in countless ways; consult the GM and the rules for creating stunts (page 114) and modifying mantles (page 200) for guidance. Focused practitioners usually operate at Supernatural scale (page 182).

One-trick ponies are terrifying when they can sic legions of ghosts on you.

Mr. Lindquist is one of the most underestimated practitioners alive.

Like I said.

UNIQUE CONDITIONS

Exhausted (sticky): Check this condition to boost your magical power, as described by the Magical Talent stunt. When you are **Exhausted**, the GM has one boost to use against you in any scene in which your fatigue may be used against you. Clearing **Exhausted**, of course, requires an active effort to rest. The GM may allow this recovery to occur between any two scenes involving a sufficient time jump.

Burned Out (lasting): Check this condition to further boost your magical power, as described by the Magical Talent stunt. If **Burned Out**, you cannot use magic, period, until fully recovered. Begin recovery by eating, meditating, or otherwise deliberately resting as per the **Exhausted** condition. Recover fully at the end of the *following* session.

CORE STUNTS

Magical Talent: You channel magic in a certain specific, limited way. Choose a general theme for your talent, such as ectomancy (speaking with ghosts), kinetomancy (dealing with motion), or precognition (seeing the future). Choose three levels of manifestation for your talent:

1. One default combination of approach and action that gains the benefit of Supernatural scale (page 182), which you may do whenever you please.

Example: Defend with **Intellect** because you can see moments into the future.

2. A themed stunt effect you may use when you mark **Exhausted**. This effect may be an enhancement to your default ability or a unique effect that lasts an entire scene.

Example: Mark **Exhausted** to automatically see the most emotionally intense moment in someone's possible future. If you act on that knowledge in this or in a future scene, gain +2 to any relevant actions during that scene.

3. A very powerful themed stunt effect you may use when you mark **Burned Out**. This effect may be an enhancement to your default ability or a unique effect that lasts an entire session.

Example: Mark **Burned Out** to reroll any one action during a scene and pick the better outcome, due to your ability to see multiple possible outcomes simultaneously. You may do this for the rest of the session.

ADDITIONAL STUNTS

Channeling Specialist: You are practiced in leveraging your talent in a specific way. You may take this stunt to do one of two things: gain +2 on the default action for your Talent or choose a new approach and action combination for your Talent. You may take this stunt more than once, but you cannot improve a particular magical action beyond +2.

Self-Immolation: At your discretion, you may mark the **In Peril** condition to use the effect for which you would normally mark **Exhausted**.

In Case of Emergency, Break Self: You may mark the **Doomed** condition to overcome the restrictions of being **Burned Out** for one scene.

Ritualist: When preparing rituals which fit in the penumbra of your Talent, add +2 to the preparation roll and reduce the number of costs by 1 (to a minimum of 1).

Paranetter: page 121.

Magical Practitioner

You are a mortal who has studied and is capable of wielding magic, using the energy of Creation itself. The White Council of Wizards (page 30) is certainly known to you, regardless of whether you are an actual member. See page 168 for additional information on ritual magic and its workings. Magical Practitioners usually operate at Supernatural scale (page 182).



UNIQUE CONDITIONS

Exhausted (sticky): Check this condition to boost your magical power, as described by the Evocation stunt. When you are **Exhausted**, the GM has one boost to use against you in any scene in which your fatigue may be used against you. Clearing **Exhausted**, of course, requires an active effort to rest. The GM may allow this recovery to occur between any two scenes involving a sufficient time jump.

Burned Out (lasting): Check this condition to further boost your magical power, as described by the Evocation stunt. If **Burned Out**, you cannot use magic, period, until fully recovered. Begin recovery by eating, meditating, or otherwise deliberately resting as per the **Exhausted** condition. Recover fully at the end of the *following* session.

The Third Eye (sticky): Mark this condition when utilizing your magical Sight to view the mystical, true world overlaid on the material world. While the condition is marked checked, your memory is eidetic and the following are true:

- ⊛ You view everything as a metaphorical expression of its true nature. A mugger on the prowl may appear as a starving jungle beast, or a firefighter may attain a seraphic semblance.
- ⊛ The Sight ignores supernatural disguises or glamours and grants no guidance in interpretation of what is *seen*.
- ⊛ You may attempt interpretation by making an overcome roll with Intellect against Fair (+2) or your target's most appropriate approach, whichever is higher. If you fail, mark a condition from the confusing, horrific barrage of images searing into your mind or you are taken out (page 189) of the scene. On a tie, choose between three options: marking a condition, being taken out but receiving the clarity sought, or remaining confounded but avoiding harm. A success provides elucidation, which the GM may elect to make an advantage with a free invoke. Succeeding with style grants an extra invoke.

Any supernatural being engaged in a contest or conflict against you has the benefit of scale (page 182) as your mind copes with their continued presence as viewed through the Sight. If they already had scale on you, they get an additional level of it.

To recover this condition, simply close your Third Eye. Your recall of everything witnessed is flawless, and any later attempts at interpretation must be treated as if the Eye were again open.

CORE STUNTS

Evocation: As a wizard, you can cast magical spells comprising the five elements: fire, air, earth, water, and spirit. In game terms, you may perform any of the four basic actions with spectacular magical effects such as defending with a shield of ice or creating an advantage by shifting earth beneath the opponent's feet. Your actions may have scale (page 182) at the GM's discretion. If desired, push yourself to increase the spell's effect as follows:

- ⊛ Check a stress box for +1 or two boxes for +2 on any one magical action. You may check only two boxes at a time.
- ⊛ Mark **Exhausted** to add +4 to any single magical action or to attack multiple targets magically without dividing your roll (page 190).
- ⊛ Mark **Burned Out** to gain +2 to all magical actions for the rest of the scene or, if **Exhausted** is already checked, to attack multiple targets with magic without having to divide your roll.

These benefits are cumulative: if you mark two stress boxes and both conditions, you could do a single magical action at +8, and then have +2 to all magical actions for the rest of the scene.

Thaumaturgy: You excel at ritual magic (page 168). Add +2 to the preparation roll for any ritual.

Soulgaze: When looking someone directly in the eye for more than a few seconds, you peer into their soul and they likewise see into yours. The exchange manifests itself as a cryptic vision. Make an Intellect roll, opposed by their Intellect roll; the winner learns one concrete, useful piece of information about the other individual, or two things if they succeed with style. On a tie, each person learns something. These things can be advantages with a free invoke at the GM's discretion.

ADDITIONAL STUNTS

White Council Membership: As a member wizard in good standing, once per session, you may contact the White Council to request assistance. The GM determines what aid, if any, is given and the cost thereof. If the favor is great, the GM may impose the **Indebted** condition with multiple boxes checked; you must recover from the condition before again using the White Council Membership stunt.

Warden (requires White Council Membership): You have the mandate and authority to track down and mete out lethal justice to those who violate the Laws of Magic (page 78). Take +2 to attacks against anyone designated a sorcerer by said violation(s).

Silver Sword (requires Warden): You possess one of the silver swords of a Warden, crafted especially for you and enchanted with a counterspell that unravels mystical protections such as wards and defensive spells. To use the counterspell, roll an applicable approach against an approach of the practitioner who created that enchantment. The sword also provides +2 to active defense actions against evocation. (Note the term *active*; simply holding the blade offers no such protection.)

Evocation Specialist: You have employed an evocation so well that its execution is practically reflexive. Select one element, one approach, and one action (for example, a Force wind attack) and add +2 whenever attempting that precise combination. The stunt may be taken multiple times but not for the same combination.

Enchanted Item: You always have in your possession a useful item, either a potion or other magical gadget. Once per session, you can use this item to create a stunt effect on yourself. Work with the GM to determine the specifics, but typically this will not grant more than a +2 bonus to a single roll, or a +1 bonus to specific rolls throughout a scene. A particularly powerful item might also require you to spend a fate point to activate it. You can give your item to someone else if you wish. You may take this stunt multiple times; each time allows you to use this stunt an additional time per session.

Loremaster: As a scholar of arcane lore and magical theory, once per session you may declare that you are able to read obscure text in a mysterious language or determine the specific nature of a ritual upon seeing the precise location whereupon it was cast.

Combat Wizard: You are well versed in using magic in battle. Gain two stress boxes explicitly for the purposes of enhancing evocations, thus these stress boxes may not absorb attacks.

Duelist Wizard: You specialize in fighting other wizards. Once per session, when opposing another wizard, you may immediately inflict a 2-shift hit on any defense when your action succeeds with style.

Arcane Investigator: With GM permission, gain +2 to a simple overcome roll when casting a thaumaturgic spell specifically for the discovery of information.

Wanderer of the Ways: Your advanced knowledge of the Nevernever's Ways enables rapid travel. Once per session, you may conveniently arrive in a scene in a manner and time of your choosing without consideration of time or distance.

Ritual Specialist: Gain +1 to the preparation of one broad category of magic (summoning, curses, necromancy, and so on). You may take this stunt multiple times for different categories but may not take any category more than once.



STUNTS, CONDITIONS, & MANTLES

SCIONS AND EMISSARIES

Changeling

You are a mortal with Fae heritage that is becoming manifest and guiding you toward transformation into a Fae. Create your character according to a mortal mantle of your choosing and then add the conditions and stunts below. Fae stunts operate at Supernatural scale (page 182).

UNIQUE CONDITIONS

Called (sticky): Mark one of this condition's five boxes to use a Fae stunt for a whole scene. When all five are filled, you have three options:

- ⊛ Make the Choice to become fully Fae by executing another Fae stunt. You must declare a court affiliation or become Wyldfae. Transition your character to the appropriate mantle at the next minor milestone.
- ⊛ Deliberately shun your Fae stunts. Clear a box between sessions; clear a second if an entire session passes without use of a Fae stunt.
- ⊛ Choose to become fully mortal to immediately clear the track. You may no longer use your Fae stunts, and at the next minor milestone, you revert fully to your mortal mantle.

CORE STUNTS

Add one Fae stunt of your choice to the list of core stunts for your mortal mantle.

ADDITIONAL STUNTS

You may choose from both the list for your mortal mantle and the Fae list (page 158) for additional stunts.

Erlking's Huntmaster

Your role for the Wyldfae resembles that of the Winter and Summer Knights for the Fae courts: assisting the Erlking with issues where supernatural obligations and restrictions prevent his personal attention. The Huntmaster operates at Otherworldly scale (page 182).

UNIQUE CONDITIONS

Impaled by Cold Iron (sticky): If you check **In Peril** or **Doomed** to absorb stress from a cold iron attack, your attacker can also declare that the cold iron impales you, forcing a mark on this condition as well. While **Impaled by Cold Iron**, you are prohibited from accessing the mantle's stunts or conditions. Recovery requires the implement's removal by overcoming passive opposition (Great (+4) at minimum) or active opposition, such as during combat. This recovery does not affect any other conditions sustained during the attack.

Wyld Power (fleeting): Mark one of the condition's five boxes to access your mantle's power, as detailed in your stunts. Recover fully at the conclusion of any scene in which you did not use the mantle. The mantle's power is also obtainable as a unique approach, Wyld, with a bonus equal to the number of unchecked boxes usable toward any action. The Wyld approach, however, has a catch: the GM will modify your description of your action according to the character of the mantle. Wyld is primal, unpredictable, and motivated to fulfill basic needs with no moral or ethical compunctions. If the change is sufficiently complicating, the GM may treat the action as a compel and award you a fate point.

Disfavored (sticky): You must mark this condition when you have violated an order of the Erlking or otherwise fallen out of his favor. Until your atonement, you are prohibited from accessing the mantle's stunts and conditions. If the mantle's conditions are checked, you may recover from them, but not use them. To atone, you must rectify the violation somehow, in the manner that the GM prescribes.

CORE STUNTS

Faster, Stronger, Tougher: Mark a box of **Wyld Power** to add +1 to any physical action. The GM may elect to add scale (page 182).

Crazy Ninja Powers: Mark a box of **Wyld Power** to gain +2 on any use of the Guile approach while hunting or stalking someone whom you can directly observe, or while preventing someone else from hunting or stalking you. This bonus applies even in the face of supernatural resistance, and may have scale (page 182) at the GM's discretion.

Enforcer of the Accords: Queen Mab and the Erlking have appointed you as an enforcer of the Unseelie Accords. If you witness or are informed by the Erkling of a violation, you receive +2 on any action taken against the violator until they are subdued, or brought to Mab for judgment, or you are relieved of your mandate.

ADDITIONAL STUNTS

With GM approval, you may also select stunts from the general Fae list. Mark one box of **Wyld Power** to use any Fae stunt.

Glamours: page 158.

Hunter's Guide: You advise those who pursue Outsiders, should any pass beyond the Outer Gates. Any successful advantage you create against an Outsider gains an extra free invocation.

Wild Hunt Second-Stringer: Any failed attempt to summon the Wild Hunt claims your immediate attention, including precisely from where the attempt came. If you choose to chase the would-be summoner, gain +1 on all actions directly involved with that expedition until your quarry is apprehended or the quest abandoned.

Cloak of Shadows: page 159.

Ghostbane (requires Cloak of Shadows): page 159.

Slayer of...: You have one of three benefits against a specific type of creature: +1 to attack, +1 to defend, or +1 to create advantages against them. This stunt may be purchased repeatedly, either against different creature types or with different actions against the same creature type, but never more than once for the same action against the same creature type.

Knight of a Faerie Court

You are a mortal agent of the Faerie Court (Summer or Winter) and invested with the power to act in matters not specifically related to the Sidhe. The Knights operate at Otherworldly scale (page 182).

UNIQUE CONDITIONS

Winter/Summer Power (fleeting): Check one of this condition's five boxes to use the well of power granted to you by your mantle, as described in your stunts. Recover fully at the end of any scene in which **Winter/Summer Power** is unused. This condition may also be utilized to create an approach (Summer or Winter, respectively) with a bonus equal to the number of unchecked boxes usable toward any action. The GM, however, will exacerbate your self-described actions according to the character of the mantle: Winter as cold, predatory, and domineering or Summer as passionate, emotional, and carefree.

If the impact of allowing the mantle to control your action is sufficiently complicating, the GM may also treat it as a compel and award you a fate point.

Impaled by Cold Iron (sticky): page 144.

Disfavored (sticky): This condition is mandated if your character has disobeyed a direct command of your Queen, violated the Unseelie Accords, or broken a law of your Court. Until your atonement, all stunts and conditions associated with this mantle are inaccessible other than recovery actions if one is marked. The GM will detail the requisite atonement, such as fulfilling your Queen's command or making right the violation of the Accords.

CORE STUNTS

Faster, Stronger, Tougher: Mark a box of **Winter/Summer Power** to add +1 to any action in which brute strength or sheer speed is requisite.

Seelie/Unseelie Magic: As described for the Summer and Winter Court Fae (pages 161 and 163), save that each magical action requires a box of **Winter/Summer Power** to be checked. Each additional box marked provides +1 to the same magic-based action.

ADDITIONAL STUNTS

With GM permission, choose stunts such as Glamours from the True Fae stunt lists (and 158). Their use costs one box of **Winter/Summer Power**.

Superior Recovery: Once per session, mark a box of **Winter/Summer Power** to treat a sticky condition as fleeting.

The Perfect Foil: Gain +1 to all actions in direct conflict with an agent of the opposing court.



Knight of the Cross

You serve the God of Abraham and battle supernatural forces with the strength of your faith and consecrated weaponry. The Knight usually operates at Otherworldly scale (page 182) when battling evil.

“My faith protects me. My Kevlar helps.”

Knights and the Denarians

Ostensibly created to protect innocents from evil, the Knights of the Cross have a primary charge of rescuing those seduced into the Order of the Blackened Denarius (page 50). Slaying a Denarian is therefore a last resort, as a Knight seeks to separate the coin from the soul under its sway. Such altruism may seem naïve and misplaced, until you consider that Sanya Ivanovich, current Knight of the Cross, was himself liberated from the shackles of one such coin, that of Magog.

Hope, it is said, springs eternal.

UNIQUE CONDITIONS

On a Mission from God (sticky): Check this condition when the Heavenly Host calls you to service or the sudden need arises for you to combat evil. While this condition is checked, you have an additional approach—Faithful at Superb (+5)—which is usable for any action directly contributing to your mission’s resolution. Actions using Faithful may have scale (page 182) at GM discretion. Recover this condition at mission conclusion.

Crisis of Faith (sticky): Check this condition if you significantly violate the tenets of your faith or misuse the power granted you. While this condition is marked, the Faithful approach and all stunts of this mantle are unavailable. Recover this condition after performing appropriate penance, per the GM.

CORE STUNTS

The Sword of the Cross: You have been entrusted with an instrument of God’s will: Amoracchius, Fidelacchius, or Esperacchius, one of three Swords of the Cross. If **On a Mission from God** is marked, ignore any disadvantages for scale (page 182) while wielding the sword, and your attacks are considered supernatural in nature. Using the sword while not on a mission elicits no benefits and immediately provokes a **Crisis of Faith**.

Right Place, Right Time: Once per session, you may announce your presence in the perfect place to help someone in need, ignoring usual limits of time, distance, or plausibility. If the GM elects to grant you a boost and subsequently take advantage of the situation, the stunt does not count as the once-per-session application.



ADDITIONAL STUNTS

Divine Defender: Once per session you may elect to suffer the outcome of any attack inflicted on any character in your immediate presence, preventing it from befalling them. This harm is taken at the same value as the original recipient and you may not roll a separate defense.

Sacrificial Blow: Mark the **Doomed** condition to inflict an immediate, indefensible 6-shift hit on an opponent. You may use Sacrificial Blow at any time during a conflict or in conjunction with an attack, adding the six shifts to the value of the attack. **Doomed** must be fully recovered before repeating this stunt.

Barrier of Faith: Once per session, designate a zone as protected by a shield of faith. Anyone wishing to inflict harm within that zone must first overcome an obstacle versus your Force or Faithful approach to enter or leave the zone. Ranged attacks from outside the zone are not prevented.

The Voice of God: Once per session, you may permit the Heavenly Host to speak through you to a specific target; the GM will inform you of the nature of the message. This stunt grants a +4 bonus on any social action against the stunt's intended recipient.

Holy Aura: Once per session, you may declare an immediate Faithful attack against any demon-aligned being who touches you. This attack does not count as your action for the turn. You must be **On a Mission from God** to use Holy Aura.

Kringle's Seneschal

You are the seneschal to Kris Kringle, AKA Father Christmas, AKA Santa Claus, AKA St. Nicholas. As Kringle's agent in the mortal world, your purpose is to help foment, strengthen, and continue mortal belief in your patron. The Seneschal operates at Otherworldly scale (page 182).

UNIQUE CONDITIONS

Impaled by Cold Iron (sticky): page 144.

CORE STUNTS

In Plain Sight: Your powers of disguise and concealment are unparalleled.

Once per session, you may declare that an NPC is you in disguise and then reveal yourself at a dramatically appropriate time. If needed, the NPC may be created specifically for this purpose. You therefore gain +2 on any attempt to conceal yourself in the scene.

Naughty and Nice: The hearts, needs, and desires of others are open books to you. Succeed in an overcome action against an opponent's best approach to learn their greatest desire and what in specific would fulfill that desire. The GM may also grant an advantage with a free invoke.

ADDITIONAL STUNTS

Mythmaker: Gain +2 to any act committed in the name of strengthening collective mortal belief in Santa Claus.

Wonderful Toys: Once per session, spend a fate point to declare that you have on hand precisely the tool needed for a specific situation. If the GM wishes, the given tool becomes a scene aspect with two free invokes attached.

Sleigh Ride: Spend a fate point to borrow Santa's sleigh. Up to six passengers may accompany you on the sleigh, which can take you almost instantaneously anywhere in the world or the Nevernever. The sled offers no protection against whatever the conditions are wherever you land and you cannot repeat the stunt until you have paid Kringle a favor of his choosing.

Glamours: page 158.

Kringle's Stunt Double: Any failed attempt to summon Kringle claims your immediate attention, including precisely from where the attempt came. If you choose to help the would-be summoner with their request, gain +1 on all actions directly involved with that expedition until you fulfill the request.

Red Court Infected

Infected by a Red Court vampire's feeding, you now have certain of their powers and their hunger for blood. Killing will transform you fully into a vampire. Create your character according to the mortal mantle of your preference and then add the below conditions and stunts, which operate at Supernatural scale (page 182).

With the Red Court gone and the Fellowship of St. Giles decimated, this section is simple fiction and no longer applicable to reality, right?

Right?

W?

UNIQUE CONDITIONS

Hungry (sticky): Mark one of this condition's five boxes to power vampiric stunts. If you are taken out while **Hungry**, the consequences could be dire: the GM may determine that you embark on a feeding frenzy, killing nearby mortals. The good news, if any, is that the **Hungry** track clears immediately.

To otherwise clear **Hungry**, you must feed: establish an advantage on your target (e.g., **GRAPPLED**), and then realize a successful attack. The subsequent feeding has two possible degrees of intensity:

- ☆ Your victim takes a condition representing physical harm. Clear two boxes for a sticky condition, four for a lasting one.
- ☆ Your victim dies. Clear **Hungry** and, at the next minor milestone, you become a full Red Court vampire.

CORE STUNTS

In addition to those from your mortal mantle, select one of the three vampiric stunts (Physique, Toughness, Recovery) as detailed for Red Court vampires on page 165.

ADDITIONAL STUNTS

Cloak of Shadows: page 159.

Tattoos of St. Giles: Mystical designs inked on your skin transform from black to red when you are **Hungry**. Use this stunt to eliminate two boxes of **Hungry** between sessions, but only if sufficient time in meditation and contemplation may be accomplished.

You may also purchase stunts from your mortal mantle or any of the aforementioned vampiric stunts (Physique, Toughness, Recovery) not selected as a core stunt.

Valkyrie

You are a Chooser, one of the famed Norse shield-maidens of Odin—now called Donar Vadderung (among other things)—and employed by Monoc Securities. The Valkyrie usually operates at Supernatural scale (page 182).

You could reduce this section to, "See Gard, Sigrun for details."

Not quite. Even among Valkyries, Miss Gard is exceptional.

UNIQUE CONDITIONS

Hurt (sticky): [4] Mark this condition to absorb four shifts of physical harm. Recovery requires at least one scene of downtime at full rest, obtaining medical attention, binding wounds, et cetera.

Injured (lasting): [6] Mark this condition to absorb six shifts of physical harm. When **Injured**, as with the **Doomed** condition, death is a distinct possibility. Another character capable of seeing to your injury must overcome an obstacle of Great (+4) or higher, in quiet and ideal conditions, to help you begin recovery. You recover fully at the end of the next session after beginning recovery.

CORE STUNTS

Rune Magic: You utilize a set of powerful runes to wield ancient Norse magic. Choose two different combinations of approach and action, then name the effect associated with them. A defend action with Force might be a “ward of power,” or an attack with Guile a “shadow strike.” Either combination grants +2 with scale (page 182) determined by the GM.

Chooser of the Slain: Once per session, you may designate as *likely to die* any character embroiled in violent conflict. During that conflict, any attacks against that character gain an additional level of scale (page 182). If that character does perish, you may immediately petition Donar Vadderung to evaluate them for work within Monoc Security. During any given scenario, the GM may inform you of an especially strong candidate for Choosing; it’s the player’s decision to use the stunt accordingly.

ADDITIONAL STUNTS

More Runes: You are versed in a wider variety of rune magic. Choose a third combination of approach and action, per the Rune Magic stunt. Although this stunt may be taken repeatedly, the same combination of approach and action may not be repeated.

Einherjar Reinforcements: Once per session, you may call for one of the einherjar to join you for one future scene. This NPC einherjaren is GM controlled, with Fair (+2) Force, +0 in all other approaches, and six boxes of stress. Alternatively you may direct a group of einherjar to accomplish a task for you by stating their purpose and rolling dice for their success. You may take +2 if the task allows them to use the Force approach but may not invoke aspects on their behalf.

Perfect Memory: You possess supernaturally perfect recall of your experiences. Once per session, with reasonable justification, you may automatically succeed at any overcome action that involves knowing specific information. The GM may require a fate point for more outlandish justifications.

Monoc Securities Files: Once per session, you may request all background information that Monoc Securities possesses on a character or faction and the GM must provide useful intelligence. The effect comprises an advantage with two free invokes applicable in any scene with the subject of your inquiry.

Raven-kin: You have large, black wings concealed or revealed by powerful glamour under your control. These wings are capable of short-term flight, such that you automatically succeed if facing an overcome action that may be aerially circumvented.

Baroness of Beer: Your profound scholarly knowledge of alcoholic beverages permits a preternatural sense as to an individual’s preferred libation. Gain +2 on any overcome action in social settings in which you may recommend or select the potations.

Werecreature

You are a mortal well versed in one magical spell: transformation of yourself at will into one specific animal form, such as wolf or bear. Create your character according to a mortal mantle of your choosing and then add the conditions and stunts below, which operate at Supernatural scale (page 182).

*Last century I met
a wereplatypus
outside Perth.
Oddest damned
thing I have
ever seen.*

UNIQUE CONDITIONS

Physical Transformation (lasting): Mark this condition when changing into your animal form. Clothing and belongings on your person do not change with you. While this condition is checked, the following apply:

- ⊛ Take the **FORM OF THE [ANIMAL]** aspect in addition to your other aspects.
- ⊛ Swap the ratings of any two approaches with any other two approaches, to reflect your animal form. For example, if you are a werewolf and your highest approaches in human form are Force and Intellect, you might swap your ratings in Haste and Guile for those two while transformed.
- ⊛ Gain all the inherent abilities of that animal, which may confer automatic success on certain rolls. For example, if you're a bird, you can fly, which renders certain movement-related obstacles moot. However, you also gain all their inherent limitations, such as not being able to speak or lacking opposable thumbs.
- ⊛ You also benefit from scale (page 182) when using your animal form to exceed human capabilities: keen predatory senses, inordinate strength or speed, overly large or small form that provides access to something inaccessible to normal mortals. Any opposition you face, however, will have a level of scale against you whenever you are at a significant disadvantage compared to human beings. You and the GM should collectively name a few examples as guidelines of when you would benefit from scale and when you deal with scale in opposition.

Recovery of this condition begins when you retake human form; full recovery requires concrete efforts to recharge from the experience, such as enjoying a hearty meal or uninterrupted rest. The GM may allow this recovery to occur between any two scenes involving a sufficient time jump.

CORE STUNTS

Beast Whisperer: You inherently understand and may communicate with any animal of the same type as your wereshape and thus may interact with them as you would with humans. This comprehension does not surmount the limitations of animal intelligence or permit the exchange of concepts too complex for the animal's ken.

The Human Touch: As long as the intended recipient knows you're a wereshape, you may communicate simple, single-word concepts (run, attack, guard, distract, et cetera) that casual observation will not detect. Roll Guile to avoid detection from focused attention.

ADDITIONAL STUNTS

Beast Form Adept: Choose one of the two approaches switched after transformation, and add +1 to it for all actions. Take this stunt a second time to add +1 to the other approach.

Healing Transformation: Once per session, when you resume human form after a transformation, recover from **In Peril** or start to (but not fully) recover **Doomed**, provided either condition reflects physical injury.

Beast Caller: Once per session, garner the aid of an animal or group of animals of your type. Choose one of the following benefits: +4 to any one action, a situation aspect with two free invokes, or automatic success on an overcome roll. If circumstances are not consistent with the capabilities of the animal in question, the GM may require alteration to your declaration.

Shifting Adept: When you transform into your animal form, your clothes and anything else on your person likewise transform and return undamaged when you shift back. Anything stored in this way is perfectly concealed and can be affected only from within the Nevernever.

Fleeting Transformation: Use of the transformative magic is practically reflex to you. Mark the **Physical Transformation** condition as sticky, requiring no time or rest between activations.



White Court Virgin

You are the offspring of a White Court vampire but have not killed through feeding and thus are not yet a vampire. Create your character according to a mortal mantle of your choosing and then add the conditions and stunts below, which operate at Supernatural scale (page 182).

UNIQUE CONDITIONS

Hungry (sticky): □□□□□ As per the Red Court Infected mantle's condition, page 151.

However, feeding is different for you—you feed on emotional energy as per the Emotional Vampire stunt, in three degrees of intensity:

- ⊛ Take a tiny amount from many sources over time. (Example: As a phobophage, Genevieve keeps **Hungry** at bay by absorbing fear emitted by her patients in the trauma ward.) With enough time between sessions, you may automatically clear a box before the next session starts.
- ⊛ Your victim takes a condition representing emotional or psychological harm. Clear 2 boxes for a sticky condition, 4 for a lasting one.
- ⊛ Your victim dies. Clear **Hungry** and, at the next minor milestone, you become a full White Court vampire.

Vampire Heritage (unique): ☑ page 166. Unlike the normal version of this stunt, you have no standing with your vampire family and cannot ask for favors.

CORE STUNTS

In addition to those from your mortal mantle, you also select one of the following:

- ⊛ Emotional Vampire: page 167.
- ⊛ One of the three vampiric stunts (Physique, Toughness, Recovery) as detailed for Red Court vampires on page 165.

ADDITIONAL STUNTS

You may also purchase stunts from your mortal mantle or any of the aforementioned vampiric stunts (Physique, Toughness, Recovery) not selected as a core stunt.

TRUE FAE

You are a member of a group too varied to depict in specifics. To create your character:

- ✧ Take the conditions and stunts common to all Fae (page 158).
- ✧ Determine whether you are Wyldfae (page 27) or are affiliated with the Summer (page 160) or Winter (page 162) Court.
- ✧ If Summer or Winter, take the conditions and stunts related to your especial court.
- ✧ Select at least one more stunt from your Court stunts or general Fae list, to further delineate your Fae's nature.

True Fae usually operate at an Otherworldly scale (page 182).



All Fae

UNIQUE CONDITIONS

Truth-Bound (special): ☒ You are incapable of outright lies. If you wish, you may carefully omit information, speak your opinions, or utter something you believe true that is later proven false. This condition is always checked.

Ferroburned (sticky): ☐ If you suffer a condition inflicted by an iron weapon, mark this condition as well. You must recover this condition before healing from any other physical injury. Begin recovery by recuperating in Faerie or receiving medical care from a character versed in supernatural healing. If you seek medical attention outside Faerie, the healer must overcome a Great (+4) to succeed at the recovery action.

Oathbreaker (sticky): ☐ Mark this condition when an agreement with someone has been violated by either party. All actions taken by the aggrieved party against the violating party gain +2 bonus and ignore magical defenses or scale (page 182). Recover this condition when the violator fulfills the letter of the bargain or the aggrieved party voluntarily releases the violator from the agreement.

CORE STUNTS

Glamour: You may cast minor veils and seemings. With a moment of concentration, you may draw a veil over something roughly person-sized, hiding it from sight and other means of detection. Or you may cause a person or object to appear differently than it normally does. An observer may attempt to discern the illusion, but to do so, they must have some legitimate suspicion that they might be seeing a glamour. Use Intellect to resist any disbelief attempt.

ADDITIONAL STUNTS

Greater Glamour (requires Glamour): Gain +2 to all attempts to create glammers. Once per session, spend a fate point to create a nameless NPC as a glamour for a scene and dictate their actions. Others react to the NPC as if real but it cannot inflict conditions or harm—if forced into combat, the illusion dissolves immediately. Anyone who succeeds with style on any roll against the illusion may get the chance to see past it, at the GM's discretion.

Wings: You are capable of flight, rendering moot certain movement-related obstacles. Take +2 to rolls in any situation in which wings are advantageous. Use a glamour, if you wish, to hide your wings in the mortal world.

Natural Weapon: Your physiology includes claws, spikes, razor-sharp teeth, or another feature for attacking or defending. Unarmed attacks are worth +1 shift on a successful hit and may have scale (page 182) at GM discretion.

Unusual Size: Either much larger or much smaller than the average human, you automatically gain scale (page 182) on actions in which your size is advantageous. Opponents will, however, gain scale in situations in which they may use your size against you.

Superior Speed: Gain +2 to use Haste to defend or create an advantage.

Superior Recovery: Once per session, you may treat a sticky condition reflecting physical injury as if it were fleeting.

Echoes of the Beast: You share an affinity with a particular genus of mortal beast. Gain improved senses that provide +2 to attempts to detect other creatures. Some manifestation of your animal nature (e.g., canine teeth, a furry tail, hirsute body) may be visible on your physiology. Once per session you can declare momentary aid from your affiliated brand of beast and choose one of the following benefits: +4 to any one action, a situation aspect with two free invokes, or automatic success on an overcome roll.

Pathfinder: You can open portals between the mortal world and the wild (unaffiliated) regions of Faerie. Once per session, you may declare your convenient arrival in a scene via a portal.

Skinchanger: Your natural form is that of a particular variety of mammal. You may slip off your animal skin to assume human form—invariably young and aesthetically pleasing—but if a mortal finds and takes possession of your skin, they hold power over you and prevent your return to your natural form unless you reclaim your skin.

Defender of Prey: This stunt works the same as the Divine Defender stunt (page 149).

Brownie Housekeeper: You may declare any domicile in the mortal world as being under your care and therefore discern any change therein with a quick glance. Moreover, nothing may be hidden from you in that domicile. You also gain +2 on any Focus rolls when searching a location for evidence or information about its inhabitants.

Master Crafter: You have attained the pinnacle of a craft: woodworking, weapon or armor smithing, stone masonry, et cetera. During each major milestone, you may opt to craft a magical item for another character. The player must pay the usual cost for a new stunt or condition. Consult the GM to determine the creation's magical stunt, bearing in mind the usual restrictions.

Cloak of Shadows: You can see perfectly in the dark and are immune to any potential effect of normal or magical darkness. Additionally, once per session, you may declare that you automatically succeed at hiding from any non-magical attempt to spot you, provided you have a nearby shadow to hide in.

Ghostbane (requires Cloak of Shadows): You ignore the incorporeality of insubstantial creature (e.g., ghosts, specters) and affect them as though they were physical.

Summer Court

UNIQUE CONDITIONS

Summer Courtier (special): As a subject of the Summer Queens, you are savvy to the court's important players and have heard the latest rumors. You are expected to appear occasionally with the rest of Summer before the Lady and/or Queen and will almost certainly become entangled in court intrigues. Work with the GM to identify two additional Summer Fae, one ally to support you and one rival to confound your efforts.

Indebted (sticky): As per normal (page 117), but with an additional restriction: should you default on any debts, you immediately become an **Oathbreaker** (page 158).



CORE STUNTS

Summer Favors: Mark **Indebted** to call upon the Summer Court for favors.

One box grants automatic success to a task (provided it is without risk) without having to roll or play out a scene. Two boxes pays for one cost for a ritual spell (page 172) or provides NPCs or a magical resource to assist with a dangerous task. If at least three boxes are unchecked, mark the entire track for the Court to intervene on your behalf and resolve a situation utterly unresolvable under your own power. This action requires formally petitioning the Court and convincing it that the intervention is in their best interest.

A Check on Winter's Power: Your role in the Summer Court pits you against members of the Winter Court on a frequent basis. When entering a conflict against Winter, choose +2 to attacks vs. Winter **or** +2 to defense against their attacks and attempts to create an advantage.

ADDITIONAL STUNTS

Seelie Magic: You may cast evocations (page 140) that fit the nature of Summer: growth, abundance, vigor, fire. All Seelie magic has a warm ambiance, even if its connection to Summer is metaphorical. This magic is ultimately sponsored by the Summer Queens, and using it in a manner counter to their agenda may mark you as an enemy to Summer. You use these as actions with your normal approaches, in any combination. The GM may assign scale (page 182) to your action.

Inspiration: Your exuded confidence inspires and comforts others. Once per session, you may spend a fate point to do one of the following: remove a sticky condition related to despair or self-doubt, begin recovery on a similar lasting condition, or imbue someone with a three-invoke aspect of tremendous self-confidence that lasts the entire session.

Ars Gratia Artis: You create works of art that transcend the boundaries of reality, imposing an intense emotional response on anyone experiencing them. Once per session, you may declare that you have conveniently placed one of your creations on display in a scene in which you are present. This declaration grants you a free advantage with two invokes, usable against anyone in the scene. Actions you take when you've invoked this aspect may have scale (page 182) at the GM's discretion.

Winter Court

UNIQUE CONDITIONS

Winter Courtier (special): □ As a subject of the Winter Queen, you are savvy to the court's important players and have heard the latest rumors. You are expected to appear occasionally with the rest of Winter before the Lady and/or Queen and will almost certainly become entangled in court intrigues. Work with the GM to identify two additional Winter Fae, one ally to support you and one rival to confound your efforts.

Indebted (sticky): □□□□□ As per normal (page 117), but with an additional restriction: should you default on any debts, you immediately become an **Oathbreaker** (page 158).



CORE STUNTS

Winter Favors: Mark **Indebted** to call upon the Winter Court for favors. One box grants automatic success to a task (provided it is without risk) without having to roll or play out a scene. Two boxes pays for one cost for a ritual spell (page 172) or provides NPCs or a magical resource to assist with a dangerous task. If at least three boxes are unchecked, mark the entire track for the Court to intervene on your behalf and resolve a situation utterly unresolvable under your own power. This action requires formally petitioning the Court and convincing it that the intervention is in their best interest.

Mortals' Darkest Defender: You have honed your skills at battling Outsiders, perhaps at the Gates alongside Mab and the Gatekeeper or by hunting Outsiders in mortal cities' darkest alleys. When entering a conflict against an Outsider, choose +2 to attacks vs. Outsiders **or** +2 to defense against their attacks and attempts to create an advantage.

ADDITIONAL STUNTS

Unseelie Magic: You may cast evocations (page 140) that fit the nature of Winter: death, slumber, ice. All Unseelie magic has a cold ambiance, even if its connection to Winter is metaphorical. This magic is ultimately sponsored by the Winter Queens, and using it in a manner counter to their agenda may mark you as an enemy to Winter. You use these as actions with your normal approaches, in any combination. The GM may assign scale (page 182) to your action.

Unseelie Immunity: You are unaffected by magic cast by creatures whom you intimidate. You must create an advantage reflecting the intimidation before you can take advantage of this immunity. Seelie/Summer Court Magic can bypass this immunity as can other types of sponsored magic (e.g., hellfire, soulfire) per GM discretion.

Phobophage: The terror of your enemies energizes you. Once per session, if creating an advantage based on a character's fear of you, invoke that aspect to recover from **In Peril** if the condition is related to physical injury or exhaustion.

Hunter's Guide: page 145.

VAMPIRES

Below are provisions for playing a character of the Red and White Courts of vampires. You may also be interested in the Red Court Infected (page 151) and White Court Virgin (page 156) mantles.

Red Court Vampires

You are a vampire who feeds via ingestion of blood. See page 43 for more details on the Red Court.

UNIQUE CONDITIONS

Sunburned (sticky): Mark this condition after spending a scene primarily in direct sunlight. While you are **Sunburned**, other conditions reflecting physical injury may not be recovered. Recover by spending an entire session out of sunlight. If already **Sunburned** and a situation occurs wherein you would otherwise mark the condition, check **In Peril** or **Doomed** instead. If you cannot check any of those conditions, you are destroyed by sunlight.

Hungry (sticky): Mark one of this condition's five boxes to power vampiric stunts. If you are taken out while **Hungry**, the consequences could be dire: the GM may determine that you embark on a feeding frenzy, killing nearby mortals but clearing the **Hungry** track immediately.

To otherwise clear **Hungry**, you must feed on someone's blood: establish an advantage on your target (e.g., **GRAPPLED**), and then make a successful attack. The subsequent feeding has two possible degrees of intensity:

- ⊛ Your victim takes a condition representing physical harm. Clear two boxes for a sticky condition, four for a lasting one.
- ⊛ Your victim dies. Clear **Hungry**.

Saliva Addict (sticky): Impose this condition on anyone you take out in a conflict, provided they have at some point come in contact with your saliva. A **Saliva Addict** must ingest Red Court saliva once per session, and failure to do so renders them incapable of lengthy tasks (such as all contests, conflicts, or rolls that the GM specifies require significant time) outside of actions that directly contribute to obtaining the saliva. Recovering from this condition requires three sessions of total withdrawal **or** supernatural intervention that succeeds against Great (+4) opposition.



CORE STUNTS

Flesh Mask: When not using other vampiric stunts, you appear as an extremely attractive human being and gain +1 on all actions where attractiveness is a bonus. Flesh Mask is unavailable if you are **Sunburned** or have used your vampiric abilities in the same scene. The GM may also allow certain magic to see past your mask as well.

The Kiss: Your saliva is a powerful narcotic. Whenever you succeed with style on a bite attack (see **Hungry**), you can declare that your opponent is dosed with your saliva, and you gain +1 to all actions in subsequent exchanges against the same target in the same scene.

Vampiric Physique: When brute strength or sheer speed is requisite, call upon your vampiric nature to gain a bonus of +2 per box of **Hungry** checked. Furthermore, any physical actions taken may (per the GM) include scale (page 182) regardless of whether **Hungry** is used..

Vampiric Toughness: Mark one box of **Hungry** to soak two points of stress.

ADDITIONAL STUNTS

Vampiric Recovery: Outside of conflict, mark one box of **Hungry** to clear a sticky condition, or two boxes to begin recovery from a lasting condition. These conditions must represent physical injury.

Cloak of Shadows: page 159.

Pack Influence: You hold sway over other local Red Court vampires. Once per session, you can declare that you have convinced your local pack to lend you assistance: a minor NPC to help in a scene, a free success at an overcome roll, or an advantage with two invokes. If the Red Court is particularly powerful or organized in your game, you may treat this stunt as the White Court do, using Family Favors (page 167) as a model. **165**

White Court Vampire

You feed on life energy expressed in emotions with a taste for certain types of sentiment. (See page 39 for more details on the White Court.) After selecting your familial association, work with the GM to identify two additional family members, one ally to support you and one rival to confound your efforts. White Court vampires typically operate on a Supernatural scale (page 182).

UNIQUE CONDITIONS

Vampire Heritage (unique): ☒ You are a member of a White Court family, and thus this condition is always marked. Select one of the known hungers and its associated house (lust for House Raith, fear for House Malvora, despair for House Skavis) or create another House with GM permission.

Burned by True Emotion (sticky): ☐ In any scene where you are directly touched by someone displaying a pure, incorruptible, positive emotion, you must accept this condition (which absorbs no shifts from an attack) in addition to other conditions you take on. This display must go above and beyond the norm to qualify—someone standing up to you isn't displaying True Courage, unless they're doing so in the face of guaranteed doom. The emotion that burns you is directly related to what you feed on—True Love for Raith, True Courage for Malvora, and True Hope for Skavis.

While you are **Burned by True Emotion**, you may not recover from any other conditions reflecting physical injury. Recover from this condition after an entire session has passed; if you suffer the burn in the middle of one session, in other words, you do not recover until the middle of the next session.

Hungry (sticky): ☐☐☐☐ This works the same as the condition for Red Court Vampires (page 166). But for you, feeding is different—you must feed on someone's emotional energy using your Emotional Vampire stunt, in three degrees of intensity:

- ⊛ Take a tiny amount from many sources over time. (Example: As a phobophage, Genevieve keeps **Hungry** at bay by absorbing fear emitted by her patients in the trauma ward.) With enough time between sessions, you may automatically clear a box before the next session starts.
- ⊛ Your victim takes a condition representing emotional or psychological harm. Clear 2 boxes for a sticky condition, 4 for a lasting one.
- ⊛ Your victim dies. Clear **Hungry**.



CORE STUNTS

Family Favors: Mark **Indebted** to call upon your White Court affiliation for favors. One box grants automatic success to a task (provided it is without risk) without having to roll or play out a scene. Two boxes pays for one cost for a ritual spell (page 172) or provides NPCs or a magical resource to assist with a dangerous task. If at least three boxes are unchecked, mark the entire track for the Court to intervene on your behalf and resolve a situation utterly unresolvable under your own power. This action requires formally petitioning the head of your family and convincing them that the intervention is in their best interest.

Emotional Aura: Your aura makes others perceive you as a paragon of the emotion on which you feed: Raiths appear incredibly sexy, Malvoras as threatening, and Skavises as unsettling. Gain +1 on any action that this passive aura would aid, but you cannot feed through it.

Emotional Vampire: Engender overpowering emotions in another character via physical contact by succeeding at a create an advantage action against the target's most relevant approach. While in play, this advantage may also be used as an attack that causes direct emotional trauma. Imposing a condition on your target thusly allows you to feed. (See **Hungry**.)

Vampiric Toughness: page 165.

Vampiric Recovery: page 165.

ADDITIONAL STUNTS

Vampiric Physique: page 165.

Incite Emotion: You may use your Emotional Vampire stunt against anyone visible to you. Contact is no longer mandated.

CHAPTER 9

SO MOTE IT BE

RITUAL MAGIC

At the most general of levels, magical energy behaves like a mystical form of electricity. It adheres to certain laws, it is seldom static, and it moves along paths of least resistance. Conduits known as ley lines carry this energy, and items such as wizard's staves are capable of holding a magical charge.

Beyond this mechanical level, however, the comparison fails. What influences magic's ebb and flow is more complex than rubber-encased wiring—it is the ephemeral strands of living will. Passion and belief are its conductors, apathy or ignorance its insulators. And, when harnessed, what this energy can fashion may, with no hyperbole, be considered wondrous.

Much of the magic you encounter is already distributed among the various beings that populate the world you live in, and they direct that power as befits their nature and with little variance. Vampires have their suite of common abilities; emissaries of power work the wills of their patron in recognizable ways. The various mantles in this game reflect common expressions of magical ability, the ones you are most likely to see.

However, even among the magically formidable, there comes a time when one seeks to reach for more power. To move beyond what a mantle provides, one must tap into the energy of the cosmos and direct it with sheer force of will, shaping it toward a desired outcome. Doing so carries risks, but also the promise of commensurate reward.

For the purposes of the game, we shall call this process **ritual magic** and herein provide rules and guidelines for engaging in ritual magic. Use them at your character's peril.

RITUAL MAGIC

White Council wizards are known to be the most proficient in ritual magic, but any may make the attempt provided they have some access to supernatural power, be it through a mantle of Supernatural or higher scale (page 182) or through a temporary arrangement with a sponsor (page 175).

BEFORE YOU PROCEED

To use ritual magic within gameplay, any or all of the following must be true:

Your character seeks access to power normally beyond their grasp.

The first requirement is self-explanatory: if your current abilities will already allow you the effect you wish to achieve, you should use those abilities rather than these rules.

Normal game actions and outcomes are insufficient to your goals.

Even when you're reaching for an effect outside the scope of your mantle's abilities, you can represent many ritual spells as an extension of the normal rules. Many mantles imply broad permission to interpret a standard game action as magical in nature, and the scale rules (page 182) offer the leeway to enforce that interpretation by giving that action's outcome a benefit compared to a mundane action that might achieve the same goal.

If the sole functional distinction between your desired action and a mundane action is that your action achieves the same effect in a magical way, use the normal rules and apply scale.

When a practitioner wards a building, you may represent the ward with a create an advantage action (or multiple actions, if the practitioner has sufficient preparation time) and invoke the aspect whenever the ward's influence is relevant.

The desired benefit is temporary rather than permanent.

Creating permanent change in your character's access to mystical power should be represented by taking a condition or stunt—as per the normal rules for advancement starting on page 195—rather than using this system.

If you are convinced that the requirements herein apply, proceed.

WHAT IS A RITUAL SPELL?

In game context, a successful ritual spell is represented by temporary stunt effects and/or conditions that model a given magical effect. Potential outcomes are near limitless—one may duplicate any ability possessed by any mantle in this book, or invent new ones as one's imagination dictates, according to the guidelines on page 114. In general, the desired outcomes tend to coalesce around a few common themes:

- ⊗ Temporarily granting a supernatural boon
- ⊗ Defining the terms of a supernatural pact or bargain
- ⊗ Enchanting an item with a particular ability to solve a specific problem
- ⊗ Imbuing a location with a supernatural property
- ⊗ Inconveniencing or harming others from a distance
- ⊗ Gaining access to information otherwise impossible to learn
- ⊗ Summoning beings from the Nevernever

In general, if the GM judges that the desired effect you describe is best represented as one or more stunts or conditions, that action is a ritual spell.

Preparing and performing ritual spells requires time and energy and must never be undertaken lightly.



THE CHIEF PREREQUISITE: BELIEF

You cannot cast any spell in which you doubt either your ability or your purpose. Your values and convictions must also align with the spell's nature and intent, else it is nigh impossible to focus or concentrate enough for a successful outcome. Similarly, ritual magic is rarely an option for the untrained or for mortals without access to a well of supernatural power. The common mortal is raised from birth to be skeptical of magic's existence, and it is challenging to undo this conditioning.

Even when one is familiar with and open to the mystical, potential and potent barriers may be in place, depending on the ritual's objective. In general, magic never responds to someone acting against their nature. Compassionate people are challenged to lay curses upon or magically harm another. Those quick to anger find their magic alters course toward destructive ends. Exceptions usually transpire as a result of extreme stress or a profound grudge toward a particular individual or group.

Within the game, the GM and player should therefore review the character's aspects and current situation in light of the desired effect to determine whether the character's belief is strong enough to justify attempting the ritual. Direct harm or serious inconvenience to a target should require that the target or an affiliated group is named in one of the character's aspects as an object of ire; the ritual should be consistent with aspects representing the character's personal philosophies. If the ritual's intent is summoning an entity or its aid, the character should possess an aspect that is sympathetic with the entity's principles or suggests a direct relationship.

The GM may impose complications (page 173) if the character does not have the requisite relationship or suggest that the player rethink the ritual to conform more closely to the ethos of the player's character.

HOW DO I PERFORM A RITUAL SPELL?

Ritual magic comprises four steps in game terms:

- ☆ **Step One: Name the effect.** Summarize the desired outcome until you and the GM are satisfied.
- ☆ **Step Two: Describe the effect.** Build the stunts and conditions you need to fully realize the ritual.
- ☆ **Step Three: Prepare the spell.** Take an overcome action with an appropriate approach to determine the accuracy of your preparations.
- ☆ **Step Four: Pay the cost.** Do whatever is necessary to effect the ritual.

Successful completion of these steps allows you use of the ritual's effects in play.

Name the Effect

You should be able to state specifically in one or two sentences the desired outcome in game terms. GMs should guide players to this specificity and note any issues, risks, or problems envisioned with the ritual and determine whether that desired effect is achievable through the game's normal actions or could be better expressed as a milestone.

Describe the Effect

You build the rules for the effect by combining a number of the standard effects from stunts and conditions, and combine as many of them as you need until you have described all the facets of your ritual's effects in game terms.

If your ritual imparts or requires a condition, you must determine if it is fleeting, sticky, or lasting, as well as what circumstances trigger the condition and how long the effects last. If your ritual provides stunt benefits, you should make a note of how many normal stunts, or normal stunts' worth of benefits, you had to use to represent the spell.

I'm no wizard, but I'm getting a little lost here.

Ambitious goals require a certain amount of complexity. That said, you'll find several practical examples later in this chapter.

Prepare the Spell

Preparing a ritual spell is normally an application of the Focus approach, although GMs may entertain suggestions as to the appropriateness of a different approach. The PC may also be required to pay an additional cost, regardless of the ritual's outcome, to use the preferred approach.

Either way, the PC makes an overcome action against opposition based on the number of conditions and stunts attached to the ritual:

- ⊛ +2 for every stunt or fleeting condition
- ⊛ +3 for every sticky condition
- ⊛ +4 for every lasting condition

If the roll to overcome seems difficult, know that failing the roll does not equate to failing to perform the ritual; it merely determines who chooses the nature of costs required for the ritual in the next step.

Pay the Costs

As Wizard Dresden noted in an early casefile, there is no such thing as a free lunch. In this, the final step, we make this truth manifest.

Costs are dependent on the number of requisite conditions or stunts for the ritual:

- ⊛ Each stunt or fleeting condition necessitates one cost
- ⊛ Each sticky condition requires two costs
- ⊛ Each lasting condition requires three costs

Players render payment by accepting narrative complications or by spending their character's resources.

Who chooses these costs is a direct outcome of your roll to prepare the ritual. If you succeeded with style, you choose all of them. If you succeed, you choose all but one. If you tie, you and the GM take turns choosing costs, with the GM starting. If you fail, the GM chooses all costs.

ACCEPT COMPLICATIONS

You may accept costs in several categories of complication; each complication pays one cost.

- ⊛ **Time:** Performing the ritual takes longer than expected and thus the situation you face will worsen or someone will have the opportunity to gain an advantage on you. You complete the ritual in time to be useful, but perhaps just barely.
- ⊛ **Components:** A rare component or a common component with limited availability must be acquired before proceeding with the ritual. Examples include a stronger symbolic link to the target, more sophisticated ritual trappings, or obscure lore that you do not currently possess.
- ⊛ **Assistance:** You require the aid of a certain NPC or faction outside of your usual network of associates, such as an expert in a particular kind of magic. You must convince them to assist you and may risk their demand for a boon in exchange.
- ⊛ **Special Circumstance:** The ritual must be completed in a specific place or time or under a specific circumstance such as a full moon, a storm, or a natural disaster, and you must somehow ensure your readiness for when that circumstance comes to pass.
- ⊛ **Attention:** Performing the ritual attracts unwanted and unfortunate notice. This party, whoever they may be, will immediately seek to interfere with or meddle in your affairs for their own gain.
- ⊛ **Altered Effect or Drawback:** You must revise the effect to include a critical complication, weakness, or drawback or change the spell's workings to your detriment.

Many complications require you to play entire scenes to make sure they are fulfilled; this outcome is as intended. The more ambitious a practitioner's reach, the more consuming a given act of ritual magic, the more the ritual consumes the caster's life. An extremely potent ritual may become the subject of an entire scenario or even a story arc.

SPEND RESOURCES

Mark any available sticky or lasting condition to pay one cost of a spell. Choosing a lasting condition over a sticky condition gives no additional benefit; such are the demands of the universe. You should also narrate, with GM help if necessary, what happens to your character to make you check that condition. You recover those conditions as per their normal rules.

Mind Your Manners

Choosing cost for ritual magic is akin to having the last word, such as the GM enjoys with most rules-related situations. Please negotiate any costs that detract from your enjoyment, and never bully one another. It's unsightly.

HOW LONG DOES MY RITUAL SPELL LAST?

If the ritual's effect is represented by a condition, recovering from the condition ends the spell. If the result is stunt effects, you have until the end of the scenario to declare in which scene you are using your ritual; you benefit from those stunts for the duration of that scene or until your next point of significant downtime. GMs should be flexible in ruling on duration; if one scene leads directly into another, the spell's effects may be allowed to continue.



MISCELLANEOUS CONCERNS

A number of vagaries might arise with ritual magic; the most common are outlined here.

Helpers

Other characters may aid the caster of a ritual in two ways: providing a teamwork bonus of +1 to the preparation roll or volunteering to absorb one or more costs. A single character may not provide both types of aid, but multiple helpers can split the duties as they deem fit.

Groups as Targets

Targeting more than one person or location with a ritual spell is extremely complicated. The symbolic link required for such a spell must be equally resonant and significant to all members of the group. The most famous example of this common link is a bloodline curse, which requires a sacrifice of one individual to target all of their descendants or progenitors. Unequal investment in the common bond causes similarly uneven effects.

For game purposes, the GM should therefore mandate the Component and Assistance complications as a prerequisite for any such ritual at minimum and should remain strict and unyielding when outlining the difficulty of fulfilling the ritual's varied costs.

Complication Scenes and Pacing

If your ritual has multiple complications requiring multiple scenes to play out, you may inadvertently end up generating ennui for the other players, particularly if their characters are not involved in the ritual or its aftermath. The GM should consider running scenes in between and around the ritual so everyone has something to do. That said, convincing other PCs to help bear ritual costs is a good way to involve the entire group.

Mystical Cheating

As indicated by human nature, people are always looking for a means to circumvent or overcome the limitations outlined here. The supernatural world has plenty of powers and entities whose abilities verge on the godlike, and who are generous with their power for the desperate, the gullible, or both.

At the GM's discretion, a PC may agree to enter into an agreement with a supernatural entity who will handle cost on the caster's behalf, often referred to as a **sponsor**. Such a bargain results in acquiring debt, with two boxes of **Indebted** marked per cost paid. Once the caster has worked off their debt, clear the condition.

Such a bargain may also allow a character with a Mortal mantle to perform a ritual. Powers tend to demand much of such mortals, as Faust well knows—such a bargain gives the mortal character an **Indebted** with all boxes checked.

EXAMPLES OF RITUALS IN GAMEPLAY

A Tracking Spell

Sean McAvoy wants to help NOLA PD find a murder suspect who narrowly escaped during a scuffle with the police, leaving behind a scrap of cloth supposedly belonging to the suspect. As time is of the essence, Sean wants a spell that will lead him directly and unerringly to the suspect.

Sean's player, Clark, informs the GM, Amanda, that he wants to cast a tracking spell as quickly as possible so the suspect doesn't have a chance to go too deeply into hiding. Amanda considers the situation and the spell's outcome. As the ritual's sole benefit is getting Sean to the next scene, there's no need to drag out the process. She asks Clark to describe the ritual, pick an approach, and make an overcome roll against Great (+4) opposition because the symbolic link is of questionable quality and Sean is acting under the pressure of time.

Clark reiterates that Sean is using Focus and narrates an off-the-cuff spell: his character draws a circle in chalk, wraps the cloth around his pentacle necklace and fixes it with twine, and uses that combination as a dowsing pendant that will point in his target's direction.

The outcome of his role is Great (+4), enough for a tie. Amanda offers Clark success at a minor cost, to which he agrees. Amanda, grinning, states, "Okay. Sean, you zero in on the owner of the shirt, and you find him catching a breather in a junkyard approximately one hour's walk from where you cast the spell. Problem is, you also find his six rough-looking friends, and they do not look happy to see you. What do you do?"

And thus a new scene starts.

A Warding

Until reinforcements arrive in the form of the Knights of the Cross, Gabriel Beaumont needs to protect Mater Dolorosa Catholic Church from a demonic attack that he suspects is coming at sundown. People are taking shelter within the church and he has promised to keep them safe.

Amanda decides that Gabriel Beaumont, as an individual capable of True Faith, is calling on divine protection that would manifest itself magically. As he is familiar with the rites of his faith, justifying his belief in the spell is trivial.

Gabriel's player, Thad, describes his vision of the ritual's execution: delivering a bold, inspiring sermon to the people under his aegis and leading them in a group prayer. When asked about effect, he says, "Honestly, I just want a pile of invokes for defense against the demons and an aspect that I can invoke to avoid having issues with Scale."

Amanda notes, "That sounds like you're just creating an advantage. Because it's magical in nature, we'll assume that if you or your parishioners invoke it, whatever's attacking won't get the benefit of Scale," which is permissible according to the rules on page 183. "You have time to prepare, so let's say you need a Focus roll to consecrate the space and a Force roll to convince people with your sermon. Whatever invokes you get will pile collectively onto the same situation aspect. Also, because the church is already strong in the faith, you'll be making your rolls against opposition of +0."

Thad rolls for Gabriel and succeeds with style on both actions. He writes HOLY WARD on an index card and notes the aspect has four free invokes for that scene.

An Escape Potion

Sean McAvoy anticipates a violent encounter with some Black Court vampires and he wishes to create a potion in case he needs to flee in haste. Belief is not an issue here; his desire for self-preservation seems justification enough.

Amanda and Clark together review the steps for the ritual as outlined above and then discuss the potion's effects. Clark wants two benefits: a +4 on any Haste rolls when trying to flee or escape a dangerous situation and a component that allows the drinker to pass through physical objects as long as the potion is taking effect.

The first benefit is two stunts' worth of effect. Amanda judges the second benefit becomes the following sticky condition:

Insubstantial (sticky): Mark this condition when you drink the potion. While this condition is in effect, you and anything on your person will pass through any solid objects other than the ground itself but you may also not interact with solid objects. Recover from this condition at the beginning of the next scene where not actively drawing on the magic or if someone succeeds at a counterspell attack. Take the higher of your defend action or Great (+4) to resist the counterspell.

Sean must now prepare the potion using his Focus approach. The opposition for the preparation roll is Epic (+7), because it uses two stunt bonuses and a sticky condition. Clark rolls a Superb (+5), not quite high enough to succeed, and invokes his WHITE COUNCIL BUREAUMANCER aspect to tie.

The ritual has four costs, again because of the two stunt bonuses and a sticky condition. With a tie, Amanda chooses two costs, Clark the other two; as GM, Amanda goes first.

Amanda picks the *time* cost, informing Clark that the effort to locate all potion ingredients means that the vampires have time to gather reinforcements, which he will discover in the scene in which he confront them. She makes a note to herself for that scene.

Clark decides to check the **Exhausted** condition and secretly hopes to recover it before the confrontation.

Amanda chooses *drawback* next and modifies the **Insubstantial** condition so that the potion's drinkers cannot pass through a magical barrier or a threshold. Sean will have to ensure his escape route involves no private residences or sacred buildings.

As the fourth and final cost, Clark chooses *component* and suggests that a necessary ingredient is the recorded sound of a jet engine taking off, which he must personally hear. Sean must break into an airfield and record the sound from the tarmac; Amanda thinks that notion is amusing enough to make it into its own scene. With some help from Genevieve Ba, Sean manages to succeed. With all costs paid, he now has his potion.

A Curse

Eilwen, a particularly malicious Winter Fae (played by Jo), wants to haunt an NPC wizard who wronged her, forcing her target into a fit of paranoia. She decides to create the illusion of a stalker to haunt the wizard and she wants to confound any efforts to catch it.

Amanda asks Jo if this effect is short term or ongoing one, and Jo makes it very clear that she wants this illusion to haunt the wizard indefinitely.

Amanda decides to handle this during character advancement (page 195) and offers the opportunity for Eilwen to create a condition for her target in place of the point of refresh she would otherwise receive with the next major milestone. Jo agrees and together they create the following effect:

Illusionary Stalker (lasting): ☒ Mark this condition immediately. At least once per scene, you are cursed to see someone watching you, just on the periphery of your vision. No amount of security precautions or attempts at evasion rid you of this person. Unless the GM notes an exception, you have the situation aspect of **DISTRACTED** with two free invokes available to anyone. To begin recovery, someone must use magic or a supernatural influence to allow you to see through the glamour, which takes an overcome roll of Great (+4) at minimum. Full recovery requires the curse to be purged through ritual magic or restitution made to the one who cursed you.

Amanda makes the notes on the targeted NPC and imagines at least a few sessions of entertaining play that will result before the NPC figures out what has happened.

An Attack of Night Terrors

Outside of game mechanics, you must know that performing magic of this nature breaks the Laws of Magic and earns you the attention and ire of the White Council's Wardens.

Nevertheless, this example provides you with an idea of what the offending wizard pays for their choices.

A sorcerer wishes to enter the mind of a potential threat to inspire crippling nightmares as a warning to stop pursuing her. The effect she seeks is direct and terrible: the ability to attack, at will and from a distance, her target's mind. This effect requires a stunt allowing the attack from a distance, but the sorcerer wants to be certain serious damage is dealt with the attempt and thus also wants +12 on the roll, or six stunts of benefit. She rolls against +14 to prepare (for seven stunts of benefit in total), and fails. The GM chooses all seven of the costs, which are:

- ⊗ **Four conditions:** The GM tells her to mark **Exhausted**, **Burned Out**, **In Peril**, and **Doomed**. Preparing for this spell has forced the sorcerer to confront the very nightmares she seeks to inflict, draining her physically, mentally, and spiritually.
- ⊗ **Component:** The required symbolic link is a ragged teddy bear that the target has slept with since they were a child. Acquiring it requires breaking into the target's apartment, which is no easy task after the four conditions are marked.
- ⊗ **Attention:** The White Council is alerted by the gathering of dark energies and dispatches a Warden to apprehend and execute the sorcerer.

Assuming she can somehow manage the symbolic link's theft and at least delay the Wardens, the sorcerer will be awarded with her ritual. During a scene of her choosing, she will be able to attack her hapless, helpless target using Force as her approach with a +12 bonus. The target will benefit from their home's threshold (page 10), but without further supernatural defense, their only hope is to survive the first attack and concede, most likely marking either **In Peril** or **Doomed** and thus incurring severe psychic scarring. If they are particularly unfortunate, the ritual spell could permanently destroy their mind.

For the GM: To Stop a Ritual

Foiling an NPC wizard in pursuit of a powerful ritual spell is a good premise for a game scenario, with the PCs trying to thwart attempts to fulfill the required costs. Imagine how you would adjudicate the costs for such a spell if the wizard were a PC and then devise some means of alerting your PCs of the attempt, possibly after catastrophe has already struck.

CHAPTER 10

WRATH, RUIN, AND THE RED DAWN

CONTESTS, CHALLENGES, & CONFLICTS

In a novel, even a significant action can be described in a sentence or two so the author maintains pace or can focus the narrative elsewhere. In game mechanics, the equivalent is resolving a situation with a single overcome action.

At other times, however, your group will want to immerse themselves in the details of resolving a more convoluted situation. This game has three structures to facilitate resolution of complicated scenarios: challenges (page 184), contests (page 185), and conflicts (page 186). In addition, I include guidance on investigations (page 191), because the search for knowledge is a frequent occurrence in the subject matter covered by the game.



SCALE

To accurately assess the opposition, know that **scale** matters. Many, if not most, supernatural beings operate on a level beyond a mortal's best capabilities. This simple truth of the universe extends into the supernatural world as well. As such, I have included sound methodology to estimate scale even with heretofore unknown entities.

Often you need not worry about the impact of scale within the game's context. The mantles represented herein (page 119) are designed to give advantage to the appropriate party in the appropriate context. You may, however, occasionally deem those default strictures insufficient to express the inherent might of supernatural influence, and thus I have outlined overall scale approximation.

This game includes five potential levels of scale: Mundane, Supernatural, Otherworldly, Legendary, and Godlike.

- ⊛ **Mundane** represents all things absent of supernatural influence, the common homo sapiens without magical power or sponsorship. Although an uncommon individual, Father Anthony Forthill would be a member of this level, as would Batman's faithful butler, Alfred.
- ⊛ **Supernatural** comprises the majority of mantles described within this treatise, i.e., any phenomena beyond mortal ken, such as magic or magical creatures. Inexperienced Knights of the Cross or of the Faerie Courts may operate on this level. Wizards, vampires, changelings, and scions are de facto representatives of this level.
- ⊛ **Otherworldly** dictates the most powerful of those supernatural forces in our mortal realm. Senior Council wizards, Lord Raith of the White Court of vampires, legendary creatures such as the naagloshii, and Sidhe nobility. At the GM's discretion, this level may include experienced Knights of the Cross and other emissaries of power.
- ⊛ **Legendary** includes direct influence of major, named powers from the Nevernever, including Queens Mab and Titania, the Ladies of the Faerie Courts, and the dragon Ferrovox. Also ranking here are individuals who represent the pinnacle of their supernatural collective, e.g., Nicodemus Archelone.
- ⊛ **Godlike** involves direct influence of the universe's mightiest forces: the angelic Host, Hades, Odin and other named gods, the Mothers of the Faerie Courts, and so on.



When applying scale to two opposing forces or individuals, compare each side's level and then apply *one* of the following benefits to whichever is scaled higher:

- ☆ +1 per scale level to their action *before* the roll
- ☆ +2 per scale level to the result *after* the roll, if the roll succeeds
- ☆ 1 free invocation per scale level on a successful advantage *after* the roll

The Routers face an incredibly powerful foe—the Redcap, who operates at a Legendary scale, while the Routers are Supernatural-scale characters. The Redcap is therefore granted +2 to any actions against the Routers, or +4 to any result after the roll, or two extra free invocations on any advantage. When trying to use his Good (+3) Force to slam Gabriel Beaumont into a wall, the Redcap chooses not to take the +2 benefit up front. By beating Gabriel's defense by 1 and then applying the scale advantage of +4 to the result, the Redcap succeeds with a 5-shift attack.

Frequent and rigid application of scale rules may put mortal characters at a distinct disadvantage. Compensate by generously affording those players opportunities to subvert scale disadvantage in clever ways. Viable options include researching a target for weaknesses, changing the venue to one where scale doesn't apply, or altering goals so that their opponent cannot leverage their scale advantage.

Wizard Dresden is an expert at finding the Achilles' heel of superior foes.

Like using the sprinkler system against an army of hobs.

ASPECTS AND SCALE

Active situation aspects sometimes represent a supernatural effect, such as A POWERFUL WARD or THE TELIER FAMILY CURSE. In these cases, the GM may determine that invoking the aspect grants the additional benefit of its scale.

CHALLENGES

A **challenge** resembles a montage scene in a novel and comprises multiple overcome and create an advantage actions. Each action deals with one task or part of the situation, and the aggregate of the results determines the final outcome.

To set up a challenge, determine what individual objectives compose the situation and treat each as a separate action. Depending on the situation, one character may roll for several actions or multiple characters may be able to participate with each rolling a single action. GMs should describe each step in the challenge as it unfolds, adding, modifying or deleting steps as necessary to maintain the desired level of emotional and intellectual engagement in your players.

Nightmarish creatures from the Nevernever are feeding on the fear exuded by a horror movie convention's attendees. The PCs want calm convention-goers so the monsters are disempowered before becoming violent. Steps in resolving this challenge could involve making the convention center brighter and more inviting, personally soothing anyone on the edge of panic, and staging slapstick "accidents" to lighten the mood.

Take the results in aggregate to determine the challenge's resolution and use it as a guide to determine what occurs next. If they succeed at all stages of the challenge, the PCs should triumph. If some steps of the challenge failed, complications should then come to pass. If they failed at all steps, the PCs should face some immediate crisis or fallout.

Exchanges

All components of a challenge are resolved simultaneously, while contests and conflicts are sliced into **exchanges**. An exchange lasts long enough to allow everyone involved in the scene a turn to act. In character time, this duration can be anything from a few seconds to several months, depending on the scene's pace.



CONTESTS

In a novel, a **contest** would be a chapter focused on competitive action. In game terms, a contest is represented by two or more characters with opposing objectives but who are not trying to inflict harm on each other, such as a car chase, a courtroom trial, or a contract negotiation.

At the beginning of the contest, the GM decides the number of victories required to win the contest. The standard is three; reduce for a shorter, easier contest or increase for a more dramatic, drawn-out one.

In each contest exchange (see textbox on page 184), every participant takes an overcome action to determine their current ranking. In most circumstances the participants roll against each other, but at times players rolls against a source of common opposition. For example, if fleeing a monster giving chase, everyone rolls against the monster. The exchange winner with the highest roll or the most shifts receives one victory (two victories if succeeding with style) and describes how they take the lead.

You are participating in a high-stakes poker tournament with three NPCs to win the cash needed to purchase a cursed jewel. On the first contest exchange you roll Superb (+5), while your opponents roll Fair (+2), Good (+3), and Average (+1). With two shifts over your nearest opponent, you are awarded a victory.

In the event of a tie, no victory is awarded and something unexpected that affects all participants comes to pass. Perhaps the terrain or environment shifts, the contest's parameters change, or an unanticipated variable is revealed. Your GM creates a new situation aspect and puts it into play to represent this new kink.

Each participant may also attempt a create an advantage action during every exchange, but at a risk. Failing to create an advantage means that the participant has forfeited their overcome roll and is thus incapable of scoring a victory in the exchange.

To add to the drama and potential repercussions of a contest, any tangible dangers in the scene—a fire, earthquake, swarm of biting insects, or another environmental hazard—can roll to attack one or more of the contestants in each exchange. (See page 105 for how to resolve an attack.)

CONFLICTS

Following the metaphor of a novel, a **conflict** would encompass one or more chapters of violent struggle. Use a conflict when multiple characters have opposing objectives and seek to inflict physical or mental violence to achieve their goals.

SET THE SCENE

When violence erupts, a GM should pause the action to set the scene. Establish what exactly is occurring, where everyone is located, and what the environment is like. Write down a few situation aspects pertinent to the scene (players may also suggest aspects) and divide the area into zones.

Zones and Movement

Zones are loosely defined areas to indicate locations of characters and other important elements. Characters may interact with anything in their zone and with anything in nearby zones if the interaction at a distance can be justified, such as with a ranged weapon or magic.

Move one zone in each exchange for free; roll to move if something is in your way or you wish to move multiple zones. In the case of the latter, succeed in an overcome roll to make your desired movement. You must succeed or succeed with style to move where you choose; a tie allows you to move one zone as normal. If you fail, the GM creates a reason for your inability to move at all.

DETERMINE SIDES AND OBJECTIVES

While violent by nature, conflicts are rarely no-holds-barred death matches. GMs decide which characters in the scene are working together, at least at the onset, and what each side is trying to achieve. For example:

- ⊗ Fix, the Summer Knight, is *mano a mano* with a trio of goblins trying to kidnap his mortal friend to use as leverage. His objective is to kill them or drive them away while protecting his friend; the goblins' objective is to defend themselves and escape with the mortal without killing Fix and thus attracting the wrath of the Summer Queens.
- ⊗ Two White Court vampires verbally eviscerate one other in front of their peers, each trying to make the other appear weak in order to gain support for their disparate master plans. While they are deliberately hurting each other's ego with their insults, causing lasting harm is of secondary import to winning that vital support.
- ⊗ After one offers grave insult to the other, a pair of wizards engage in a duel according to the dictates of the Unseele Accords. In actuality, they simply wish to kill each other. Each has allies who will attempt subtle interference to secure their compatriot's victory without breaking Queen Mab's laws.

DETERMINE TURN ORDER

Whoever acted first to initiate the conflict should act first in its resolution: the character who lashes out with the first punch, insult, or spell or someone erroneously designated or deliberately framed as the instigator. If desired, a character may also invoke an appropriate aspect like **EXPECT THE UNEXPECTED** or **LIGHTNING REFLEXES** to take the first action if the group agrees it makes sense.

After you take your turn, determine who acts next. If you are last to act in an exchange (see textbox on page 184), you choose who acts first in the next exchange...and you are within your rights to pick yourself. If the group concurs, you may also invoke an appropriate aspect to take your turn whenever you wish.

AND...ACTION!

On your turn, take one of the four basic actions and fully resolve that action to determine the outcome. You can also forfeit your action to help another character on their action (see *Teamwork* on page 103) or to establish a full defense and gain +2 on all defend actions in the exchange.

The conflict ends when only one side has characters still in the fight. Those remaining may be the last characters standing or their opponents may have conceded their objective or extracted themselves from the incident. (See *Conceding* on page 190.)

DAMAGE, STRESS, AND CONDITIONS

When an opponent successfully attacks you, take damage equal to your opponent's shifts. One of two things then occurs:

- ⊛ You mark off enough stress and/or conditions to completely absorb the hit and stay in the fight; or
- ⊛ You are taken out of the action for a while (or, in the worst case scenario, dead).

Shifts?

As a reminder, the number of **shifts** is the difference between your opponent's attack roll and your defend roll.

STRESS

Stress represents your character suffering fatigue or annoyance, taking a superficial wound, or otherwise feeling the strain of their exertions. Every character begins with six stress boxes, each of which can absorb one shift of a hit. Mark as many stress boxes at once as needed. Some stunts or mantles provide extra stress boxes usable in certain circumstances.

Recovering Stress

Given a brief respite, a character can recover their composure and carry on. All stress boxes clear automatically when your character enjoys a lull between tense situations, traditionally at a scene's conclusion.

Conditions and Stress

Certain conditions (page 116) allow you to absorb damage from an attack at the cost of saddling your character with additional narrative consequences. By default, every character has two such conditions: **In Peril** and **Doomed**. Some mantles include additional conditions allowing your character to take more damage, sometimes of a specific variety.

Use your conditions in conjunction with stress to incur the damage from a high-value attack. Once marked, that condition may not be used again until you have recovered from it.



Being Taken Out

If you are unable or unwilling to take stress and mark conditions to deal with the consequences of an attack, you are **taken out**. You may no longer take any other actions in the current scene and will begin the next scene in a situation dictated by the character who defeated you. The amount of leeway allowed to your opponent to dictate your character's fate depends on the amount of damage your character suffered, as represented by the number of stresses taken or conditions marked:

HOW YOU WENT DOWN	WHO CONTROLS YOUR FATE
You were taken out unharmed or with stress alone.	Your opponent can only dictate that you abandon whatever goal you were pursuing and impose minor complications for the next scene.
You marked the In Peril condition (page 117).	Your opponent may render you unconscious, immobile, or otherwise helpless in the next scene or declare that your peril manifests tangibly and must be dealt with immediately.
You checked Doomed (page 117) and were taken out by an attack that you could have absorbed but chose not to because of other stress boxes or conditions already marked.	You are at the near-complete mercy of your opponent, who may narrate any fate for your character with the exception of death, catatonia, or something else that would remove your character from play.
You checked Doomed (page 117) and could not have absorbed the attack.	You may be killed or otherwise permanently altered in a way that takes your character completely out of play.

NPCs do not receive the same level of consideration regarding conditions and being taken out. GMs should treat their highest available level of condition the same as **Doomed** in terms of what is permitted.

If you have taken out an opponent, you are not obligated to take advantage of the full authority allotted. In particular, GMs should not permanently remove a character from play unless you have discussed in advance that this outcome is appropriate to the conflict and its resolution.

These permissions also extend from scene to scene. If you begin a conflict with the **Doomed** condition already marked, tread carefully: you are inviting greater degrees of risk and potential damage.

CONCEDING

In dire or seemingly hopeless circumstances, you may **concede** the conflict on your character's behalf but must proclaim intent do so *before* an opponent rolls their dice. Concession differs from being taken out because you have a voice in your fate rather than surrendering full control to your opponent. Instead of being captured and bound with thorn manacles and your magical accoutrements gone, perhaps you are merely left for dead under a pile of collapsed rubble.

If you were the last character on your side of the conflict, your concession means that your opponents achieve their objective; nobody is left to stand in their way. If you concede while others remain on your side, your compatriots can continue the fight but you can play no part in what transpires in the conflict thereafter.

Regardless, you gain a fate point for choosing to concede. Additionally, if you marked off either **In Peril** or **Doomed** to absorb hits during this conflict, you receive another fate point for each. You do not get this benefit from any other conditions unless specifically stated in its description.

Concession is the right of a player or GM, not of a character, and is negotiated as such. If a player concedes, the group should collaborate on justification for that concession.

SPECIAL SITUATIONS

Attacking Multiple Targets

To attack more than one target in a single action, your group must deem the attack possible, with the GM having final say. The price of such an attack is high: divide your total for the roll among the targets and assign at least a +1 to each attack. If, therefore, you want to hit three opponents and you roll a Superb (+5) on the attack, you may divide the outcome as two Fair (+2) attacks and one Average (+1) attack. Certain conditions and stunts allow you to ignore this limitation, and you may change your mind about splitting the result after the roll.

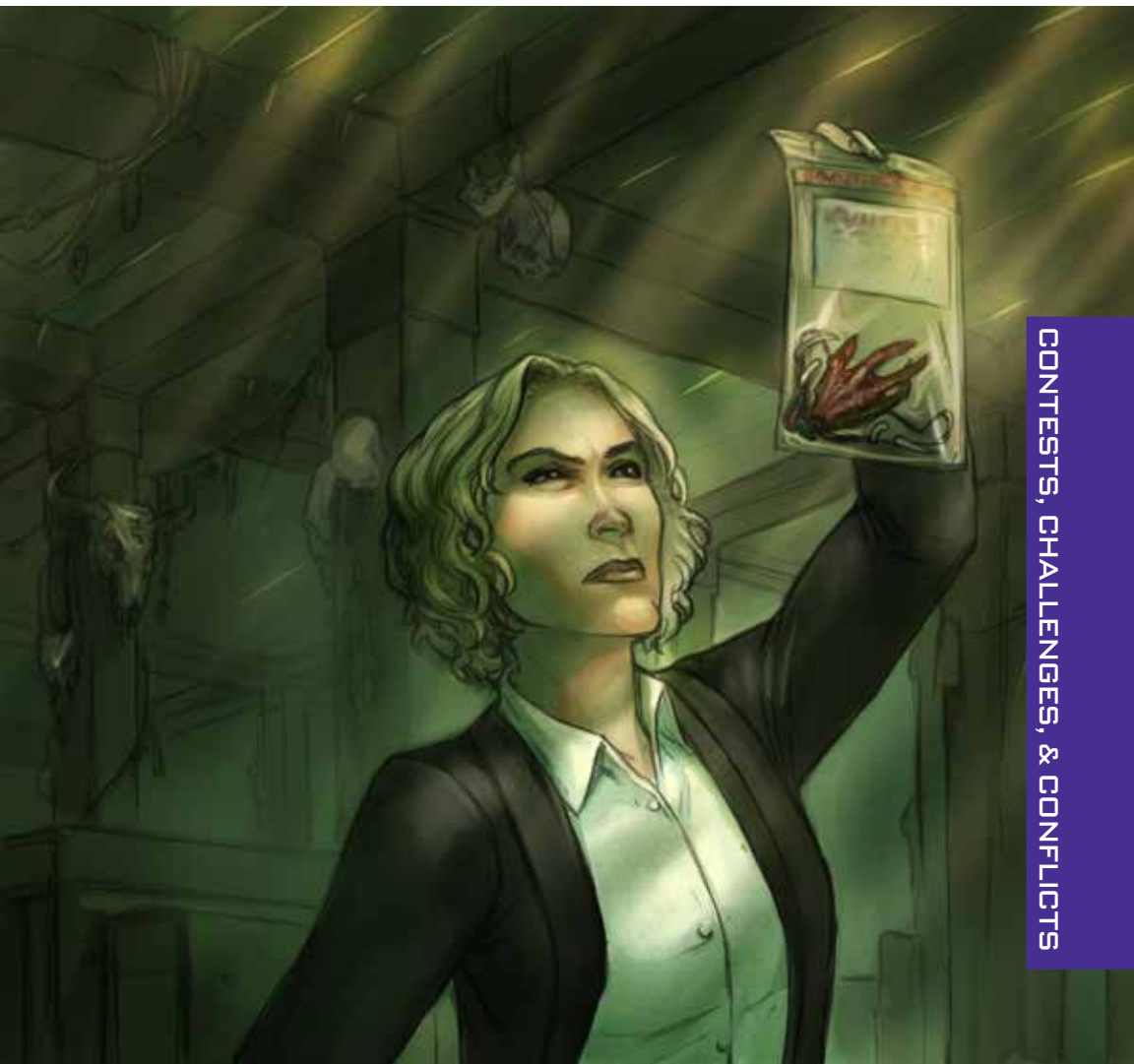
Other Goals in a Conflict

At times, one character's goal may differ from the scene's main objective, such as a character attempting to complete a ward in a firefight or creating an escape route while everyone else fights. In situations such as these, the recommendation is to permit the character to approach their goal as a contest administered concurrently to the conflict. During each exchange they have the option of scoring victories toward their goal rather than taking action in the main conflict. Any other character may try to stop them with a defend action if the interference is reasonable. The character defends against such incoming attacks or attempts to create an advantage as normal.

INVESTIGATIONS

A common situation in any game scenario is a character needing information they do not possess. Efforts to obtain that information can almost always be conducted using artifacts of the existing rules framework, sans modification, with single overcome actions, contests, challenges, and conflicts as your primary tools.

For a GM, investigations can be a difficult task that sometimes demands invention of details with little to no preparation or time to consider how to maximize the investigation's payoff for all players. As you yourself have learned, thinking like your enemies quickly and on your proverbial feet is a skill that is well worth the effort to grow. You learn by doing.





PLAYER HYPOTHESES

All participants in a game—players and the GM—should expect to share in building this skill. At the beginning of an investigation, a GM should always ask the players for two hypotheses: what information they expect to learn and what obstacles they expect to encounter on the way to that information. These concepts may not always be well developed ideas, but speculation alone encourages players to engage in the correct sort of anticipatory exercise. Additionally (and perhaps more importantly) if they judge these hypotheses correct, the GM has less work for creating and executing the investigation.

In other words, a GM should use others' creativity to lighten their own cognitive burden. Many heads make for light work.

PAYING THE PRICE

Whenever possible, interpret failure as a costly success in any investigation. An inquiry stopped cold by a single bad roll is not useful or fun. Suggested costs for such failures are listed here:

- ⊗ Make an enemy
- ⊗ Lose an ally
- ⊗ Waste time
- ⊗ Alert the wrong people of your efforts
- ⊗ Exhaust a resource
- ⊗ Accept a condition

The factions list generated when you created your campaign (page 84) is an excellent resource when deciding how a cost manifests in the narrative. Any faction opposing the player characters can act as an immediate obstacle should the “wrong people” be alerted; wasted time might permit a faction to execute its plans as listed in their *next steps* entry. You may also reference costs for ritual magic (page 172) to inspire ideas for costs.

TYPES OF INVESTIGATIONS

Investigations usually fall into one of three categories—**simple**, **complex**, and **extended**—as defined by any obstacles faced. If the primary obstacle is time, the investigation is simple. If the primary obstacle is access, the investigation is likely complex. If the primary obstacle is people, the investigation is extended.

Simple Investigations

If it will inevitably be successful with time, you are facing a simple investigation. Resolve by simply giving the players the information without requiring a roll unless the players have cause to hurry. If so, the GM should request an overcome roll against a target number they deem appropriate, usually +2 to +4. As above, interpret failure as success at cost: the character still obtains the information but some complication arises—the effort takes longer than anticipated, an opponent becomes aware of their snooping, and so on.

Examples of simple investigations:

- ⊛ A police officer running a license plate
- ⊛ A private detective establishing the veracity of an assumed name
- ⊛ A character researching the owner of a parcel of real estate at the county records office

Genevieve Ba wants to research the medical history of a mysterious patient that escaped the hospital while under treatment—without attracting the attention of her superiors. Amanda assigns a low difficulty of Fair (+2), but Genevieve's roll with Guile is 0. Amanda informs her that she finds the information but has attracted the attention of a co-worker, represented by the situation aspect OFFICE SNOOP.

Complex Investigations

When the issue is access—to a physical location, a restricted database, or similar—obtaining the desired information often requires several distinct steps or stages. Resolve these complex investigations using a challenge (page 184). Narratively, consider each stage of the challenge as a brief vignette within a montage (a series of short, connected scenes that compresses action over a period of time). Each stage must be successfully completed for the character to obtain the information; as with simple investigations, interpret failure as success at a cost.

Examples include:

- ⊛ Tracking a suspect's movements through a city and interviewing witnesses to determine each step along the way
- ⊛ Discovering the contents of the vault in a Sidhe Lord's fortress by defeating or avoiding each layer of security in turn
- ⊛ Locating a portal to the Nevernever hidden within the convoluted and often crowded subway system

Wizard Sean McAvoy and Marie St. Pierre suspect that Buck O'Brian—a ranch hand at A. S. Vega Ranch, a few miles outside Lafayette—has important information for them. Vega Ranch is also the home of Victoria Montalvo, a powerful Red Court vampire, so they must proceed with great care. They ask Astrid Colombe for assistance. The players and GM decide that three stages are necessary:

- ⊗ Astrid scouts the area in wolf form to identify the stables as O'Brian's location and then discern the best routes of approach—an overcome action with Focus.
- ⊗ Sean creates a diversion using phonomancy and photomancy to frighten a herd of cattle—an overcome action with Flair.
- ⊗ Marie sneaks into the horse stables and talks to Buck—an overcome action with Guile.

Extended Investigations

Investigations best resolved in a scene or series of scenes containing a contest, a conflict, or both are considered extended and are by far the most detailed method of representing an investigation. Apply this technique when the investigation's execution is interesting and important or when a person provides the main obstacle. Overall success or failure in this type of investigation is determined organically as the scene's conflict or contest plays out, and success at cost is much preferred to utter failure.

Examples include:

- ⊗ Who is blackmailing the mayor, and with what information?
- ⊗ Who bestowed the chaos curse that killed these people?
- ⊗ Why do people disappear from a certain crossroads on the edge of town every Midsummer?

Sean, Marie, and Astrid are meeting with Victoria Montalvo at her ranch. Astrid wants Montalvo to give her the identity of a murder victim found on the ranch the previous day, while Montalvo wants to humiliate Wizard McAvoy in front of her court. The scene is resolved as a contest: if Montalvo wins, the PCs retreat in humiliation or risk open conflict to obtain their information; if the PCs succeed, Montalvo reveals what she knows and, depending on the cost of victory, will send them away as respected rivals or with a grudge that she will nurse.

CHAPTER 11

THE JOURNEY OF A THOUSAND MILES

ADVANCEMENT & CUSTOMIZATION

If you continue this exercise over several evenings, it will become necessary to make changes to reflect the evolving nature of the campaign. The player characters will grow and develop, but so too will the factions and characters portrayed by the GM. Herein, you will find rules to help you manage these changes over time.

In addition, I provide guidance on modifying mantles to suit your needs, or to create new ones whole cloth, in order to match the ambition and variety of your imaginations.

CHARACTER ADVANCEMENT

Joseph Campbell wrote, “If you can see your path laid out in front of you step by step, you know it’s not your path. Your own path you make with every step you take. That’s why it’s your path.”

Your character, too, has their own path to tread. They will learn, improve, suffer setbacks and disappointments, be scorched in the crucible of life and, if fortunate, emerge wiser for the experience.

Drama requires dynamism and change; stasis works for situation comedies and penny dreadful novels alone. Allow your character to enjoy the full range of human—and inhuman—experience and change themselves as much as they change the world around them.

In this game, we support dynamic characters via character development, which allows you to change your character’s aspects, add or change their stunts, and alter their approach ratings. Your character undergoes development upon reaching a milestone.

MILESTONES

When humanity was young, storytelling was an oral tradition in which each evening's tale was a piece of longer fiction. Multiple short stories, each with an exciting start, climax, and conclusion, fit collectively into a more complex story cycle, and multiple story cycles featuring the same characters became sagas, epics, and legends.

Modern storytelling follows a similar pattern in television programs, movies, and periodic fiction such as comic books. Stories unfold in short segments that combine into a whole that is greater than the sum of its parts. Similarly, you may play many game sessions with the same characters (often called a **campaign**) and the narrative builds on itself. But at the end of a play session or the conclusion to a long thread of events, some degree of closure occurs with an opportunity for characters to reflect, grow, and change. In game context, these opportunities are called **milestones**, and they offer different benefits depending on how much of the story your group has completed.

Minor Milestones

A **minor milestone** usually occurs at the end of a gaming session or when a story segment is resolved and it is intended for general character modifications based on the plot's dictates. In a minor milestone, you can choose to do one (and only one) of the following:

- ⊗ Switch the ratings of any two approaches.
- ⊗ Rename one aspect other than your high concept.
- ⊗ Exchange one stunt for a different stunt.
- ⊗ If your refresh is greater than one, spend one refresh to choose a new stunt from those available to your mantle, or to create a stunt.
- ⊗ If marked, in recovery, and checked for two sessions, clear **Doomed**.

Note that taking no action during a minor milestone is permissible and occasionally sensible.

Significant Milestones

The natural occurrence for a **significant milestone** is at the conclusion of a scenario or a noteworthy plot event or, at the least, at the end of every two or three sessions. While minor milestones focus on change to what your character already knows, significant milestones denote improvement in your character's capabilities. Something new may therefore be learned.

In a significant milestone, choose one of the minor milestone benefits and one of the following:

- ⊗ Add +1 to one approach, not to exceed Superb (+5).
- ⊗ If your refresh is greater than one, spend one refresh to choose a new stunt from a *different* mantle. If the stunt is coupled with a condition, you must acquire that condition before you may take the stunt.



Major Milestones

Major milestones indicate that the landscape of the game's world has seen remarkable, wide-reaching change: a story arc ends, the primary villain has suffered ultimate defeat, the Ark of the Covenant has been opened to the detriment of Nazi thieves. Here your characters mark their success by gaining power that enables them to confront still-greater challenges.

Achieving a major milestone confers the benefits of a significant milestone and a minor milestone. In addition, you may do any or all of the following:

- ✧ Take an additional point of refresh, which, if you so desire, may be spent immediately on a new a stunt.
- ✧ Rename your character's high concept.
- ✧ Spend a refresh to add a condition to your mantle.
- ✧ If events warrant it and the GM approves, change your mantle. Doing so means, in essence, starting from scratch. You may keep any stunts not specific to a mantle, but nothing else remains.
- ✧ Retire your character from the game. Such a thing should not be viewed negatively or sorrowfully: at times a character reaches the end of their tale or the game has exhausted all of their drama and surprise. Discuss the potential retirement with the entire group and then create a character for the next session of play. (GMs should note that characters created mid-campaign may need "free milestones" to place them near the capabilities of the other characters and thus provide a chance to share the limelight.)

ADVANCING THE WORLD

During the course of a campaign, more than just the player characters should mature and change. The world's factions, particularly those whose machinations directly affected the PCs, should also develop complexities and nuances that reflect the consequences and outcomes of any interactions.

While players review recent events to determine possible character changes during milestones, the GM should also review factions for similar event-driven modifications. Options are more fluid because the factions primarily exist as a tool for creating satisfying narration, but they should be checked at each milestone regardless.

AT A MINOR MILESTONE...

The GM should consider the following:

- ⊗ Has any faction made any progress toward one of its goals, or successfully taken its next steps? If so, decide what that faction's new next steps should be and revise accordingly.
- ⊗ Has any faction gained or expended resources this session? If so, make a note of the change.
- ⊗ Has any faction experienced the removal of an obstacle, the advent of a new obstacle, or the revelation of a new weakness this session? If so, make note of the change.

AT A SIGNIFICANT MILESTONE...

In addition to the minor milestone questions, the GM should also evaluate whether any faction has gone a whole scenario without concentrated opposition from the PCs or another faction. If so, do one or more of the following:

- ⊗ Assume they succeeded at their current next steps—including appropriate repercussions on the plot—and invent new next steps for them. If you want to create sudden upheaval, or the faction has been idle for more than one scenario, assume they succeeded at a goal, and invent a new goal and next steps for them.
- ⊗ Assume they overcame a weakness in a lasting way, and remove it.
- ⊗ Add a new resource to their roster.

Also, the GM should give any NPC with which the PCs have had memorable interaction the benefit of improvement: raise one of their approaches by one, add something to the list of what they're skilled at, add a new approach they are skilled at opposing, give them a new stunt, upgrade a minor NPC to a supporting NPC, alter their aspects, etc. These updates do not need to be made as regularly as advancement for PCs, and no more than two of these changes should be made to an NPC at a time.

AT A MAJOR MILESTONE...

The GM should consider the following questions:

- ☆ Has any faction suffered enough setbacks or fulfilled enough goals that it would make sense to remove them from the game as an object of interest? If so, discuss it with the players, especially if any of them have characters associated with the faction. If everyone agrees that the faction has been played out, remove it from the list.
- ☆ Have any new factions arisen in response to the events of play, or is the group interested in seeing how a new faction will interact with the current situation? If so, create the new faction as per the guidelines in **Chapter 4: In the Beginning** (page 81).

Give a memorable NPC a major increase in power, especially if the PCs haven't seen them in a while. Increase several approaches, add a number of stunts or condition/stunt pairs, or even switch them to a new mantle.

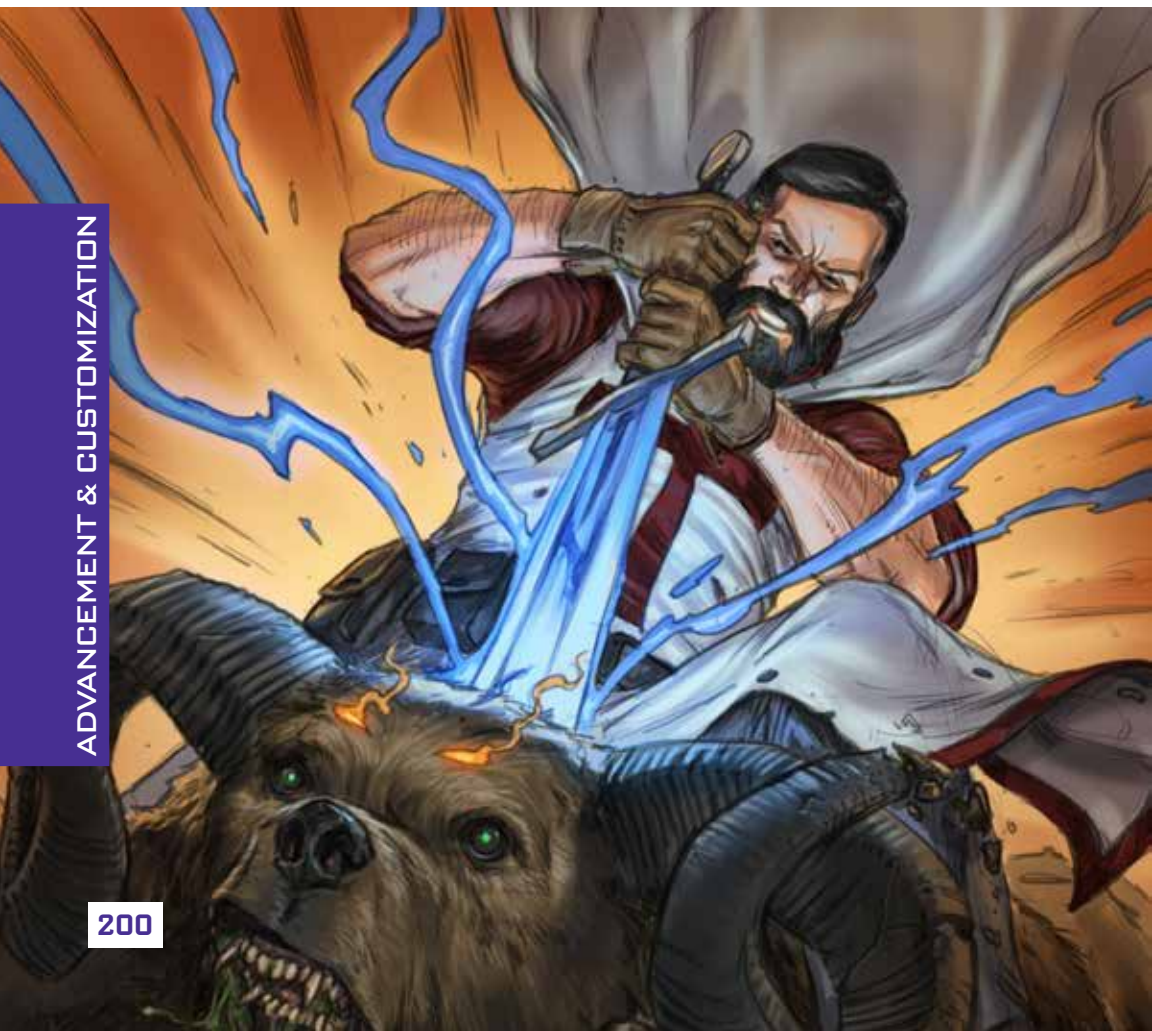


CREATING MANTLES

The list of mantles of power detailed in **Chapter 8: With Great Power** (page 119) is not exhaustive, to say the least, and players may conceive of a character whose nature does not fit neatly into one of those categories. As such, a GM may be compelled to build a mantle from scratch. I offer two overarching guidelines to GMs confronting this challenge.

The first is abandonment of any intent to achieve balance between mantles. Recall that a mantle expresses the truth of existence of a distinctive type of entity in the universe and their influence on the world. Expression of that concept requires however many stunts and conditions needed for accuracy. However, GMs should beware of creating a mantle whose nature denies other players the meaningful participation by extreme, even overwhelming, strengths.

The second is to avoid reinvention of the wheel. Although collectively a mantle may ill suit a player's purpose, preexisting stunts and conditions may be harvested to apply to the new mantle.



CONCEPTUALIZING YOUR MANTLE

As with character creation, the first step in fashioning a new mantle is conceiving the mantle's essence as concisely and specifically as possible. This section may assist in attaining clarification.

Power and Purpose

At its simplest, a mantle expresses unique access to power or influence unavailable to others. With mortal mantles, this power or influence most often occurs in societal areas providing the greatest opportunity for contact with the supernatural world. For supernatural mantles, power typically embodies mystical abilities centered around a particular theme or agenda.

Manifestation of Power

Envision how a character with this new mantle would display their idiosyncratic influence or mystical capabilities in such a manner that other characters would recognize the mantle's distinction. Any possible scenario or method of expression should be noted, as they will provide the foundation for the mantle's stunts.

Source of Power

Per Antoine Lavoisier's Law of the Conservation of Mass, nothing is truly created nor destroyed, and therefore any power in the universe must have a source, be it one's willpower, the sponsorship of a patron, the authority of a government, or popular and uniform approval. The well from which a mantle draws its power will sharply delineate the manner in which a mantle's bearer exhibits its authority.

Furthermore, many mantles interact not merely with a personal well of influence but also with a faction in this world or the Nevernever. This association may be abstract, such as a position in a given law enforcement organization, or so specific that it defines the mantle, such as service to the Winter Queen.

The Mantle's Demands

The one commonality in all mantles is that their divergent capabilities are not infinite, nor are they gratis. Abilities granted at the behest of a sponsor tend to require cooperation with the sponsor's agenda. Unleashed power robs the mantle's bearer of choice in how to channel it and control the outcome. Any given requirement related to payment for a mantle's power should be noted.

STUNTS AND CONDITIONS

The mechanical expression of this new mantle comprises stunts and conditions. As stated previously, no rigid formula exists to establish the number of requisite conditions or stunts; the only certain answer is that the mantle needs what is sufficient to fulfill the demands of its concept.

To determine whether a particular element needs expression as a stunt or a condition, judge the purpose of that element as a descriptor of the mantle's substance or its capabilities. Stunts describe the capabilities—what someone empowered with the mantle may do with it; conditions describe the substance—a representation of what is and what may be. In instances when the difference between those ideals is blurred, consider creating a condition and a stunt with synergy in their pairing, such as with **Wyld Power** (page 144) and the stunts that require you to mark boxes of **Wyld Power** to use them.

Lastly, also included as conditions are any vulnerabilities, weaknesses, and obligations to higher powers.

Creating Core Stunts

As with any other stunts, core stunts are created following the guidelines on page 114. The core stunts should cover all actions of which anyone with the mantle is capable. Any abilities that the mantle needs to fulfill its concept should be part of the core. Accuracy takes priority over balance here—some mantles require more core stunts—but reasonability and enjoyment of all must be taken into account.

As an example, a White Court vampire's core stunts require that the vampire be capable of eliciting specific emotions in others and then feeding on them, leveraging their influence in their White Court family, and utilizing the demon within to enhance their physique.

Creating Additional Stunts

Stunts beyond the core should reflect logical and specialized extensions of the mantle's power:

- ⊗ Adding a new function to an existing stunt
- ⊗ Removing a restriction on a core stunt
- ⊗ Adding another method of using the mantle's power source
- ⊗ Specializing in a particular facet of the mantle's concept
- ⊗ Deepening the mantle's connection to their faction, if appropriate

Additional stunts must not fundamentally alter the mantle's nature, purpose, or power source.

Creating Conditions

A condition consists of the following parts:

- ⊛ **Trigger:** Under what circumstances to mark the condition
- ⊛ **Effect:** What especial rules occur when the condition is marked
- ⊛ **Recovery Event:** How the marked condition is cleared, if ever
- ⊛ **Type:** How difficult it is to recover:
 - Fleeting:** The condition vanishes without effort, typically within a scene.
 - Sticky:** Some measure of effort or time, the overcoming of an obstacle or the fulfillment of other narrative criteria is needed.
 - Lasting:** Recovery transpires in two phases—recovery begins as with a sticky condition but also requires the passage of time, normally another session.

Let's review an example.

Ferroburned (sticky): If you suffer a condition inflicted by an iron weapon, mark this condition as well. You must recover this condition before healing from any other physical injury. Begin recovery by recuperating in Faerie or receiving medical care from a character versed in supernatural healing. If you seek medical attention outside Faerie, the healer must overcome a Great (+4) to succeed at the recovery action.

In this condition:

- ⊛ The **trigger** is any successful attack via an iron weapon, forcing a condition to be marked.
- ⊛ The **effect** is an inability to recover from any other physical injury-based condition before first recovering from this one.
- ⊛ The **recovery event** is recuperating in Faerie or seeking medical attention from a qualified source.
- ⊛ The **type** is sticky because effort is required to recover, but then recovery is instant.

RESKINNING OTHER MANTLES

The quickest and simplest method to create a mantle is wholesale retooling of an existing mantle to suit a character's needs. Stunt effects tend to come from the same family of mechanics—a bonus in a particular situation, an unusual narrative benefit, or an occasional exception to a game rule. It is likely that an existing mantle already approximates what is sought. Likewise, certain conditions are true for a variety of mantles or entail a mechanical consequence that other mantles might experience.

Common Patterns

When exploring options to reskin a mantle's conditions or stunts, those listed here should earn especial notice as mutable.

Police Powers; Physical Transformation; The Third Eye (pages 124, 154, and 139): Conditions of this ilk are the equivalent of “flipping a switch” within the fiction: when active, the condition makes a certain thing or set of things true, and creates a set of narrative expectations or special rules in effect until the condition is cleared. Any mantle conferring a special status may resemble conditions. Always include some means by which the condition may be cleared or the mantle deactivated.

Wounded; Injured (pages 130 and 152): Conditions that “double up” on **In Peril** and **Doomed** allow for mantles that have a core function of absorbing damage without making light of injury. The two provided examples present the differences in damage effects between a mortal and a supernatural mantle.

Heat; Wealthy; Summer/Winter Power (pages 122, 132, and 146): The most straightforward method of throttling influence or power is to create a condition with a number of boxes (usually five), followed by stunts empowered by marking one or more of those boxes. By thus restricting the use of the mantle's power and demanding recovery before more is exhibited, an ebb and flow is established to the power's exhibition and the attention it attracts.

On a Mission from God; In Pursuit (pages 148 and 130): These conditions are apt for any mantle with a set amount of power granted for a particular purpose and manifested as an approach. In exchange for the mantle's flexibility, the context in which it is appropriate to use the approach should be limited. Assorted conditions (see **Wealthy**, page 132) pair a unique approach with a set of boxes, offering a trade-off wherein the approach's highest levels are attained only by eschewing use of the approach as a stunt. This latter application is good for mantles with reliable power that can be overextended.



Faster, Stronger, Tougher; Vampiric Physique/Recovery/Toughness (pages 146 and 165): A simple method of dealing with a well of condition-granted power is to use stunts that provide bonuses to action (never more than +2) purchased by checking one or two boxes of the mantle's power. When the boxes are no more and the power diminishes, interesting fiction begins. These stunts demonstrate that supernatural actions are often just normal actions that enjoy the benefit of scale (page 182).

Family Favors; Backup; Ready and Willing; Einherjar Reinforcements (pages 167, 125, 127, and 153): Stunts that represent ties to outside assistance are exemplified herein; this sort of power is very useful for moving the plot along.

Job Creator (page 123): This stunt is adaptable for mantles with power best explained as a custom version of a basic action.

Ferroburned; Truth-Bound; Impaled by Cold Iron (pages 158, 158, and 144): These are adaptable examples of expression of weaknesses and vulnerabilities through conditions.

CHAPTER 12

A KIND AND PATIENT MASTER

GM RESPONSIBILITIES AND ADVICE

At its core, this game is an exercise in building a shared fictional experience that, like literature, may both entertain and enlighten. Each player focuses on portraying their own character as events unfold, on breathing life into a portion of the narrative. The GM is responsible for the rest of the structure: presenting conflicts, controlling NPCs, and assisting everyone to apply the prescribed rules to game situations.

Earlier sections have hinted at the responsibilities of the GM. Broadly speaking, these responsibilities include: building the campaign, crafting game scenarios, overseeing the game's individual sessions, and creating the NPCs and other opposition.

BUILDING THE CAMPAIGN

A campaign represents a successive group of sessions played by the same individuals and with the same characters, events building on each other from session to session. The group's first task, therefore, is to collectively plan how the campaign will work. The GM aids conversational momentum by offering suggestions, presenting concepts, and helping focus and refine players' ideas.

The conversation around campaign creation should include what characters types are to be played; the setting (a city, country, or Nevernever principality) in which play will occur; potential antagonists to be confronted; tone and focus (serious or lighthearted; social, investigative, action-oriented, et cetera); and expected campaign duration.

The players will portray a gang of thieves and confidence tricksters operating out of Las Vegas, each some variety of magical practitioner. The campaign will focus on a series of elaborate cons against wealthy and powerful mortals but reveal a sinister force angling to seize control of the city for its nefarious ends, and the group is the only obstacle in that faction's path.

For more information on this process, see **Chapter 4: In the Beginning**, on page 81.

CREATING A SCENARIO

Scenarios last for two to four sessions of play and consist of a sequence of events that resolve one or more related issues but remain part of broader and ongoing events.

The typical opening of a scenario is the presentation of an inciting incident to the players, with subsequent scenes revolving around how their characters confront it: researching information, gathering intelligence, striking directly at the heart of conflict, and the like. If this is the first scenario of the campaign, that inciting incident has been solidified as part of creating the campaign in Chapter 4 (page 84). For subsequent scenarios, “*Advancing the World*” on page 198 may be referenced, but otherwise follow the same guidelines. In some cases, the previous session’s events will suggest a new inciting incident.

Once the scenario has been initiated, play continues until the resolution of all problems generated by the inciting incident. Factions act as their goals demand, so each faction’s next steps must be updated as the narrative proceeds. The GM should rely on their own best judgment and logic to discern the plot’s progress. This, indeed, is how one learns to think like a Winter Court Faerie or a Denarian.

The best scenarios have no a single “correct” ending. The characters may achieve resolution in such a way that its repercussions are ruinous. They may also succeed beyond their wildest dreams, circumvent the obstacle entirely, or somehow minimize any effect on their lives. Nothing is certain until the scenario is played out.

Multiple scenarios may play out simultaneously during a campaign as dynamic interactions resolve some problems while introducing others. The organic, emergent nature of this storytelling form is one of its chief features; err on the side of too little formality around plot structure rather than too much.

Step One: be a selfish wanker.

Which?

Yes.

"The best laid schemes o' mice an' men gang aft a-gley," eh?

OVERSEEING A GAME SESSION

Once players have an issue requiring a solution, the GM may engage them in a scene. Often the method of doing so, especially for the first session of a new scenario, is immersing them directly and immediately into action. After learning their goals and areas of concern, the characters will begin directing the session by deciding on a succession of actions to be taken. The role of the GM is to perform the following tasks as characters go about their business:

- ⊛ **Run scenes.** A session comprises individual scenes that individually contain enough action to resolve one objective. Decide each scene's beginning, who and what is present, the initial setting of place and action, and the point at which events have played out and the scene is concluded.
- ⊛ **Adjudicate the rules.** Make any final adjudication in any questions regarding rules and their application.
- ⊛ **Set opposition.** Decide how much opposition to place in the way of a character trying to accomplish an action, and whether that opposition is passive (a static rating on the ladder) or active (a character or other active threat that you roll dice for).
- ⊛ **Choose costs.** If the players succeed at a cost, determine the nature of that cost.
- ⊛ **Play the NPCs.** Create (if necessary) and control all characters not played by the players, particularly all antagonists (page 212).
- ⊛ **Keep things moving.** When players are indecisive, nudge them in a new direction. Do not allow indecision or a lack of information to inspire inaction; change narrative course or introduce new problems to alter the landscape.
- ⊛ **Ensure each player has an opportunity to shine.** Challenge players rather than trying to deal them defeat, and engineer means by which everyone in turn shares and enjoys a moment in the sun.

When the Cat Has the GM's Tongue

- ⊛ Tell the PCs whatever makes the most sense in the moment.
- ⊛ Provide information that in the moment seems nonsensical and may, later, seem less opaque.
- ⊛ Introduce an immediate problem facing the PCs.
- ⊛ Foreshadow an obstacle the characters must deal with later.
- ⊛ Remind players of what the game rules require from characters in the current situation.
- ⊛ When you are done speaking, ask the characters what they would like to do and use their responses to guide the next thing you say.

SETTING OPPOSITION

A character's actions are frequently opposed by other characters' actions in what is called **active opposition**, and its magnitude is determined by the opposing character's roll.

When no active opposition exists, the GM decides the level of **passive opposition** a character faces when trying to complete a task. Passive opposition is a static number on the ladder that the character is trying to beat in order to succeed at an action. **Low** opposition is best when providing the characters the opportunity to succeed with style and thus flaunt their competence. **Moderate** opposition provides tension without overwhelming the characters. At this level of opposition the characters must usually expend resources to succeed with style. **High** opposition is best when emphasizing the uniqueness or desperation of circumstances so the characters must pull out all the stops. Here characters must typically expend resources merely to succeed at all.

When in doubt, follow these guidelines:

- ⊛ If a task is straightforward but a failure could reveal interesting complications, use Mediocre (+0) opposition—or tell the player they succeed without a roll.
- ⊛ If at least one reason exists for complicating the task—and an appropriate aspect is always a valid reason—use Fair (+2) opposition.
- ⊛ If the task is extremely difficult or two aspects in play reasonably make a simple task more difficult, use Great (+4) opposition.

Opposition has no upper limit in game context, so the above guidelines may be applied ad infinitum. Any opposition greater than +4 above the character's approach is impossible to beat without invocation of aspects or use of stunts.

Approach-Related Opposition

The player's choice of approach may influence how opposition is set—picking an intricate lock may be simpler for a character acting with Focus rather than with Haste. Opposition may be raised or lowered by one or two steps based on whether the player chooses a fitting or a problematic approach for their action. This technique helps reward players for choosing the most fitting rather than their strongest approach.

CHOOSING COSTS

When a player fails or ties an action, the GM may offer to give them what their character wants...but at a price. In such a case, they are unable able to achieve their goal without consequence.

Although GMs approve all costs applied to these consequences, the costs must pass muster with the affected player and the rest of the group. Players are entitled to negotiate the cost. Should agreement on cost not be reached, the action simply fails and the group must deal with the consequences of that failure.

Minor Costs

A **minor cost** should complicate the character's life and usually occurs when the roll's result is a tie. This cost focuses on using failure as a means to complicate the situation rather than simply negating whatever the character wanted. Some suggestions:

- ⊛ **Foreshadow imminent peril.** "The lock opens with a soft click, but the same cannot be said for the vault door. If they didn't know you were here before, they do now."
- ⊛ **Introduce a new wrinkle.** "A friend of a friend can help you translate the Aramaic spell. You know her, actually—but the last time you saw her was years ago, when she caught you with her wife."
- ⊛ **Present the player with a tough choice.** "You manage to brace the collapsing ceiling long enough for two of the others to get through safely... but not the rest. Who's it going to be?"
- ⊛ **Place an aspect on the character or the scene.** "You somehow managed to land on your feet but with a TWISTED ANKLE as a souvenir."
- ⊛ **Give an NPC a boost or an advantage.** "Hendricks surprises you a bit by agreeing to put down his weapon, but he does it with a knowing smirk that makes you uneasy. Clearly, Hendricks KNOWS SOMETHING YOU DON'T..."
- ⊛ **Check one of the character's stress boxes.** But this is only effective if the character is likely to absorb more hits in the same scene; otherwise select a different cost.

Serious Costs

A **serious cost** does more than complicate the character's life or promise something worse to come; it takes a serious—possibly irrevocable—and immediate toll, usually after a failure. One method of making a cost serious is pushing a minor cost to the next level. Rather than suspicion that a guard heard the vault door open, a few guards burst into the room with weapons drawn. Instead of a collapsed ceiling merely separating characters from their allies, one or more of those allies is buried under debris. And after disarming himself, Hendricks surprises the players a minute or two later when he draws his backup weapon to take an undefended shot.

Other options include:

- ☆ Reinforcing the opposition by clearing an NPC's stress boxes, improving one of their approaches by one step for the scene, or providing a new aspect with a free invoke.
- ☆ Introducing new opposition or a new obstacle, such as additional enemies or a situation aspect that worsens the situation.
- ☆ Delaying success.
- ☆ Making the character mark a condition that follows logically from the circumstances—**In Peril** if it's available, **Doomed** if not; alternatively marking an appropriate mantle condition like **Exhausted** or **Wounded**.

More suggestions for costs in may be found in the sections on ritual magic (page 172) and investigation (page 192).

Negotiating the Use of Approaches with Costs

If a player insists on using a particular approach in a less than ideal situation but their creativity is to be encouraged, the option exists of imposing a minor cost up front to allow them to do it:

- ☆ Actions with **Flair** could draw unwanted attention or leave evidence behind.
- ☆ Actions with **Focus** take a long time because of the need to concentrate or may render the character vulnerable to surprise.
- ☆ Actions with **Force** leave the landscape messy or items broken or may cause collateral damage.
- ☆ Actions with **Guile** may fool the wrong people.
- ☆ Actions with **Haste** may miss an important clue or detail, or inspire a rush into an unfortunate situation.
- ☆ Actions with **Intellect** may take a long time or create misunderstanding.

CREATING NON-PLAYER CHARACTERS

Three kinds of NPCs exist in game mechanics: minor, supporting, and major. Guidelines for creating them are contained below.

MINOR NPCs

These characters may act as an obstacle or problem for the players but have no significance beyond the scene in which they are encountered. They may not even have names.

Examples: The gang of bikers at the bar; the VIP's security; the bartender.

To make a minor NPC:

List two or three actions they are skilled at. Their rolls for these actions should include a +2 bonus.

Example: The bikers are skilled at Intimidating Folk and Riding Motorcycles so either is attempted at Fair (+2).

List two or three activities they do poorly. Their rolls for these actions are at -2.

Example: The bikers are horrible at Staying Out of Trouble and Seeming Harmless and thus are Terrible (-2) when rolling on those actions.

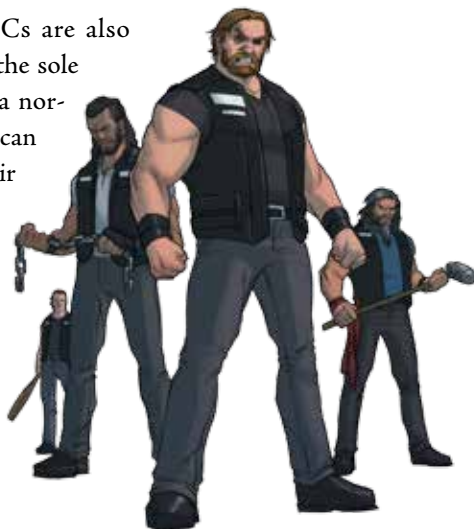
If rolling for something at which they are neither skilled nor bad at, they roll at Mediocre (+0).

Create one or two simple aspects.

Examples: BIKER GANG, CONNECTIONS WITH THE DRUG TRADE.

Provide six boxes of stress but no default conditions. They are taken out (page 189) when they can no longer take enough stress to absorb a hit.

Optional: Mobs of minor NPCs are also created in this manner. In fact, the sole difference between a mob and a normal minor NPC is that a mob can roll to attack all the PCs on their turn, and a mob gets an inherent +1 teamwork bonus on any roll. Once it has marked all stress boxes, a mob is out of play.



SUPPORTING NPCS

Supporting NPCs usually have names, may play a prominent role in the game, and are typically subordinate to a more significant NPC or play a recurring but relatively minor role.

Examples: A sleazy public defender who begrudgingly helps the group whenever they are arrested. The waitress at the diner where the group gathers often go for coffee. A campaign in which the Archive is a PC, a supporting character may be my driver and bodyguard, Kincaid.

I'm a SUPPORTING character? Ouch.

And here I thought you would like being underestimated.

To make a supporting NPC, do the following:

List of two or three actions they are skilled at. Their rolls for these actions should include a +2 bonus.

Example: The sleazy public defender is skilled at Defending Clients and Bending the Rules and so attempts these actions at Fair (+2).

List two or three activities they do poorly. Their rolls for these actions are at -2.

Example: The public defender is bad at Refusing Bribes and Giving a Damn About Anyone and thus is Terrible (-2) when rolling on those actions.

Determine two approaches they are skilled at opposing, giving them an additional +2 when opposing those approaches.

Example: The public defender is skilled at opposing Guile and Intellect. When a wily prosecutor moves to have bail refused for a PC and makes an argument with Intellect, the public defender gets to oppose the argument at Great (+4): +2 for Defending Clients and another +2 because he's defending against the Intellect approach.

If rolling for something not mentioned, they roll +0.

Create two or three simple aspects.

Example: The public defender is a SLEAZY PUBLIC DEFENDER with GAMBLING DEBTS and a PROBLEM WITH AUTHORITY FIGURES.

Optionally, award them a stunt.

Example: The public defender has a stunt called Greasing the Wheels that provides +2 to create advantages with Guile to use in legal proceedings, representing bribes and other favors.

Give the NPC six boxes of stress and the **In Peril** condition.



MAJOR NPCs

Major NPCs are the game's main antagonists, the players' most important allies and any significant neutral parties. These characters should be created the same as player characters (page 91). The GM may choose to eschew traditional approaches and use the same rubric provided for supporting NPCs if she wishes. If so, main NPCs should be skilled at opposing three different approaches, rather than two.

NPCs and Mantles

Only supernatural minor NPCs have mantles and even then only the core stunts and unique conditions. Supporting NPCs may bear any mantle, but, again, only the core stunts and unique conditions. Major NPCs of course receive full benefit of mantles, much like actual player characters.

If a mantle specifies use of a particular approach but the given NPC cannot have approaches, the GM makes a judgment call as to whether the roll fits within the scope of what the NPC is skilled at.

MONSTROUS ADVERSARIES

As Hamlet reminds us, “There are more things in heaven and earth, Horatio, than are dreamt of in our philosophy.” Much discussion of the supernatural has focused on the various factions operating in the mortal world, but this limitation paints an incomplete picture. The beings thus far mentioned are, fundamentally, people. People who possess incredible power or with desires and worldviews alien to mortals, but still, inherently, they are familiar.

Multitudes of other entities exist, including many about which little to nothing is known by the common individual. Demons, Fae creatures, rogue constructs, beings of unknown origin...cataloguing them for you would be, in the end, meaningless because of the volume of variety.

While game statistics for certain well known or dangerous creatures are provided here, a GM—and you personally—should develop skill at estimating approaches and stunts for monstrous beings. Doing so assists in assessing a supernatural foe heretofore unknown.

MAKING AN ADVERSARY

Mechanically, even the most dangerous of monsters are not substantially different from any other entity: they have aspects, approaches that reflect how they interact with the world, and a mantle describing their power and how it is expressed in the world.

Aspects

Any creature should have a high concept. If other factors make a creature particularly remarkable, add a second or third aspect as appropriate.



Approaches

The method for handling a monster's approaches naturally varies based on the creature's relative power level and how extensively characters will be interacting with it. Minor or more incidental threats may be constructed like supporting NPCs on page 213. More fully realized entities are more likely to be constructed using approaches. That being said, it is worth noting that the normal suite of approaches is not necessarily comprehensible for all creatures. The normal suite presumes a measure of baseline ability, even with the approaches that a person does not favor. A spirit bound to destroy without pause or reason, however, is not merely incompetent at Focus or Intellect but rather fundamentally incapable of acting in those ways.

When creating a monstrous adversary with approaches, its apex approach should be set at an appropriate level, generally Good (+3) or Great (+4). Its remaining approaches may be assigned to any of the lower steps, no more than two at any given step. More intelligent and competent creatures are likely to possess approaches clustered closely below their apex skill; more bestial monsters will have additional approaches several steps down, reflecting their difficulty in acting outside of their most basic natures.

An approach entirely out of character for a monster is simply excluded. The creature always acts using an approach actually possessed or simply fails an action using that excluded approach.

As with NPCs, the "skilled at/bad at" dichotomy is useful when rounding out its abilities (page 213).

Monstrous Mantles

A monstrous adversary needs a mantle of its own. When detailing the creation of new mantles (page 200), I suggested abandoning attempts to balance one mantle against another. Go a step further when creating monstrous mantles: actively eschew the concept of balance. Some beings simply outclass others, taking out a mortal near effortlessly; artificially correcting for that power imbalance is dangerous and disingenuous. If anything, overcorrect by making an entity more powerful than you may consider appropriate. After all, most of these creatures are seldom encountered, and it can and should dominate the action when it makes an appearance.

Secondly, simplify. Players will not use these mantles and therefore they need not be fully realized; these are mini-mantles requiring a few unique conditions, one or two core stunts, and no additional stunts for creatures that are rarely encountered. Keeping these mini-mantles basic is also true to life: if an advantage exists over those things that go bump in the night, it is their predictability.

Conditions

The guidelines on page 203 for creating conditions are likewise applicable here. Keep in mind that some varieties of conditions are likely to appear on a monster but are not necessarily appropriate for a player character or NPC's mantle.

Bloodlust: Conditions like this represent a creature's instincts and set guidelines for how a creature will behave. Those conditions are generally always checked and usually restrict the creature—most entities struggle to act against their instincts, even if doing so would be a wiser course of action.

Bound by the Beat, Obedience: These conditions represent demands from without and are designed to dwindle away. These may represent reserves of power on which a creature draws by obeying its master (similar to the **Summer/Winter Power** condition), but there is room to play with what happens when all boxes are checked: the creature may become docile or those conditions may have prevented the creature from giving in to its dangerous instincts.

Ectoplasmic Wounds, Ferrosscarred, Dead: Some creatures are most frightening because dealing them harm is challenging. These abilities should be expressed as conditions: absorbing mass amounts of damage so it is easily recovered and fleeting, absorbing damage of a type usually much more deadly, or absorbing an arbitrary amount of damage for a fairly minor cost.

Physical Immunity: Some creatures are actually impossible to damage physically. With these monsters, an exemption almost always exists, such as a particular weapon that bypasses immunity, or a way to uncheck the condition that gives them immunity.

Dwindling Numbers: This condition and ones similar to it represent packs or swarms, creatures threatening as a group but that grow less threatening as members of the group are taken out. Pair the condition with a stunt that provides a bonus based on how many unchecked boxes remain.

While creating unique conditions, keep in mind how players will interact with the creature being designed. In other words, there is no need to bother creating conditions that will not actually impact the players. For example, *fetches* (page 222) likely have some ability to draw on Mab's goodwill to get their way when dealing with others in Faerie and could take a condition analogous to **Indebted** to reflect ability, but why bother? The ability is irrelevant to the interaction players will have with them and therefore needlessly complicates the mantle.

Similarly, do not overcomplicate the conditions themselves, especially recovery events. If the precise procedure to recover a sticky or lasting condition is of no import—if the players will neither witness nor prevent—then the method of recovery truly does not matter.

Stunts

The general guidelines for creating stunts on page 202 still apply, but the stunts in the mantles of some creatures may be especially powerful. Again, there is no balance in the supernatural world, and some entities are simply able to wield power more effectively than others. As with conditions, focus on stunts that the players are likely to interact with; a hellhound may well get a bonus to long-distance running, but that doesn't matter to players who are not going to get into a footrace with them. Most of the time, interaction with monstrous adversaries will take the form of a direct confrontation. One or two stunts will be enough to flesh out the mantle sufficiently for such purposes.

MONSTROUS EXAMPLES

Undead T-Rex

Some years ago, the wizard Harry Dresden used necromancy to revive Sue, the skeletal T-rex kept in the Field Museum, by taking advantage of a legal grey area in the Laws of Magic. (As the Laws focus on the protection of humanity, nobody foresaw the need to prevent wrapping the skeleton of long-extinct megafauna in ectoplasmic flesh and racing down the streets of Chicago with that megafauna as a "sweet ride.")

Sue (or any other undead dinosaur) is massive, incredibly dangerous, and nearly unstoppable, owing both to her scale and her status as an undead entity; even if opponents could land an attack, she shrugs off most damage. Her central weakness is one shared with other forms of undead: if you disrupt the drumbeat that entralls them and replicates their heartbeat, they will escape the control of their summoner.



SUE

ASPECTS

High Concept: MASSIVE UNDEAD T-REX

Other Aspects: SHE BELONGS IN A MUSEUM

APPROACHES

Great (+4): Force

Fair (+2): Flair, Focus

STRESS & CONDITIONS

Stress: 11111111

Ectoplasmic Wounds (fleeting): 444444 Mark a box of **Ectoplasmic Wounds** to absorb up to 4 shifts of damage.

Immense (special): ☒ This condition is always checked. Sue is simply gigantic. Enough so that she can crush cars and burst through masonry without needing a roll. Her size grants her scale in virtually all interactions.

Bound by the Beat (sticky): □□□□□ Mark **Bound by the Beat** when the drumbeat which powers Sue is disrupted—for instance, if the drummer is attacked. If Sue goes a full scene without having a box checked, the drummer is able to reassert control: recover all boxes.

While there are unchecked boxes for this condition, Sue must act as her summoner wishes. If every box is checked, Sue escapes from her summoner's control and will take no action except basic self-defense until the end of the scene, at which point her ectoplasmic flesh will dissipate and her skeleton will crash to the ground, inanimate.

Momentum (fleeting): □□□ This condition has three boxes. Sue is so large and ungainly that getting moving is a challenge...but once moving she is nearly unstoppable. Check this condition when Sue moves one or more zones during an exchange. Recover all boxes if she does not leave her zone during an exchange.

During her turn in an exchange, rather than having one zone of free movement, Sue can freely move a number of zones equal to her checked **Momentum** boxes.

STUNTS

Barrel Down: When attacking with Force, Sue may choose to add +1 for every checked **Momentum** box, then recover all **Momentum** boxes.

Hellhounds

Despite the name, these large canine-like creatures are not demonic but rather Fae in origin. Some (perhaps all) hellhounds are Sidhe or mortals who have been transformed into beasts; the precise number of such transformations is unknown. Regardless, hellhounds approximate the appearance of a large mastiff, dark as shadows, with flat, black eyes. The Leanansidhe has some measure of ownership and control over a number of hellhounds; similar hounds may be found participating in the Wild Hunt.

Though individually nothing to be trifled with, hellhounds are most powerful and dangerous as pack hunters. To that end, this write-up statistically portrays a group of entities acting in concert, and much of their mantle's power stems from their status as a group.

THE LEANSIDHE'S HELLHOUNDS

High concept: PACK OF LARGE FAE HOUNDS

Other Aspects: USED TO BE PEOPLE

APPROACHES

Good at (+2): Tracking Prey, Biting, Running

Bad at (-2): Staying Focused, Acting Independently

Good at Opposing (+2): Focus, Intellect

STRESS & CONDITIONS

Stress: 11111111

Dwindling Numbers (sticky): 222222 The hellhounds are not solitary creatures; they prefer to remain in packs. As long as this condition has unchecked boxes, this "creature" represents a group of hellhounds acting in concert. As a group, the pack has scale when dealing with lone targets. The hellhound may check a box to absorb up to 2 shifts in damage, representing individual hounds being taken out or driven away. This condition is recovered between sessions as hounds return to the Leanansidhe or she bolsters the numbers of those lost.

Obedience(sticky): □□□□ If able to communicate with her hellhounds, the Leanansidhe may give them orders. They then check boxes of **Obedience** according to their stunts to aid themselves in obeying these orders. Recover this condition when the hounds are able to spend time resting in the company of the Leanansidhe.

STUNTS

Group Tactics: Hellhounds are most effective in large packs. For every unchecked box of **Dwindling Numbers**, add +1 to any Tracking Prey roll.

A Need to Please: If taking an action that directly aids obedience of the Leanansidhe's orders, the hellhounds may check a box of **Obedience** in lieu of spending a fate point to invoke aspects.



The Faust

The Faust is a mortal who has entered into a bargain with a supernatural entity for power, and that bargain works on a simple principle—the mortal does as the sponsor wishes, and gets to leverage the sponsor's strength in return.

UNIQUE CONDITIONS

Marked (special): This is always checked, unless your tie with your sponsor is severed. You are supernaturally marked as having an ongoing pact with your sponsor, and any supernatural being can perceive that this is so. A soulgaze or other divination is required to discern who your sponsor is.

CORE STUNTS

Mojo on Loan: Mark a box of **Indebted** to leverage Supernatural scale for any action that fits a particular theme, for the duration of a scene. If the sponsor is a demon, the theme might be “fire,” allowing the Faust to manifest magical fire in various ways. If the sponsor is a phobophage, the theme might be “terror,” allowing the Faust a scale benefit when they leverage the fear of others.

At the GM's discretion, mark additional boxes of **Indebted** to increase the scale benefit by one level. The Faust is limited to operating at one level of scale below the sponsor.

Ritual Access: Mark a box of **Indebted** to perform rituals in keeping with the sponsor's goals. At the GM's discretion, mark more boxes to pay costs for that ritual.

ADDITIONAL STUNTS

None; potentially any effect from any other mantle could be duplicated as part of the sponsorship, as long as it makes sense that the sponsor could provide it. Any stunts associated with this mantle require one box of **Indebted** to use per scene.



Fetch

A fetch is a creature native to Faerie and traditionally aligned with the Winter Court. While their natural form is easily recognizable—humanoid shadows with white eyes—fetches are shapeshifters, so a physical description is not especially useful. Fetches are phobophobic: they feed on the fear of mortal victims and augment this ability by assuming a form intended to elicit their target's greatest fear. Even without this ability, a fetch may be a powerful adversary, demonstrating strength and resilience common to creatures of Faerie coupled with a powerful magic resistance and the ability to easily step between the Nevernever and the mortal realm via mirrored surfaces.

FETCH

ASPECTS

High Concept: PHOBOPHAGIC FAE SHAPESHIFTER

Other Aspects: SENSES YOUR FEAR

APPROACHES

Good (+3): Flair

Fair (+2): Force, Guile

Average (+1): Focus, Speed

Mediocre (+0): Intellect

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Ferroscored (lasting): If attacked by an iron weapon, the fetch must mark this condition, and doing so absorbs up to six shifts of damage from the attack. While **Ferroscored**, the fetch may not recover from any other conditions reflecting physical injury, and must recover this condition before any other healing may occur. The fetch begins recovery by spending downtime in Faerie.

Terrifying Form (lasting): Check this box when the fetch alters its shape in order to terrify its prey. The specific nature of this form can vary according to the fetch's needs and the phobias of its specific intended target.

When a person encounters a fetch in its transformed state, they must roll to keep their calm, opposed by the fetch's Flair. If they fail, they gain the fleeting condition **Afraid**.

While transformed, the fetch benefits from scale against anyone who is **Afraid**. Additionally, magic performed by someone who is **Afraid** cannot affect the fetch.

The fetch begins recovery when it returns to its natural form. This condition recovers fully after the fetch has spent downtime in Faerie.

STUNTS

Powerful Phobophage: If creating an advantage reflecting that someone is afraid of it, the fetch may invoke that aspect to recover from its **In Peril** condition, presuming that the peril is related to physical injury or exhaustion. Additionally, if its target is **Afraid**, the fetch may invoke the aspect to recover from either **In Peril** or **Ferroscored**.

Mirror Walker: The fetch may spend a fate point to arrive in any scene, at any time, provided the setting contains a mirrored surface from which it may emerge.

Loup-Garou

You are personally all too familiar with this version of the creatures generally called *werewolves*. As you are aware and your companions must appreciate, do not under any circumstances confuse a loup-garou for the comparatively docile lycanthropes or hexenwulf; loup-garoux are more dangerous by an order of magnitude. Termed a rougarou in NOLA (page 226), a loup-garou is a mortal whose bloodline has been cursed to carry a wolf-like demon that completely transforms and takes control of the mortal body at the full moon.

Unlike the werereature (page 154), this mantle's power does not come from a physical transformation. The loup-garou is a completely separate entity from its human host and should be considered as such; under no circumstances should you attempt to deal with the creature as if it could understand or recognize you. All the loup-garou knows is slaughter and rampage until the transformation ends at sunrise.

LOUP-GAROU

ASPECTS

High Concept: RAMPAGING WOLF-LIKE DEMON

Other Aspects: FEARSOME TEETH AND MIGHTY CLAWS

APPROACHES

Good (+3): Force

Average (+1): Focus, Guile

STRESS & CONDITIONS

Stress: 11111111

Physical Immunity (special): This condition starts checked. The loup-garou does not take damage and cannot be taken out for any reason save with penetrating attacks forged in inherited silver, which deal damage as normal.

Bloodlust (special): This condition is always checked. The loup-garou is driven to kill, cannot resist those instincts, and actively hunts human targets for slaughter. If mortals are near, it may prioritize which one to pursue but it must go on the attack.

Frenzied (sticky): Mark this condition if the loup-garou is attacked; this condition absorbs any damage from the attack if it bypasses the creature's **Physical Immunity**. The demon is then enraged, more powerful but less controllable, and gains a new approach, Rage, at Great (+4). It cannot, however, sensibly prioritize targets, attacks the nearest target of which it is aware, and does nothing beyond attack or pursue until that target is dead or the loup-garou is unable to continue its pursuit, at which point it moves on to its next victim. Recover this condition when no one remains for the loup-garou to target.

STUNTS

Out of Nowhere: Once per session, the loup-garou may burst through a window or wall into any scene that occurs during a full moon.

Frenzied is automatically checked.

Ghouls and Uber-Ghouls

In some circles the ghoul is a relatively common sight. They are often employed by vampires, necromancers, and whoever else is willing to provide a ghoul's *raison d'être*: pounds and pounds of raw human meat for the ghoul to consume. Physically they are roughly humanoid, albeit with ape-like proportions and a face reminiscent of a hyena. They are strong, resilient, and, unnervingly, capable of disguising themselves temporarily to look like a human.



Rarer, more dangerous creatures exist that are related to the common ghoul—call them True ghouls or uber-ghouls—who lack the ability to pass as a human and display an uncanny toughness. They can be represented using the stats for a standard ghoul by replacing **Human Disguise** with the following:

Dead (sticky): Check this box to absorb any amount of physical damage. The ghoul is dead, but unless utterly annihilated, its body will continue moving. Recovery occurs automatically after a short amount of time undisturbed. This time may vary at GM discretion; a ghoul shot to death may need only a few minutes to recover, while one torn to pieces may need the remainder of the scene. Recovering from this condition automatically results in every **Need for Meat** box being checked.

GHOUL

ASPECTS

High Concept: DEADLY HUMANOID CARNIVORE

Other Aspects: MORE HUNGRY THAN YOU COULD KNOW

APPROACHES

Good (+2) at: Brawling, Feats of Strength

Bad (-2) at: Being Patient, Thinking Clearly

Good at Opposing (+2): Focus, Force

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Sanctoburned (lasting): If the ghoul takes damage from a sanctified weapon or comes into contact with a holy object, check this box. The ghoul is unable to recover conditions that represent physical injury.

Human Disguise (sticky): A ghoul is able to look passably human with some effort. Check this box when the ghoul takes on a human guise; while in this form, the ghoul can move through mortal society while attracting little attention. Anyone with cause to look closely at the ghoul may be able to recognize that something is “off.” This condition is recovered when the ghoul returns to their standard form, which is automatic if the ghoul begins to feed.

Need for Meat (sticky): Ghouls are constantly hungry and require lots of flesh, preferably human, to sate their hunger. This condition is marked as the ghoul exerts itself, as described in its stunts. If every box has been checked, the ghoul can no longer contain its hunger: the only actions it may take are eating or seeking out additional food. The ghoul recovers this condition by eating vast quantities of raw meat: approximately ten pounds of animal flesh or five pounds of human flesh recover one box.

STUNTS

Ghoulish Resilience: The ghoul may check off a box of **Need for Meat** to recover its **In Peril** condition, even in combat, provided that the condition represents a physical injury.

Driving Hunger: The ghoul may check off one or more boxes of **Need for Meat** during any activity representing physical strength or endurance. It gains +2 to the roll for every box checked.

CHAPTER 13

WE'LL ALWAYS HAVE PARISH

EXAMPLE CAMPAIGN

The Crescent City. The Big Easy. NOLA. The nicknames for New Orleans are many and they are fondly spoken. The city is unique and beloved by its denizens, mortal and otherwise, and the supernatural reside there in greater numbers than expected for most metropolitan areas. Ghosts are plentiful, of course, but so are ghouls, vampires, demons, demigods, wercreatures, and, most recently, the Fomor. But they are not the only threat within the Orleans parish.

Neither are they the gravest.

Remind me to talk to Dresden about his bad influence.

Expect a frosty reception.

~~*fucking idiot*~~
~~*and his horshits!!!*~~

FACTIONS

A rougarou named Louis Sauvageot (page 229) has chosen the city as his center of operations, and you, more than most, are cognizant of the trouble that follows such a creature. His Pack is loyal, their mien territorial, and they have no intention of sharing command of their city with the Fomor. The two groups are directly at odds with each other, with confrontations increasing in frequency and decreasing in discretion. The Pack would say they are at war.

Further complicating matters is the recent disappearance of the White Council Warden dispatched to that segment of the United States. The Fomor incursions have challenged Council resources, and other factions are exploiting their absence in an increasingly brazen manner. A well-entrenched, secretive sect called simply Les Dévoués (page 230), or The Devoted, has established an uneasy alliance with Sauvageot and his companions; they do not intend to suffer the Fomor

and do not care for the underworld encroaching on their illegal practices.

For these reasons, New Orleans native Astrid Colombe (playable character, page 234), has taken to patrolling the streets late in the evening in the form of a great golden wolf. She has a handful of allies—the Routers (page 230)—to stand at her side, though the odds against them remain long.

Huh. Strange that a "loup-garou"—a French term—is called a "rougarou" in New Orleans.

The nomenclature differs, yet the savagery remains the same.

THE FOMOR

See faction profile on page 88.

In New Orleans, as in other major coastal cities, the Fomor strike from the water and show a keen interest in those of supernatural talent. Paranet reports place them uncertainly at forty—their numbers are nigh impossible to know with certainty—but their leader is known locally as Pwason-Mal and is a sorcerer of no small skill. He is the White Council's favored suspect in the disappearance of their Warden.

With so much of the Nevernever openly hostile toward the Fomor, Pwason-Mal has sought alliances with other factions within NOLA, and not merely the inhuman collectives. When clued in to the supernatural, organized crime offers much to the Fomor: their methods dovetail and their goals do not clash. Jeanne-Marie Roberres, the would-be czarina of NOLA's underbelly (page 228), is not only aware of a preternatural presence but also willfully engaged in related happenings. She is key to Pwason-Mal's plans for the city, a fact of which she is keenly aware.

The crown jewel of Fomor ambition in the city is sovereignty over the LaLaurie Mansion (page 233) and its access to the Ways. Fomor assaults on the landmark have exacerbated its existent spiritual turbulence, further thinning the barrier between worlds, and Roberres has plans to use it to her fiscal and authoritative advantage. As mortal finances and power struggles are of little interest to the Fomor, Pwason-Mal is content to make use of her network to advance the Fomor in the parish, at least for the time being. Her future as a Fomor ally, and thus her life expectancy, is contingent on her usefulness beyond immediate gains.

The same may be said of Pwason-Mal where Roberres herself is concerned.

In addition to the LaLaurie Mansion and alliances within the city, the Fomor are as ever seeking those of magical abilities, with White Council wizard Sean McAvoy (page 238) their highest-value target. As one who lacks skill in combat magic, he represents a low-risk asset to the Fomor cause.

THE UNDERBELLY

Things forbidden have a secret charm.

– Tacitus

See faction profile on page 89.

New Orleans' history with organized crime is similar in length and violence to that of New York City and arguably more notorious: the long-standing "Godfather" of its Mafia, Carlo Marcello, was identified as the most likely

You know the truth behind that conspiracy.

Yes, but the rumor perpetuates. That I can acknowledge.

conspirator behind President Kennedy's assassination and held sway over the Louisiana criminal world until his death in 1993. In the two decades following, crime lords have risen and fallen regularly, without a single leader for any noteworthy timeframe.

Jeanne-Marie Roberres has no intention of falling from her perch. Indeed, her sights are trained upon greater gains

and bigger game on a global scale. Because she has never known failure and because she is driven by rage, her aspirations have no limit.

Born in the Lower Ninth Ward, Roberres is a career criminal who began her illicit activities as a teenaged courier for drug dealers and graduated into grifting and petty theft. Her skill at avoiding arrest inspired others to follow, until she had gathered about her the makings of a criminal organization. In her early employ were neighborhood enforcers—so-called "strong-arms"—and con artists who preyed on the tourism trade. She expanded into traditional businesses as her financial influence grew, until she became a prominent figure in New Orleans society, peopled by the very individuals she has swindled.

That achievement of societal acclaim was of import to Jeanne-Marie, whose mother and grandparents died in squalor and ill repute in the chaos after the Storm. Her family name has regained much of the respect of its Reconstruction-era heyday, but she seeks more for herself, for her convalescent father, and for the poor who have suffered in the Big Easy. She seeks vengeance.

Since setting on this course, Jeanne-Marie has made ample use of her wits, beauty, and ill-gotten wealth to gain dominion in the Tremé, Faubourg Marigny/Bywater, and Holy Cross neighborhoods. Her present objective is the French Quarter, hence the partnership in Le Jazz Cub with Louis Sauvageot. Although she herself remains above reproach, she is known to employ ruthless techniques to retain control. Very rarely have the poor of New Orleans been numbered among her victims; all others seem fair game.

The Fomor recognize Jeanne-Marie's expanding influence and have approached her to partner with them with promises of safety for her districts. Make no mistake: if they do strike a bargain, the White Council will lose control of the southern United States and innocents will perish. In her own way, Jeanne-Marie Roberres is as deadly as her partner, Sauvageot.

LOUIS SAUVAGEOT'S PACK

See faction profile on page 88.

With his haute couture wardrobe and Parisian accent, Sauvageot has achieved fame in New Orleans as much by raw appeal as by entrepreneurial prowess. He strikes a distinctively tall, broad figure, well dressed and well spoken, and he is often referenced by both women and men as the Big Easy On the Eyes. His ebony hair is typically worn in a “man bun” that is presently the rage across the United States, and he sports dark stubble tidied into a beard. Since arriving in the city, he has purchased or become part owner in several enterprises, the most famous of which is Le Jazz Cub, a private music club designed to resemble an old speakeasy and catering to the elite of both mortal and supernatural society.

His polished exterior belies his malicious intent.

Sauvageot is a rougarou, courtesy of a 19th century curse on his bloodline by Queen Titania herself. The curse is not the sole inheritance from his sociopathic great-grandfather, as he is also predisposed to cruelty and mental oppression for the sake of amusement and personal gain. He uses a gallant Gallic façade as a margay does its vocal mimicry, using charm and physical appeal to lure his victims into a sense of trust and lassitude until the trap springs. In his 37 years, he has applied his dual natures to accumulate wealth and a sizeable body count, the latter of which requires his relocation every four or five years.

New Orleans has never lacked for monstrous thugs, either human or inhuman, and Sauvageot was challenged immediately upon his arrival by a Dogman—literally, one of the famous canine cryptids of the region—who had been running a protection racket in the aftermath of Hurricane Katrina. Their territorial conflict lasted only until the full moon.

Sauvageot's Pack—all female—is no less ruthless than their leader, counting among them two *hexenwulf* as front-of-house employees, a lycanthrope in club security, and one bona-fide shapeshifter, Irish-born Quinn Marks, who acts as club manager. She is smart and incalculably loyal in the wake of Sauvageot's assistance in securing her transformation.

Owing to her nature, the lycanthrope Pence is of the most immediate concern. Sauvageot uses Pence to carry out death sentences outside of full moons, and she does so expeditiously, using methods that make identification of her victims a long, painstaking process. That she uses no weapons should help express her level of depravity.

I knew that hairy bastard. Kochma. He was a nightmare. Be glad he's dead.

That's a lot of devotion for learning to be a werewolf.

Not that transformation. She was born Mark Quinn.

THE DEVOTED (LES DÉVOUÉS)

See faction profile on page 89.

Secret organizations have a long and complicated history that predates the Illuminati and Freemasons. In New Orleans, masks and anonymity are cornerstones of Mardi Gras celebrations. It is no surprise that the city has an especial secret organization, but it may be a shock how very few outside of its membership rolls know of its existence and that fewer still know its goals.

Les Dévoués is clued in to the supernatural world. At least one of them has walked the Ways. A letter between members from 1875 mentions the Archive, and written communications dwindled from that moment onward. Inferences may be drawn that Les Dévoués was founded in that era and their secrecy maintained by heavy reliance on verbal communications in deliberate, even paranoid avoidance of the Archive despite the mantle's specific requirement of neutrality.

Correspondence via Louis Sauvageot affords awareness that Les Dévoués profess strident opposition to the Fomor. Their rolls likely include at least one White Council wizard capable of opening a passage to the Nevernever, so one may presume their support against the invaders is not insignificant.

THE ROUTERS

The aforementioned factions do not stand unopposed in NOLA, else the city would be lost or embroiled in a supernatural conflagration that would maim or destroy thousands of innocent mortal lives. New Orleans' population and throngs of tourists are helpful in keeping their antagonists at bay, and a loose alliance has formed around shapeshifter Astrid Colombe (page 234). Astrid has lived in the Orleans parish since her birth and projects a fearsome protectiveness for her home. Once circumstances granted her extraordinary strength and prowess as a wolf, she took to prowling the streets as its sworn guardian.

Like-minded individuals have joined her in a loose alliance called the Routers, a double play on words courtesy of member Dr. Genevieve Ba (playable character, page 240). Presently the Routers comprise werewolf Astrid, White Court vampire Dr. Ba, changeling Marie St. Pierre (playable character, page 236), White Council wizard Sean McAvoy (playable character, page 238), and former Knight of the Cross Gabriel Beaumont (playable character, page 242). Each is in their own right a capable protector; they have yet to establish a cohesiveness that maximizes their effectiveness while working as a team.

Odds against them are long, as evidenced by the affair at the LaLaurie Mansion.

16.82 to 1.

Never tell me the odds! Yes, I've seen the Star Wars trilogy.

Pew-pew!

POINTS OF CONFLICT

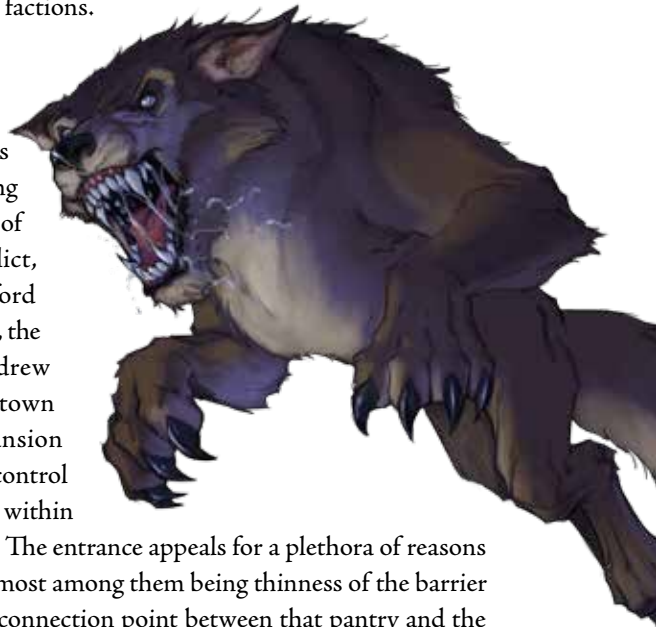
Discord is the fuel that drives storytelling. Below are bones of contention between the aforementioned factions.

CONTROLLING THE BARRIER

The French Quarter sleeps little, most particularly during festivals. Normally the press of humanity complicates conflict, but Mardi Gras parades afford excellent diversions. This year, the Krewe of Bacchus parade drew attention toward the downtown as the famed LaLaurie Mansion hosted a pitched battle for control over the entrance to the Way within the building's kitchen pantry. The entrance appeals for a plethora of reasons (thirteen, to be precise), foremost among them being thinness of the barrier between the worlds and the connection point between that pantry and the Nevernever. When you recall that this world and the Nevernever connect at sympathetic points and appreciate the horrors that the mansion hosted (page 233), you may conclude that the Way opens somewhere dark, dangerous, and desirable to the Fomor.

While not especially appreciative of the power that control of that Way could afford them, Sauvageot's Pack does comprehend its allure to the Fomor and therefore instigated a battle in the LaLaurie Mansion's courtyard to prevent the Fomor from claiming it. Fatalities were limited to a pair of the Fomor's henchmen—the so-called “Turtlenecks”—and one of Sauvageot's Pack, although the conflict ceased with no resolution because the Routers intervened.

Though inexperienced and inexpert, three Routers managed to disrupt hostilities and hold both sides at bay until the mortal authorities arrived. The Fomor left their dead, the Pack withdrew with theirs, and the vigilantes scored a major victory in the delaying action. But make no mistake: the Fomor have not forgotten about the mansion and its importance.



NECROMANTIC SURGES

Related but not restricted to the LaLaurie Mansion is the upheaval of spirits in the southern section of New Orleans, from Tulane University's campus throughout the French Quarter. Already sufficiently agitated to stretch the veil to its limits, the tormented slaves' ghosts are joined by equally restive shades of other victims of violence both manmade and natural.

Particularly potent poltergeists exist in throngs throughout the city: soldiers slain in the bloody 1815 Battle of New Orleans, African-American Civil War veterans slaughtered in the 1866 New Orleans Massacre, the victims of the Upstairs Lounge Fire of 1973, and the innocent who perished in hurricanes in 1893 and 2005.

Who or what is responsible for the metaphysical disturbances is yet to be disclosed. The White Council hypothesized that a necromancer is willfully rousing the spectral presence, but proof of such has not yet come to light. Before vanishing, the White Council's Warden reported encountering Pwason-Mal of the Fomor and a masked sorcerer exchanging evocation spells; the latter's had the taint of necromancy.

The unnamed, unknown magic user of *Les Dévoués* may well be preparing a necromantic spell to use against the Fomor. Equally probable is that Pwason-Mal intends to use such magic as a decisive blow against the mortal population of New Orleans. Either way, the city's innocent are bound to suffer gravely.

THE LALAURIE MANSION

In its heyday, the 10,000 square foot 19th Century mansion was among the tallest structures in New Orleans, handsomely kept by LaLaurie's wife, Creole socialite Madame Dauphine LaLaurie. Her name was famous before a fire destroyed the mansion and infamous in the years after.

In 1834, a fire that began in the mansion's kitchen spread to the rooms nearby, and when the fire brigade arrived to douse the flames, they discovered the cook chained by her ankle to the stove and a secured, secluded chamber of horrors in the slave quarters upstairs. Imprisoned in this chamber were slaves in desperate conditions from torture, starvation, and neglect inflicted upon them by Madame LaLaurie herself. Her polished demeanor and refined beauty had concealed from public eyes a calculating, heartless fiend.

The townsfolk of New Orleans did not tolerate the notion of such wanton sadism and the LaLaurie family fled the quickly forming mob, and ostensibly escaped to Paris. Stories vary as to where Madame LaLaurie died and was buried, but her shade is shackled to and haunts the halls of her former home. Hers, however, is not the ghost that should make the living fear for their sanity.

So vivid were the metaphysical scars that Madame left on the mansion that the slaves whom she tortured, maimed, and killed are yet chained spiritually to that residence. Collectively, the dozen or so ghosts of her victims hound her nightly, inflicting asomatous revenge in the afterlife for what they endured. Gabriel Beaumont (page 242), a man without magical skills but with ample faith, has intervened to prevent the bestirred ghosts from harming mortals by happenstance, but the task is daunting.

CHARACTERS

Within this section are details on characters already created for your use, should you wish to forego the exercise of conceiving such yourself.

ASTRID COLOMBE

High Concept: NOLA'S DEN MOTHER

Her parents claimed she wanted to be a jazz singer from infancy, as she listened in utero to her parents performing as street musicians outside Lafitte's Blacksmith Shop. For her birthdays, she begged to visit Preservation Hall, even in those years when both parents were regular performers there. Music remained Astrid's great love throughout her formative years and young adulthood. She graduated from Loyola University New Orleans with a degree in music and proceeded to perform as a jazz vocalist in small French Quarter venues while working as a musical therapist at the Children's Hospital.

Her day job eventually won her heart, but her avocation garnered the attention of Louis Sauvageot, who sought to employ her at his club for sundry purposes, not all savory. Said attention was noted and thwarted by another of the supernatural community: Tera West, staying with friends in the area.

Taking the younger woman under her wing and ostensibly her protection, West advised Astrid in the strongest possible language to flee New Orleans and its looming threat to her. Astrid refused but instead accepted tutelage in self-preservation via shapeshifting. Sauvageot and evidence of his handiwork may have firmed her resolve to remain and fight; equally if not more likely were police reports of increased crime against women in her neighborhood.

Astrid's spirit is a protective and nigh-fearless one.

Regardless of the inspiration, West's appearance in Astrid's life altered it irrevocably. Like the Chicago Alphas, she learned how to transform herself into lupine form. And also like the Chicago Alphas, she determined that vigilantism was preferable to watching others suffer. Rumors of increasingly keener detail have circulated of a huge, shaggy dog with golden fur chasing off would-be rapists, muggers, and thieves; a few of the quirkiest residents of the French Quarter have even begun leaving out kibble and treats for the assumed stray.

Her first outing was a year ago, and she has allied herself with others pitted against the city's predators. Her work at the Children's Hospital continues unabated with no one the wiser. Yet.

Harley MacFinn's fiancée, right? The wolf shapeshifter who taught Harry's Alpha friends.

Yes. Loup-garou—rougarou—are of especial interest to her.

And were ignored by most because the masses are asses.

Even in New Orleans, where such oddities are both more common and accepted.

ASTRID COLOMBE

MANTLES

As the French Quarter's vigilante defender, Astrid bears the mantle of a Monster Hunter (p.130). In addition, she has taken on the supplementary mantle of a Werereature (p.154).

ASPECTS

High Concept: NOLA'S DEN MOTHER

Trouble: BAD BLOOD WITH SAUVEGEOT

Other Aspects: DAY JOB AT THE CHILDREN'S HOSPITAL; GIFTED JAZZ VOCALIST; TUTORED BY TERA WEST

APPROACHES

Good (+3): Flair

Fair (+2): Focus, Force

Average (+1): Guile, Intellect

Mediocre (+0): Haste

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

In Pursuit (sticky): p.130.

Wounded (lasting): p.130.

Physical Transformation (sticky): p.154. Astrid takes the aspect FORM OF THE WOLF when transformed. She swaps the rating of Flair with Haste and swaps Focus with Guile.

MONSTER HUNTER STUNTS

Countermeasures: p.130.

Hunters Network: p.130.

WERECREATURE STUNTS

Beast Whisperer: p.155.

The Human Touch: p.155.

Healing Transformation: p.155.

Fleeting Transformation: p.155.

REFRESH: 2

MARIE ST. PIERRE

High Concept: NAGA CHANGELING

Natives of New Orleans hear many a strange thing growing up, talk of voodoo and human sacrifice and the existence of the paranormal within their city. As with other mortals in this world, most dismiss the notion of preternatural creatures and events as farce and fantasy passed down from generation to generation to inspire terror in the gullible.

From childhood, Marie knew the truth of most of these legends. Such things happen when one is the daughter of a voodoo priestess and a Naga. Had she any doubts, puberty and the onset of distinctly serpentine qualities would have erased any misgivings.

Naga blood was only part of her supernatural inheritance. You may have heard that magical gifts are most commonly (but not always) bequeathed through maternal genetics, and Marie developed a modest talent that allowed her to control her appearance. In essence, she has a similar control over her form as the Alphas possess over theirs. Fortuitously, the form she takes is not that of a Naga but of a boa constrictor, a common pet amongst voodoo practitioners in New Orleans.

Regardless of her adeptness at shapeshifting and the chosen profession of her late mother (also named Marie), Miss St. Pierre has not embraced voodoo. Her occupation is both less exotic and more in keeping with her secondary form: she is employed as a herpetologist at the Audubon Zoo.

Paradoxically, she is also a practicing vegetarian.

Like all changelings, Marie must choose which side to follow, but for now, she reaches for a mundane existence and avoidance of that duality. For the last 31 weeks (as of this writing) she has been romantically involved with Sean McAvoy, who is also assisting her in refining her skills and accompanying her with the Routers.

Because what else would a voodoo priestess want in her bed?

MARIE ST. PIERRE

MANTLES

Marie is a Changeling (p.143) with a mortal mantle of Clued-In Mortal (p.120) because of her frequent dealings with supernatural situations.

ASPECTS

High Concept: NAGA CHANGELING

Trouble: THE ST. PIERRE LEGACY

Other Aspects: ANIMAL LOVER;
WELL-VERSED IN LOCAL LORE;
MCAVOY'S RESCUER

APPROACHES

Good (+3): Intellect

Fair (+2): Focus, Haste

Average (+1): Flair, Force

Mediocre (+0): Guile

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Called (sticky): p.143.

Knowledge (sticky): p.120.

In Too Deep (lasting): p.120.

CLUED-IN MORTAL STUNTS

Chasing Rumors: p.120.

Preparations: p.120.

CHANGELING STUNTS

Echoes of the Beast: p.159. Marie's affinity is, of course, with snakes.

Cloak of Shadows: p.159.

UNIQUE STUNTS

Boa Form: Once per session, Marie may mark a box of **Called** to transform herself into a boa until the end of the scene. Doing so gives her the temporary aspect **FORM OF THE BOA**. Although unique, this stunt is still tied to Marie's Fae heritage; should she Choose mortal life, she loses this stunt as well.

REFRESH: 2

SEAN MCAVOY

High Concept: RETIRED BUREAUMANCER

The supernatural excitement of the last decade may imply that a wizard's life is replete with action, but for most of the White Council, the reverse is actually truth. As with the rest of humanity, most wizards simply have neither the skills nor the inclination to do battle. They have jobs not terribly unlike those of average mortals, with routine and no danger beyond the risk of laboratory mishaps.

Despite his broad build, Sean McAvoy (formerly of British Columbia) is one such wizard. His magical aptitude lies in potions and more delicate magic, such as enchantments. Furthermore, his mortal skills focus on organization; McAvoy has a mind for creating sense of chaos, no doubt inspiring his mentorship within the White Council as Samuel Peabody's apprentice for three weeks shy of five years.

Once Peabody was revealed as a traitor within the White Council and subsequently killed by Warden Donald Morgan, examination and investigation cleared McAvoy of suspicion and disclosed evidence that, as with so many other young wizards, he had been suborned by his master. Senior Council member Listens to Wind testified that few had been as deeply indoctrinated as McAvoy, an unwilling pawn in Peabody's treachery.

In his journals, McAvoy documented his distrust of the White Council and, once the Red Court fell at Chichen Itza, resigned from his post, vowing to start anew.

He is now in his final year at Tulane, studying accounting and economics, and is dating herpetologist and Naga changeling Marie St. Pierre (page 236).

SEAN MCAVOY

MANTLES

Unsurprisingly, as a wizard of the White Council, Sean McAvoy has the mantle of a Magical Practitioner (p.138).

ASPECTS

High Concept: RETIRED BUREAUMANCER

Trouble: FORMER APPRENTICE OF A WHITE COUNCIL TRAITOR

Other Aspects: I MAKE NUMBERS DANCE; A DELICATE TOUCH WITH MAGIC; NEAT, TIDY, AND SPOTLESS

APPROACHES

Good (+3): Intellect

Fair (+2): Focus, Guile

Average (+1): Force, Haste

Mediocre (+0): Flair

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Exhausted (sticky): p.139.

Burned Out (lasting): p.139.

The Third Eye (sticky): p.139.

MAGICAL PRACTITIONER STUNTS

Evocation: p.140.

Thaumaturgy: p.140.

Soulgaze: p.140.

White Council Membership: Though he no longer works in Edinburgh, Sean remains a member of the Council, with the rights and responsibilities that implies.

Loremaster: p.141.

Ritual Specialist: p.141. Sean's specialty is brewing potions, for which he has many recipes in a carefully-organized card catalogue.

REFRESH: 1

GENEVIEVE BA

High Concept: VAMPIRIC HEALER

Few White Court vampires exist outside the major houses of Raith, Malvora, and Skavis, as the houses afford protection against the court's pervasive political machinations. Genevieve Ba is one of those vampires.

Her hunger identifies her as House Malvora—she feeds on fear—yet she has nothing to do with that house or, indeed, any particular part of the court, not for many years, not since what she calls her “moment of enlightenment.”

Genevieve was born in Senegal to an unwed Alaouite princess who had fled Morocco in fear of her family's anger and of the vampire who had seduced her. Within weeks of Genevieve's birth, however, her mother perished under “mysterious circumstances.” Public opinion was that Moroccan radicals had exacted punishment for the royal family, but in actuality the baby's father came for his child and her mother refused to reveal where to find her.

Whether by fortune or providence, Genevieve was adopted by a Senegalese physician and her husband, raised in Saint-Louis, and fundamentally ignorant of her hunger until college. Again, whether by fortune or providence, she won a scholarship to Columbia University and came to the United States. Six weeks after her arrival in New York, the Twin Towers fell.

For weeks, Genevieve was in the epicenter of fear, and her newly awakened demon both terrified and thrilled her with her recently discovered but misunderstood hunger. Had the events surrounding September 11 not brought an influx of predators, she may well have lost her sanity.

One such predator, a Malvoran vampire, explained her heritage and offered an introduction to House Skavis and, perhaps, her father. She declined vehemently. Rather than accept this newfound curse, Genevieve promised her-

self to learn to live within the confines of her hunger without causing harm to another being. As she had long wished, she followed her adoptive mother's footsteps to medical school, struggling to avoid letting her hunger take control.

She found ways to keep the demon at bay by feeding it tidbits of terror: watching horror movies in theaters, lingering near thrill rides at amusement parks. It was not until she began clinical work as a medical student, however, that she realized her chosen career afforded her the opportunity to help people while helping herself control her demon.

I know Harry's cozy with a few White Court vampires but they're just as ~~forced up~~ as the others.

Harry has his reasons.

I saw a lot of Skavis and Malvora in both Washington and New York at the end of 2001. Sick. It was SICK.

Oh, that's kind of clever. Bit twisted, but clever.

Now a trauma surgeon at Tulane Medical Center, Genevieve has an ample supply of the fear she needs to subdue her hunger without compromising her integrity. She is keenly aware, however, of the knife's edge of her existence, and another catastrophe will empower her demon beyond her control. As a doctor, as someone who fights her vampiric nature, Genevieve fears that day, knowing its inevitability.

GENEVIEVE BA

MANTLES

Despite the urgings of her demon, Genevieve has not killed anyone during a feeding, so she remains a White Court Virgin (p.156). In addition, she also bears the mantle of the Medic (p.128).

ASPECTS

High Concept: VAMPIRIC HEALER

Trouble: AT MY CORE, I AM A MONSTER

Other Aspects: IVY LEAGUE EDUCATION;
RAISED BY A DOCTOR; ON ALERT FOR
THE NEXT CATASTROPHE

APPROACHES

Good (+3): Focus

Fair (+2): Haste, Intellect

Average (+1): Flair, Guile

Mediocre (+0): Force

STRESS & CONDITIONS

Stress: 11111111

In Peril (sticky): 4 p.117.

Doomed (lasting): 6 p.117.

Indebted (sticky): □□□□□ p.117.

Hungry (sticky): □□□□□ p.156.

Vampire Heritage (special): p.156.

Medical License (special): p.128.

WHITE COURT VIRGIN STUNTS

Emotional Vampire: p.167.

Vampiric Physique: p.165.

MEDIC STUNTS

First Aid: p.129.

Medical Care: p.129.

Psych Rotation: p.129.

A focus on psychology is an unusual choice for a surgeon. But very apropos for a phobophage.

GABRIEL BEAUMONT

High Concept: RETIRED KNIGHT OF THE CROSS

Your comprehension of the Knights of the Cross may be limited to those you have encountered, primarily Michael Carpenter and Sanya Ivanovich (page 46), those who have taken up a holy sword and wielded it for many years. Wizard Dresden has voiced his misapprehension that bearing one of the swords constituted a commitment unto death. Historically, 61.24018% of Knights have borne one of the three blades for one or two days only. Some of these short-lived episodes unquestionably culminated in the Knight's demise, particularly as wielding a sword does not immediately grant one skill with it. Conversely, many have—like Karrin Murphy—carried a Sword of the Cross for a single event, with a single purpose.

Gabriel Beaumont is one such individual.

Hailing from the Iberia Parish in southern Louisiana's Bayou Teche, Gabriel is a gentle, plain-spoken older man with a penchant for fishing, boat repair, and philosophical discourse. His attitudes are not those of any one thinker or faith, instead collecting tendrils of many beliefs to create his own. No records exist of him attending school after grade 8, yet he is renowned within his community for his wisdom and compassion, and tales of faith healing have followed him in his 61 years of existence. His nickname is "Codor," an Anglicized version of *coeur d'or* or "heart of gold."

His episode as a Knight of the Cross predates Mr. Carpenter's possession of Amoraichius by a mere 40 days, when he discovered two Denarians (page 50) on their way to New Orleans. Purportedly their stop in Bayou Teche was for recruitment, as they had an unclaimed coin in their possession, yet Gabriel somehow inspired a quick departure and hounded them to Orleans Parish.

So this guy chased off two Denarians. Unarmed. And kept chasing them. Ballsy. I like him.

Once in New Orleans, Gabriel encountered Knight of the Cross Shiro Yoshimo, who offered the Louisiana man Amoraichius. Together they met the Denarians—Akariel and Tarsiel—and defeated them in a pitched battle near St. Louis Cathedral, foiling their plot to steal relics temporarily housed within the basilica, including a sliver of the True Cross. All coins were recovered.

Gabriel never drew Amoraichius from its sheath.

After the battle, Gabriel returned Amoraichius to Shiro, remarking that his was another calling and someone more suitable was awaiting the sword. Whether prophetic or not, Shiro's path next carried him to Chicago, and Gabriel remained in the Big Easy, working at the cathedral as groundskeeper and handyman.

That pattern has remained, with Gabriel taking odd jobs around the city whilst doling out advice to any who ask, including a tour guide unnerved by the LaLaurie Mansion (page 233). He elected to intervene with the

unsettled spirits there, encountered Astrid, Genevieve, and Sean McAvoy, and aided them in combat against the Fomor and Sauvageot's Pack, with faith and reason as his sole armaments.

He is something of a force to be reckoned with.

GABRIEL BEAUMONT

MANTLES

Due to his deep roots in Louisiana and long history of forging relationships with those around him, Gabriel Beaumont is a natural Leader of the People (p.126). Though he does not retain the mantle of a Knight of the Cross, he has a unique stunt that reflects a lingering benefit of his time bearing the sword.

ASPECTS

High Concept: RETIRED KNIGHT OF THE CROSS

Trouble: THESE TIRED OLD BONES

Other Aspects: LOVE FOR ALL LIVING THINGS;
WORKED ALL OVER THIS CITY; CAN STARE
DOWN A DENARIAN

APPROACHES

Good (+3): Focus

Fair (+2): Force, Guile

Average (+1): Flair, Intellect

Mediocre (+0): Haste

STRESS & CONDITIONS

Stress:

In Peril (sticky): p.117.

Doomed (lasting): p.117.

Indebted (sticky): p.117.

Followers (sticky): In Gabriel's case, these followers specifically represent people he has aided in the past, primarily parishioners at the St. Louis Cathedral.

Disfavored (sticky): p.126.

LEADER OF THE PEOPLE STUNTS

Ready and Willing: p.127.

Patronage: p.127.

Specialist: p.127.

Safehouse: p.127.

UNIQUE STUNTS

Miraculous Chance: Once per session, Gabriel may declare that a physical attack which he failed to defend against somehow misses him anyway, and deals no stress. Whether this is due to divine intervention or simple good fortune is up for discussion.

REFRESH: 1

Final pagecount will depend on how many pages are needed for the index (pending)

At the least, we do an ad for DFCO here

QUICK REFERENCE

DICE RESULTS

Result = Dice Roll + Approach Bonus
+ Bonuses from Stunts
+ Bonuses from Invoked Aspects

OUTCOMES

Versus Opponent's Result or Target Number:

- **Fail:** Your Result is lower
- **Tie:** Your Result is equal
- **Success:** Your Result is higher by 1 or 2
- **Success with Style:** Your result is higher by 3 or more

SETTING TARGET NUMBERS

- **Easy Task:** Mediocre (+0)—or success without a roll.
- **Moderately Difficult:** Fair (+2).
- **Extremely Difficult:** Great (+4).
- **Impossibly Difficult:** Go as high as you think makes sense. The PC will need to drop some fate points and get lots of help to succeed, but that's fine.

ACTIONS (P.104)



Create an advantage:

- **Fail:** For a new aspect, don't create the aspect, or do but your opponent (not you) gets a free invocation. If the aspect already exists and you know about it, no benefit. If you were not aware of it, you may discover it but the opponent gets a free invoke.
- **Tie:** Get a boost if creating new aspect, or treat as success if looking for existing.
- **Succeed:** Create or discover the aspect, and get a free invocation on it.
- **Succeed with Style:** Create or discover the aspect, get two free invocations on it.



Attack:

- **Fail:** No effect.
- **Tie:** Attack doesn't harm the target, but you gain a boost.
- **Succeed:** Attack hits and causes damage.
- **Succeed with Style:** Attack hits and causes damage. May reduce damage by one to generate a boost.



Defend:

- **Fail:** You suffer the consequences of your opponent's success.
- **Tie:** Look at your opponent's action to see what happens.
- **Succeed:** Your opponent doesn't get what they want.
- **Succeed with Style:** Your opponent doesn't get what they want, and you get a boost.

THE LADDER

- +8 **Legendary**
- +7 **Epic**
- +6 **Fantastic**
- +5 **Superb**
- +4 **Great**
- +3 **Good**
- +2 **Fair**
- +1 **Average**
- +0 **Mediocre**
- 1 **Poor**
- 2 **Terrible**



Overcome:

- **Fail:** Fail, or succeed at a serious cost.
- **Tie:** Succeed at minor cost.
- **Succeed:** You accomplish your goal.
- **Succeed with Style:** You accomplish your goal and generate a boost.

TEAMWORK (P.103)

- One or two allies can help you perform your action.
- When an ally helps you, they give up their action for the exchange and describe how they help.
- You get a +1 for each ally that helps in this way.
- Alternatively, allies may use actions to create advantages and give you the free invokes.

RITUAL MAGIC (P.168)

- Determine your spell's effect in terms of stunts and conditions to determine prep difficulty and costs
- Do a preparation action to determine who chooses how you must pay the costs
 - **Fail:** The GM chooses.
 - **Tie:** You split it; GM goes first.
 - **Succeed:** GM chooses one, you choose the rest.
 - **Succeed With Style:** You choose them all.
- Pay the costs as prescribed, either by marking conditions or accepting complications.

ASPECTS (P.106)

- ♦ **Invoke:** Spend a fate point to get a +2 or a reroll for yourself, or to increase difficulty for a foe by 2.
- ♦ **Compel:** Receive a fate point when an aspect complicates your life.
- ♦ **Establish facts:** Aspects are true. Use them to affirm details about you and the world.

TURN ORDER (P.187)

- ♦ Whoever initiated the conflict acts first, and then chooses who gets to act next.
- ♦ Everyone else acts when they are chosen, and then chooses someone else until everyone has taken a turn.
- ♦ Whoever goes last chooses who goes first (including themselves) next exchange.
- ♦ All of the GM's NPCs act when it's the GMs turn.
- ♦ If there is ever a question about who should go first, compare Haste approaches. If there's a tie, roll for it.

DEALING WITH HARM (P.188)

- ♦ **Severity of hit (in shifts) = Attack Roll – Defense Roll**
- ♦ **Stress Boxes:** Check one stress box for each shift. If you reduce the hit to zero shifts, you stay in the fight.
- ♦ **Conditions:** If you can't or don't want to use more stress, mark In Peril to absorb 4 stress from an attack, or mark Doomed to absorb 6.
- ♦ **Recovering:** Clear out all stress boxes at the end of the scene. Clear out In Peril by taking a recovery action. Clear out Doomed by taking a recovery action and waiting a session.
- ♦ **Taken Out:** If you can't reduce a hit to zero stress, you're taken out. Your opponent decides what happens to you, and what they can say depends on what conditions you have marked.
- ♦ **Conceding:** You may give in before the opponent rolls their dice. Doing so gives you fate points (p.190), and lets you control how you exit the scene.

CONDITIONS

Always take note of:

- ♦ What circumstances cause you to mark a condition
- ♦ What happens when the condition is marked
- ♦ How you recover from that condition, if it's not always marked

APPROACHES (P.94)

- ♦ **Flair:** Draw attention to yourself with style and panache.
- ♦ **Focus:** Time-consuming action with close attention to detail.
- ♦ **Force:** Display brute strength.
- ♦ **Guile:** Misdirect, sneak, deceive.
- ♦ **Haste:** Move quickly & dextrously.
- ♦ **Intellect:** Quick thinking, solving complex problems, accounting for multiple factors at once.

TYPES OF ASPECTS

Character Aspects

- ♦ Written when you create your character.
- ♦ May be changed when you reach a milestone (p.196).

Situation Aspects

- ♦ Established at the beginning of a scene.
- ♦ May be created by using the create an advantage action.
- ♦ May be eliminated by using the overcome action.
- ♦ Vanish when the situation ends.
- ♦ Some conditions create situation aspects for your character, like In Peril and Doomed, which anyone can invoke.

Boosts (p.109)

- ♦ May be invoked once (for free), then they vanish.
- ♦ May be eliminated by an opponent using an overcome action.
- ♦ Unused boosts vanish at the end of the scene.

SCALE (P.182)

- ♦ Five levels:
 - ♦ **Godlike:** The direct influence of the universe's mightiest forces.
 - ♦ **Legendary:** The direct influence of major, named powers of the Nevernever.
 - ♦ **Otherworldly:** The most powerful supernatural forces in the mortal realm.
 - ♦ **Supernatural:** The majority of supernatural phenomena, mantles, etc.
 - ♦ **Mundane:** All things absent of supernatural influence.
- ♦ GM determines when scale applies; usually it's when you're using supernatural abilities.
- ♦ For each level of scale you have, you can have one of these benefits:
 - ♦ Take +1 on a roll for an action
 - ♦ Take an additional two shifts of effect after the roll, if you succeed
 - ♦ Add an extra free invoke to an advantage you create

CHARACTER NAME**DRESDEN FILES
ACCELERATED****APPROACHES**

- Flair
- Focus
- Force
- Guile
- Haste
- Intellect

ASPECTS

High Concept

Trouble

Other Aspects

LADDER

- +8 Legendary
- +7 Epic
- +6 Fantastic
- +5 Superb
- +4 Great
- +3 Good
- +2 Fair
- +1 Average
- +0 Mediocre
- 1 Poor
- 2 Terrible

MANTLES**STUNTS****SCALE (p.182)**

- Godlike
- Legendary
- Otherworldly
- Supernatural
- Mundane

REFRESH**STRESS** 1 1 1 1 1 1

Other Types of Stress

 1 1 1**CONDITIONS** 4 In Peril (p.117) 6 Doomed (p.117) Indebted (p.117) _____ _____ _____