

MODERNITY

Fate Edition

Fight the Darkness

Deluxe
Color



ELEMENTAL MYSTERIES

A Contemporary Occult Noir Roleplaying Game

POWERED BY
FATE

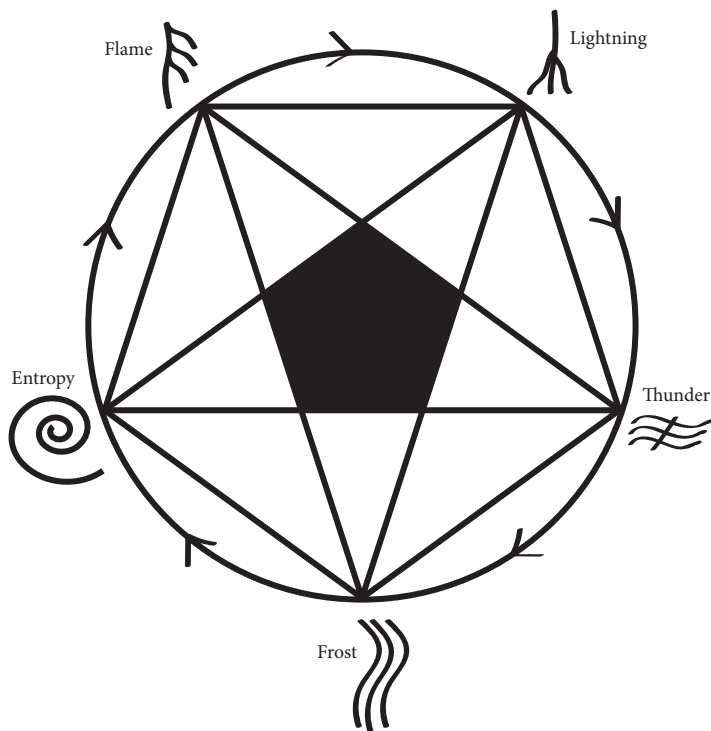
Glacier
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Glacier
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for Modernity (Fate Edition) Roleplaying Game, First Edition
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All characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental. Even if hilarious. In the case of still-living evil monsters, human or otherwise, this is an oversight on the part of our teams of stalwart guardians who will rectify the situation as quickly as humanly possible. Nominations of evils to vanquish are always welcome.



For Tony
A wizard who is always fighting the good fight
and conquering the everyday evil

“Paranoia is a survival trait when you run in my circles. It gives you something to do in your spare time, coming up with solutions to ridiculous problems that aren’t ever going to happen. Except when one of them does, at which point you feel way too vindicated.”

Jim Butcher

*** CLASSIFIED * EYES ONLY ***

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BRING THE LIGHT

Since the beginning, creation has always been the real power.

.....
"Wizards are always troubled about the future."

J.R.R. Tolkien
.....

We wizards have always known what scientists are only beginning to understand: we are all composed of nothing but energy. Everything is. If you get down to the basic atoms, the fundamental building blocks of matter in our universe, and you break those open you will release energy and find only emptiness. Matter is nothing but energy made flesh. Energy is what the veil is made of. Energy is what the Darkness craves. Energy is what keeps the Darkness at bay. It's complicated.

This energetic composition of matter is one of the core concepts that most scientists struggle with in quantum mechanics. That lack of understanding is the barrier to defining a unified theory that Einstein and so many others crave. Building matter from nothing but energy seems absurd *prima facie* to most modern scientists. It seems ludicrous that energy could be made permanently stable.

As an apprentice wizard, once you understand that fundamental truth, you can then begin to learn how to manipulate matter purely through the manipulation of its energy. Knowledge may be power, but we wizards believe that knowledge of energy is the true power on this side of the veil. With that knowledge, we have the power to bring light and protect life where the Darkness might otherwise prevail.

This book is an expansion of the occult lore in **Modernity** which allows

us to reach into the Darkness beyond the veil for the Lore we require to master the five elements of creation. Mastering these mysteries requires the full text of the **core Modernity book** because this one is focused solely on the applied occult of elemental magic. No other aspects of Modernity are covered herein.

This book will not delve into the precise nature of creation itself. For lifetimes upon lifetimes, those wizards most steeped in our eldritch lore have studied the mysteries of how our reality was created (and remains shielded by the veil) from the Darkness. They have found no satisfying answer. For a typical wizard practitioner, it's easier to accept that the mysteries simply are.

Despite propaganda to the contrary, elemental magic is no more natural than rational magic, blood magic, or any other arcane occult discipline. Nature abhors a wizard, often for good reason.

Amongst the public, there has been confusion about the exact nature of the elements which make up creation since Aristotle guessed wrong (or simply published misinformation) about the fifth element in the 3rd Century BC. Perhaps he simply copied Empedocles' public propaganda and added his own twist. Their elemental theories bear close enough evidence to reality, that it's possible that both were, in fact, wizards, not merely natural philosophers and poets who shrewdly speculated in something approximating the right direction. Their actual, historical status as real, practicing wizards is still very much subject to debate.

Despite a proclivity for study and academics, most of us wizards do not live as long as the legends we've written about ourselves would have the uninitiated believe. Along with great power comes great risk, and a great responsibility to ***Fight the Darkness*** using its own power. Fighting fire with fire, as it were. No else can protect the veil the way we can.

Remember that using elemental magic to fiddle about with the fabric of reality runs the same risk to Sanity of the corrupting influence of the Darkness as any other kind of magic, but without we wizards to stand atop the metaphorical walls of reality and guard us from the denizens of the Darkness, we would all be lost to madness and oblivion.

Without a doubt, we wizards are powerful, but we are also dangerous to ourselves and others just by our very existence. The more people who know about and believe in us, the more powerful the Darkness becomes. For this reason alone, modern wizards have a duty to ***Keep the Secrets***.

What if it's all true? Read on. I will tell you that it is.



HEROIC INITIATION

Everything you need to create the wizard-hero you're meant to be.

“Nurture your mind with great thoughts;
to believe in the heroic makes heroes”

Benjamin Disraeli

There are four important considerations for you when you choose to begin your training as a wizard. There are characteristics which define a successful wizard. First, regardless of his (or her) other abilities, a wizard must have sufficient Will in order to bend the universe into the desired shape. A Mediocre (+0) will is insufficient to even begin your training, and the higher your Will, the more powerful a wizard you will be.

On the subject of gender, I will say only this: There is only one form of the word *wizard* for a reason. We do not refer to our sister wizards as wizardettes or wizardesses, because they are as subtle and quick to anger as any of their brother wizards. Anyone with an unfounded gender bias would be wise to remember this when speaking with a wizard who happens to be female. In the interests of your sanity, from now on, I will simply refer to all of us with the old neuter form *he*. You're welcome.

Second, in addition to an above average Will, a wizard must master some very simple occult Lore. An apprentice wizard who cannot achieve

at least an Average (+1) mastery of Lore likely killed himself, and possibly his master, during his training. Where Will is used to marshal the power required to engage elemental magic, Lore is used to tame it, control it, and ultimately to deliver its energy in the form of a spell. The greater your mastery of occult Lore, the more successful a wizard you will be.

The third consideration for a wizard is access to the language and formulae of magic. What seems like a stunt to many, mere parlor tricks to others, is in fact millennia of careful experimentation and mastery of the most basic building blocks in any occult discipline: the means to control the five elements of creation themselves. These formulae and skills will permit you to manifest the elemental power you need to fuel all of your spells. More of elemental magic, such as how to safely handle and dispose of the elemental power you manifest, how to cast spells, and so forth will be explained throughout your training and this book.

Elemental Wizard: I can Create Advantage with Will in order to gather shifts of power from my immediate environment into an elemental aspect for use in a future spell cast using Lore.

Lastly, you must have a character aspect which describes what being a wizard means to you, and how that affects your fate and your story.

Whether you begin your career Head First by jumping into action to save the day or your initiation comes during a Phase Trio, you must meet these four criteria:

1. Will +1 or higher
2. Lore +1 or higher
3. The **Elemental Wizard** stunt
4. An occult aspect describing your wizard nature

There are many other skills, stunts and extras that will be valuable to you in your career in the **Elemental Mastery** and **The Wizard's Toy Box** sections of this book. Also be sure to review the options in Master the Fundamentals and The Toy Box in the **core Modernity book**. If more young wizards would deign to wear armor, there might be more older wizards around.

“No matter how subtle the wizard,
a knife between the shoulder blades will cramp his style.”

Steven Brust

ELEMENTAL MASTERY

When it absolutely must be boiled, fried, roasted, frozen, disintegrated. . .

“There is no logical way to the discovery of these elemental laws. There is only the way of intuition, which is helped by a feeling for the order lying behind the appearance.”

Albert Einstein

Elemental magic is the wild, untamed magic which surrounds us every day. Wizards draw power from the elemental energy in the environment using dark Lore. This is the magic that many think of when they think of swords and sorcery, although they are usually mistaken about what constitutes an element, due to mistranslation of Aristotle and others.

TRADITION

All things are composed of five very simple and very powerful elemental energies. Those five elemental energies are:

- **Lightning**—the fundamental energy of light and electricity
- **Flame**—the fundamental energy of heat and explosion
- **Entropy**—the fundamental energy of death and decay
- **Frost**—the fundamental energy of cold and darkness
- **Thunder**—the fundamental energy of sound and motion

Although each element is completely unique in its properties, they are all interrelated. Each has a pair that oppose it and a pair with affinity for it. Every phenomena in our universe is a manifestation of some

combination of these five elemental energies and the tensions that exist between them. Once the formulae for these combinations are understood and mastered, a wizard can seemingly materialize things from thin air or destroy things with a thought, a word, or a gesture. You must wisely wield the elemental energies of creation itself.

All wizards may wield all five elements in their spells to work their wonders. They summon these energies by sheer Will and focus them with occult Lore from out of the Darkness to produce miracles.

THE PRICE

Elemental magic is extremely powerful. It is also terribly expensive. Elemental spells cost shifts of Will-manifested power and the exchanges required to gather up the requisite power through Create Advantage actions. All shifts to power a spell must come from aspects created of the appropriate element(s) or manifested with fate points.

The act of creating elemental aspects is slightly different than for other kinds of aspects. See *Elemental Aspects* below for an explanation. The act of controlling a spell is completely separate from its power cost. See *Maintaining Control* below for more.

A wizard may continue to gather shifts of power into any elemental aspects he controls to generate more power for future use by the sheer force of his Will.

Alternatively, fate points may be used to pay for the necessary aspects, but it requires one more fate point to create the elemental aspect (declaring a fact), plus a fate points for each two shifts of power gathered into the elemental aspect.

This is an exception to the one invocation for cost per aspect per action rule to gather power with fate points and does not apply to Lore actions to control spells.

It's much more efficient, time-permitting, to build up the necessary power than to try to pay for it with fate points. Being in a hurry can be horribly costly, but it may save your life.

ELEMENTAL ASPECTS

All five elemental energies exist within all things in our universe. Every form of matter and every form of energy contains varying degrees of the five universal elements. A wizard carefully capitalizes upon this fact by drawing small quantities of this energy from his environment by manipulating the fabric of reality. If he draws too little or too slowly, he cannot power his spells. If he draws too much or too quickly, he will cause a catastrophic conversion of matter to energy, as Einstein discovered.

Elemental aspects are slightly different than other aspects in Modernity. First, they may only be created, contained, and controlled by a wizard or an occult artifact created by a wizard. Second, they are only stable when contained and controlled by a wizard or an appropriate artifact. Third, they are inherently unstable and will seek to recombine themselves with other elements into something approximating their previous state when they are released, intentionally or otherwise. Lastly, they contain shifts of power, not free invocations like other aspects.

CREATE & CONTROL

You may (and often must) Create Advantage more than once to gather more than one type of elemental power. There is no theoretical limit to the amount of elemental power that you may gather. However, there is the practical limit of how much you may control at one time. See *Maintaining Control* below.

There is no success with style when gathering power. Each shift above the opposition to Create Advantage with Will is gained as a shift of power and added to the elemental aspect.

You may name your aspects in any way you choose that properly reflects the type of elemental energy that you are accumulating. Examples of elemental aspects include:

- *A Conflagration of Flame*
- *A Snarl of Entropy*
- *A Patch of Frost*
- *A Clap of Thunder*
- *A Fork of Lightning*

Wizards may collaborate and multiple wizards may Create Advantage upon the same elemental aspects to produce more power more quickly.

However, one wizard must be designated the owner who is responsible for keeping it under control. Other wizards may engage in teamwork to support the aspect owner at the cost of their own action for the exchange.

INVOKING ELEMENTAL ASPECTS

Other characters may invoke a wizard's elemental aspects with their own fate points. For example: a non-wizard could back another character into the wizard's *Ball of Flame* and invoke it as part of a melee attack. It's dangerous for everyone to have large amounts of flame floating around the battlefield, or any other elemental energy for that matter.

EMPTY ASPECTS

Elemental aspects which do not currently contain shifts of power vanish immediately as they are consumed when expended. Elemental aspects which contain power may be gently released back into the environment by a wizard who is still conscious and active (i.e. able to exercise and control his skills).

ENVIRONMENTAL CONSIDERATIONS

Most environments are equally friendly to the gathering of elemental power. These places present a normal baseline of Fair (+2) static opposition to Create Advantage actions to gather shifts of power.

However, some places have an abundance of certain kinds of energy and a dearth of others. These places will present either lower or higher opposition respectively to gathering certain kinds of power. An *Electrical Power Substation*, for example, might present Mediocre (+0) opposition to gather lightning and Great (+4) to gather frost and entropy. The coordinator will determine when, if at all, the baseline opposition to gather power for specific elements may vary.

See [Places of Elemental Power](#) for more examples.

AFFINITY & OPPOSITION

Each element has an affinity for two others, and is opposed by all of the remaining elements. Each element coexists normally with itself. A **Curtain of Cathalain** made of flame will provide no additional protection from the **Wizard's Bolt** made of flame, nor the bolt any special benefit to defeat the curtain, both being flame spells. Fighting fire with fire, or entropy with entropy, gains you nothing, the silly English idiom notwithstanding.

Knowing which elements are involved in any action is crucial when opposed by other elements. If the opposition is not fundamentally elemental in nature (i.e. the product of a spell or a power wielded by a wizard or character with wizard-like powers), then no bonus accrues to the actor. *In order to receive any bonus due to affinity or opposition, all of the elemental power involved must present the same combination of affinity or opposition.* For example, a **Wizard's Bolt** of entropy and frost must be blocked by a shield of flame and lightning to get a bonus.

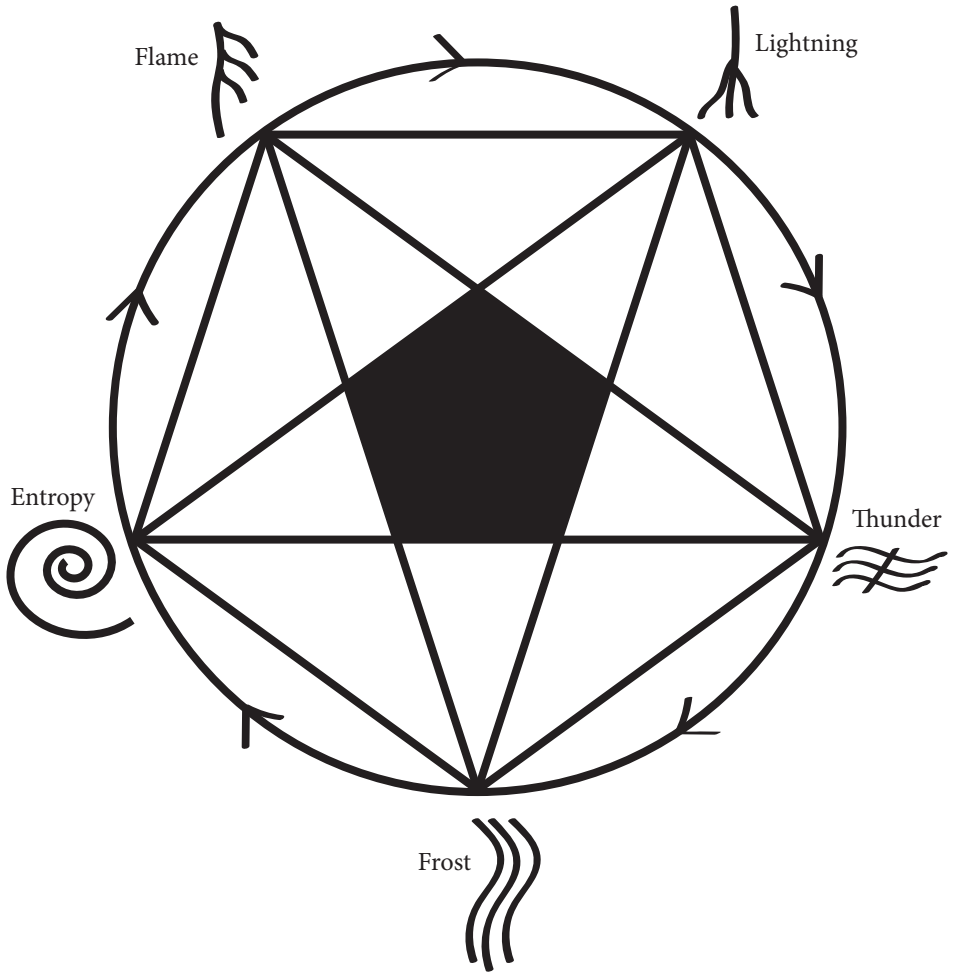
GREATER & LESSER AFFINITY

Elements possess a greater affinity for one element and a lesser affinity for another. Don't be fooled by the words greater and lesser, because the two types of affinity are equally strong, they only refer to the direction the wheel turns: greater to the clockwise and lesser to the counterclockwise. An element will Attack with a +2 bonus against the element with which it has a greater affinity. It will Overcome against the element for which it has a lesser affinity with a +2 bonus.

GREATER & LESSER OPPOSITION

Elements possess a greater or lesser opposition to two other elements that are not adjacent to it on the wheel. They are referred to as greater or lesser depending upon whether they are closest clockwise (greater) or counterclockwise (lesser). An element in greater opposition will Defend with a bonus of +2 against the element which it opposes. An element in lesser opposition will Create Advantage with a bonus of +2 against the element which it opposes.

Example: flame will Attack lightning with a bonus and Overcome entropy with a bonus. Against flame, thunder will Defend with a +2 bonus and frost will Create Advantage with a +2 bonus.



THE WHEEL

Although many wizards cultivate a specialty with only one or two elements, you can see why it is beneficial to obtain mastery of all five, or at least a complete understanding of their interactions. The following lists describe the relationships that each element has to the others.

FLAME

- Greater Affinity: +2 to Attack lightning
- Lesser Affinity: +2 to Overcome entropy
- Greater Opposition: +2 to Defend against frost
- Lesser Opposition: +2 to Create Advantage over thunder

LIGHTNING

- Greater Affinity: +2 to Attack thunder
- Lesser Affinity: +2 to Overcome flame
- Greater Opposition: +2 to Defend against entropy
- Lesser Opposition: +2 to Create Advantage over frost

THUNDER

- Greater Affinity: +2 to Attack frost
- Lesser Affinity: +2 to Overcome thunder
- Greater Opposition: +2 to Defend against flame
- Lesser Opposition: +2 to Create Advantage over entropy

FROST

- Greater Affinity: +2 to Attack entropy
- Lesser Affinity: +2 to Overcome thunder
- Greater Opposition: +2 to Defend against lightning
- Lesser Opposition: +2 to Create Advantage over flame

ENTROPY

- Greater Affinity: +2 to Attack flame
- Lesser Affinity: +2 to Overcome frost
- Greater Opposition: +2 to Defend against thunder
- Lesser Opposition: +2 to Create Advantage over lightning

MAINTAINING CONTROL

Will is the skill you will use to gather and contain elemental magic. See *Casting a Spell* below to release your power using your hard-earned Lore.

HOW MUCH IS FREE?

If the total number of shifts of power on all of your uncontained elemental aspects exceeds your Will, you must make a Will action to Overcome the total number of shifts of power contained in all of your elemental aspects. Increase the opposition by +2 to control if you're doing anything else at the same time as you're trying to maintain control. *Your Will represents a ceiling that requires control, not a reduction in the difficulty.*

CONTROL PROCESS

During every moment that you are not actively drawing more elemental power by force of Will or releasing your gathered power in a spell, you must use your Will to keep your power from dissipating and dispersing violently into the environment. Concentrated elemental power is unstable and will naturally implode on you or explode into the environment if not corralled by your Will.

An unconscious or inactive wizard obviously cannot maintain control of his uncontained elemental power. Failure results in shifts of power immediately imploding or exploding. See *Implosion* and *Explosion* below for all the exciting details. To avoid this need for constant attention to control (or to compensate for a lack of Will), many wizards construct arcane artifacts as vessels to channel their summoned elemental power into until it is needed. See *The Wizard's Toy Box* for examples and ideas.

A wizard controlling *loose* (not contained in an artifact) elemental power must Overcome static opposition equal to the total number of shifts of power on all of his elemental aspects combined. This free action does not replace the wizard's normal action. The wizard may take other actions, but it's dangerous to walk around with a ticking bomb in hand while trying to juggle other things, hence a +2 opposition bonus accrues to the Will control action.

CASTING SPELLS

Casting a spell is similar to controlling accumulated power as described above in *Maintaining Control*, with two key differences: the possibility of active opposition and Lore becomes the operative skill necessary. When elemental power is unleashed, your Lore result must exceed the total of the shifts of power involved and any other opposition, or an implosion or explosion will result. Casting a spell works as follows:

- The cost in shifts of power of the correct element types must be paid. If you cannot pay the price, you cannot cast the spell.
- You must execute an action using Lore and exceed the number of shifts of power that the spell requires.
- When casting a spell, you will always make a single action roll, regardless the number of victims, and use the one attack result against each victim, unless the spell specifies otherwise.
- If another character is able to Defend against your spell, you must also exceed that character's Defend action result in order to maintain control of your spell. Each victim will Defend separately.
- The occult energy is expended into the environment in the form of the desired result and any ancillary implosion or explosion.

Remember that you may invoke each aspect once with a fate point per action when using fate points to control spells. However, you may invoke multiple aspects with fate points, if there are other aspects in play which make sense.

On a successful control action, the desired outcome occurs. That's pretty straightforward. On a failure . . . That energy has to go somewhere. You have a choice, when it makes sense, to either absorb the physical stress required in order to achieve a successful result higher than the opposition (an implosion) or to allow the uncontrolled energy to spill over into the environment in an unintended way (an explosion). You may choose any combination of implosion and explosion.

The number of shifts difference between the failed control action and the opposition determines the severity of the unintended effect (always bad for you and your allies). Something or someone must absorb those shifts as stress and consequences, or they can be absorbed as free invocations added to an aspect for the coordinator to use in the future. See *Fight the Darkness* in the **core Modernity book** for ideas.

ELEMENTAL STRESS

Elemental effects are not rated the same way as conventional weapons. Anything with an elemental enchantment on it is given an Elemental rating for each specific element it delivers. **Elemental:?** represents a static amount of stress, not a floor like weapon rating where the ? may be any integer that represents the number of shifts of power you spend to cause the same amount of stress on your target.

The keyword Elemental is a placeholder for the name of an actual elemental energy. The ? is a placeholder of the shifts you choose to spend.

For example, **Wizard's Bolt** has a variable Elemental rating. When cast using flame with two shifts of power, it is rated Flame:2. If controlled successfully, it will always deliver two stress regardless of how many shifts the Lore control roll achieves.

When the spell is cast, substitute the Elemental placeholder with the name of the element powering the spell. Elemental ratings of multiple elements used in the same attack are cumulative with each other and with a weapon rating in the case of an enchanted sword and the like.

For example, **Forceful Flash** has a rating of Elemental:1. If it is cast using entropy, it will have an Entropy:1 rating if the spell is controlled successfully.

IMPLOSION

When elemental magic goes wrong, the wizard himself may choose to pay the price to control the spell. This can be burnout as a result of channeling too much power, or insufficient elemental power in the scene that must be augmented by his own life energy. Be creative in defining your misery! However you choose to express it, the difference in shifts may be absorbed as physical stress (only during a conflict) or as consequences, or the usual combination of the two.

Remember that an extreme consequence represents up to 8 stress and the table can always choose to accept your wizard's death in payment for successfully casting your spell.

EXPLOSION

Elemental magic is hazardous to the environment, even when under control. Any shifts of power expended into the environment due to an explosion must be absorbed by your allies, bystanders, situation aspects, etc., which for reasons that no one can explain will always be contrary to your best interests.

Explosions are generally more fun (and more likely) than implosions. Wizards do like their fireballs, and coordinator's do like to create aspects like *The Building is on Fire* with free invocations (for use against the heroes later!) equal to the exploding shifts of power.

The coordinator will determine how and in what manner the excess shifts are absorbed by the scene during an explosion based upon the total exploding shifts and the nature of the uncontrolled element that is escaping. Any newly-created aspect due to the explosion is created for free, but free invocations can always be added to existing aspects. The coordinator will decide when and how the enemy may use these free invocations against you in the future.

When converting the shifts of power from an explosion into free invocations on an aspect, divide the shifts by two to get the number of free invocations. Always round up and then convert the shifts directly into free invocations.

THE DARKNESS

Be sure to refresh your understanding of the Darkness and its effect upon practitioners of the occult in the core Modernity book. Every scene in which you use occult power increases the likelihood that the Darkness will begin to invade your soul and corrupt you.

Because the Darkness assaults the wizard outside of a conflict scene, any stress resulting from the mental drain may only be absorbed in the form of consequences.

IMPROMPTU MAGIC

Eventually, you will want to cast a spell that you do not have a stunt for, whether it's one defined by Modernity or one that you have newly imagined just this moment. Because you are an **Elemental Wizard**, you may cast any elemental magic spells that you do not yet have a stunt for at a higher level of opposition (the impromptu to opposition bonus).

You may not cast spells or use stunts in any other occult discipline unless you have at least Novice level mastery in that discipline. Spells which do not define an action are not eligible to be used as impromptu magic. When creating new spells from whole cloth, use the existing spells in your occult discipline as a guide to determine the cost of the spell and its other parameters, and be sure to apply the impromptu opposition bonus to increase the difficulty based on your current level of mastery.

OBTAINING MASTERY

Mastery of elemental magic is measured by the number of spells that you have mastered. This is particularly important for the use of impromptu magic (i.e. magic that you have not mastered). Count the number of your elemental magic spells to determine your level of mastery and the impromptu difficulty for casting a spell you have not yet mastered (i.e. purchased the stunt with a point of refresh).

- **Novice:** 1 or 2 stunts. Impromptu opposition bonus +4.
- **Initiate:** 3 or more stunts. Impromptu opposition bonus +3.
- **Adept:** 4 or more stunts. Impromptu opposition bonus +2.
- **Master:** 5 or more stunts. Impromptu opposition bonus +1.
- **Grandmaster:** 7 or more stunts. No impromptu difficulty.

The opposition bonus is applied to static opposition directly or to the Defend result of the victim.

RITUAL & SACRIFICE

There are large scale occult effects that require more time, effort, and preparation. These are designated by the keyword *ritual* in the stunt title. Rituals consume one or more scenes. These are far beyond the scope of a single spell's effect that could be accomplished during one exchange. Each ritual's requirements will be documented along with the necessary sacrifices demanded by the hungry ritual.

SPELLS & RITUALS

The following are some examples of elemental spells to use as templates for your own. See *Do Your Own Stunts* in the **core Modernity book**.

FLAME

Kiss of the Fire Wyrn: I receive a +2 with Lore to cast spells with flame. [Requires **Elemental Wizard.**]

Embrace of the Fire Wyrn: I receive a +2 to Create Advantage with Will when gathering flame. [Requires **Elemental Wizard.**]

LIGHTNING

Arrow of the Gods: I receive a +2 with Lore to cast spells with lightning. [Requires **Elemental Wizard.**]

Hammer of the Gods: I receive a +2 to Create Advantage with Will when gathering lightning. [Requires **Elemental Wizard.**]

THUNDER

Eye of the Eternal Storm: I receive a +2 with Lore to cast spells with thunder. [Requires **Elemental Wizard.**]

Wings of the Eternal Storm: I receive a +2 to Create Advantage with Will when gathering thunder. [Requires **Elemental Wizard.**]

FROST

Serenity of Winter's Night: I receive a +2 with Lore to cast spells with frost. [Requires **Elemental Wizard.**]

Bitter Grasp of Winter's Night: I receive a +2 to Create Advantage with Will when gathering frost. [Requires **Elemental Wizard.**]

ENTROPY

Peace of the Outer Void: I receive a +2 with Lore to cast spells with entropy. [Requires **Elemental Wizard.**]

Hunger of the Outer Void: I receive a +2 to Create Advantage with Will when gathering entropy. [Requires **Elemental Wizard.**]

POWER ATTACK

Wizard's Bolt: I may make a physical Attack with an Elemental:? rating using Lore against one target in my current zone or an adjacent zone. [Requires **Elemental Wizard.**]

Elemental Spray: I may divide the Elemental:? rating of my **Wizard's Bolt** amongst several targets of my choice that are in my current zone. [Requires **Wizard's Bolt.**]

Blast of Power: I may Attack every target (including allies) in my current zone with **Wizard's Bolt** using the full Elemental:? rating. [Requires **Elemental Spray.**]

Primordial Detonation: I may Attack every target in a central zone and every adjacent zone (including allies) with **Wizard's Bolt** centered up to two zones away. [Requires **Blast of Power.**]

ACCURATE ATTACK

Forceful Flash: I may Attack one target in my current zone or an adjacent zone with an Elemental:1 rating. I receive a +1 bonus to control with Lore for each shift of power I spend. [Requires **Elemental Wizard.**]

Plasmic Flare: I may Attack every target my current zone (including allies) or every target in an adjacent zone (including allies) using my **Forceful Flash.** [Requires **Forceful Flash.**]

Dazzling Display: I may Attack every target my current zone and every adjacent zone (including allies) using the bonus of my **Plasmic Flare.** [Requires **Plasmic Flare.**]

Primal Blaze: I may project my **Dazzling Display** to be centered in a zone up to two zones away. [Requires **Dazzling Display.**]

PROTECTION

Bran's Buffering Buckler: I may expend shifts of power that I control to create a shield for myself with a rigid armor rating against physical attacks equal to the number of shifts I expend that will last until the end of the scene. [Requires **Elemental Wizard.**]

Bran's Basal Bulwark: I may use **Bran's Buffering Buckler** to create an oversized shield for myself plus one other similarly sized character in my zone. [Requires **Elemental Wizard.**]

Sheltering Sanctuary: I may use **Bran's Basal Bulwark** to create an armored shelter for myself and up to four other people. The shelter may be moved, if all of its occupants spend their entire action during the same exchange to move it to an adjacent zone. [Requires **Bran's Basal Bulwark.**]

Vestments of Valor: I may enshroud myself in flexible armor that can absorb shifts of physical stress equal to the number of shifts of power I expend that will last until the end of the scene. [Requires **Elemental Wizard.**]

Greater Vestments of Valor: I may enshroud another character in my **Vestments of Valor.** [Requires **Vestments of Valor.**]

Curtain of Cathalain: I may create an elemental partition up to 3 square meters per shift expended on size to subdivide a zone or along a zone boundary. Any character crossing the curtain (voluntarily or otherwise) will suffer stress equal to the number of additional shifts I expended to create the Elemental:? rating of the curtain. Additionally, characters on either side receive a +1 bonus to Defend against attacks through the curtain for each shift of power invested in the curtain. [Requires **Elemental Wizard.**]

Primal Wall: My **Curtain of Cathalain** also provides a physical barrier to movement that presents static opposition which must be Overcome in order to cross it, if it cannot be circumvented by moving through other zones. It may also provide rigid armor to characters on either side equal to the additional shifts of power invested in its Armor rating. [Requires **Curtain of Cathalain.**]

CONTROL

Demonic Impediment: I may Attack one victim with an elemental net with no immediate effect. If I'm successful and the victim moves or acts in any way before the end of the next exchange, he will suffer Elemental:? stress equal to the shifts of power I spend. [Requires **Elemental Wizard.**]

Devil's Cage: When I cast **Demonic Impediment**, the victim is also physically restrained from acting until the shifts of power are Overcome with Brawn (and the victim suffers the consequences of acting). [Requires **Demonic Impediment**.]

CONTAINMENT

Natural Container: I receive a +2 with Will to maintain control of elemental aspects that hold uncontained shifts of power.

Elemental Orb: I may enclose shifts of power inside a stable temporary vessel roughly the same size as my own skull so that I do not need to exercise my Will in order to control them. I may later expend or release the power contained in my orb at will if I am in physical contact with it. The orb that lasts until the end of the subsequent scene when it will explode if I do not willingly dissipate its energy in a safe manner of my own volition. Any physical stress done to the orb will result in its immediate explosion. [Requires **Elemental Wizard**.]

Sphere of Power: I may use my **Elemental Orb** to contain shifts of power until the end of the current operation. [Requires **Elemental Orb**.]

MANIPULATION

Elemental Dissolution: I may dispel one elemental aspect in my current zone that is not my own by gathering the element or elements with Lesser Affinity and using an equivalent number of shifts of power to restore the energy of both to a harmless state. If the controlling wizard is present, I use Lore to Overcome his Will. In the event of a failure or a tie, no power is expended. Upon success, the number of shifts are dissolved equal to the number of shifts that I expend. [Requires **Elemental Wizard**.]

Elemental Diversion: I may use **Elemental Dissolution** to steal the power from the elemental aspects of others in my current zone instead of dissolving them. Contained aspects in an unguarded artifact or **Elemental Orb** present static opposition equal to the shifts contained. Guarded or uncontained aspects result in a Lore vs. Will contest. [Requires **Elemental Dissolution**.]

ENCHANTMENT

Empower Weapon: I may spend shifts of elemental power to infuse weapons that I touch with a Elemental rating equal to the number of shifts spent on each item. I may spread the shifts I spend over several weapons that I can make physical contact with. The enchantment lasts until the end of the current scene. [Requires **Elemental Wizard.**]

Imbue Armor: I may spend shifts of elemental power to infuse elemental protection into armor that I touch with a rigid armor rating equal to the number of shifts spent on each item. I may spread the shifts I spend over several pieces of armor that I can make physical contact with. The enchantment lasts until the end of the current scene. [Requires **Elemental Wizard.**]

CONJURATION & SUMMONING

The Art of Conjuration: I may conjure a bound elemental from within the elemental aspects under my control. [Requires **Elemental Wizard.**]

Natural Conjurer: I receive a +2 bonus with Lore to conjure and control bound elementals.

Ritual of the Summer Storm: I may summon an elemental demon or devil with affinity for lightning or thunder. [Requires **Elemental Wizard.**]

Ritual of the Winter Blizzard: I may summon an elemental demon or devil with affinity for frost or entropy. [Requires **Elemental Wizard.**]

Ritual of the Unquenchable Conflagration: I may summon an elemental demon or devil with affinity for flame. [Requires **Elemental Wizard.**]

Natural Summoner: I receive a +2 bonus with Lore to summon and control elemental demons and devils.

CONJURING & SUMMONING

In Modernity, you can use all the help you can get, even if you have to conjure it from thin air, or summon it from the Darkness across the veil. Bound elementals come in all shapes and sizes: devoted pets and familiars, automatons that you can call on in need for a specific purpose, or even guardian spirits to watch over you in your sleep. Elemental demons and devils with minds and agendas of their own also come in a variety of shapes and sizes and threat levels. I will refer to them all collectively as elementals throughout the book.

The number of shifts required to conjure or summon an elemental is equal to the threat level of the elemental. The primary difference between conjuring bound elementals and summoning elemental demons and devils is the amount of time required. An elemental always remains in play until dismissed by the controlling wizard, or until the wizard loses control of it.

CONTROL & CONTAINMENT

Elementals obey the same laws as any other elemental aspect related to containment, control, and explosion. If you lose control of a mindless bound elemental, it is mostly likely to explode because it lacks sufficient Will to remain cohesive and corporeal on its own. Elemental demons and devils on the other hand, if you're not careful, are likely to get loose and wreak havoc upon innocents and cause collateral damage based on their whimsical nature. You will find some examples of elementals in the **Elemental Denizens** section of this book.

RITUAL DETAILS

When performing a ritual to summon an elemental demon or devil, you (and each other participating wizard) may perform one or more Create Advantage actions to build up your concentration, create circles of containment, and other typical wizardly activities. The static opposition for the first Create Advantage action is Fair (+2). Each subsequent action to prepare for the ritual increases in opposition by +2. Each failed Create Advantage action adds a +2 to the static opposition for the ritual Overcome action which is equal to the elemental's threat level.

Devil's



ELEMENTALS IN ACTION

Whether conjured or summoned, your elementals are an extension of you, acting in concert with or in place of your own action. One thing an elemental will never be is a free agent with independent actions of its own. *At least not one that takes its orders from you.* If you lose control of your elementals, they become denizens controlled by the coordinator. Any time an elemental acts, it will be supporting your own action or in place of it, not as an additional action of its own.

SUPERVISION REQUIRED

When you take an action independent of the elemental, leaving it to its own devices as it were, you must Overcome its Will (and desire to be free) with an additional Lore action, or suffer the consequences.

TEAMWORK

When your elemental is engaged in teamwork to support your action, your action doubles as the necessary control of the elemental. You are leading by doing, whether the action is Lore-based, Will-based, or dependent upon some other skill. One possible side effect of failing at any elemental-supported action is the loss of control of the fickle elemental which takes the evidence of your incompetence as an invitation to rebel.

ACTING ALONE

When you order your elemental to take action using its own skills and stunts, you will make the action roll for the elemental separately as well as a Lore control roll with static opposition equal to the threat level of the elemental (this is an exception to the one action per player per moment rule), just as when it was conjured or summoned.

As with any other elemental aspect, if you do anything else (including just walking) while maintaining control, your opposition gets a +2 bonus due to your distraction.

BULLET SPONGES

Elementals may be used to absorb stress that would otherwise be taken by you. However, only one stress box may be used to absorb a single hit, either yours or the elemental's. An elemental that is taken out in this way explodes and is then eliminated from the scene.



THE WIZARD'S TOY BOX

He who dies with the most toys, still dies.

“To a child, often the box a toy came in
is more appealing than the toy itself.”

Allen Klein

The core Modernity tome has detailed explanations of how to create your own extras. This chapter contains specific examples of elemental “toys” that are derived from those principles. Use them as-is or as templates for your own extras.

Remember that extras cost points of refresh or other character assets. Extras provide you more variety to express how you as a wizard have impact on the story, but they do not make you more effective than you could be with just hard work and training to develop your own aspects, skills, and stunts.

ELEMENTAL FAMILIAR

Some wizards feel that they need an ally or a companion. By creating an elemental familiar, developed through years of practice and dozens of devoted rituals, you can achieve a convenient exception to the challenge of having to constantly control a conjured or summoned elemental. In essence, you will spend points of refresh to conjure or summon a permanent elemental ally that is bound to your Will and does not require constant supervision to prevent it from escaping and causing mischief.

NATURE

The elemental familiar may be a bound elemental (a creature created solely from your Will and raw elemental power) or a creature from beyond the veil: a demon (spirit or energy-only being) or a devil (a corporeal monster that brings its own body across the veil). Whatever its nature, your elemental will be physically present in our world at all times, unless destroyed or you pay for the stunt **Flexible State of Being**.

Flexible State of Being: Your elemental familiar may be dismissed into the environment (bound elemental), beyond the veil (demon or devil), or into an elemental vessel at will by spending your action during a moment in the current scene to do so. It may be later summoned back into our world at will in the same fashion.

ACTIONS

Familiars follow all of the same rules as other conjured or summoned elementals with one exception: You do not need to maintain control of your familiar regardless of whether it is supporting you with teamwork, acting on your direct orders, or being ignored. Familiars which are ignored enter a docile state and will only act to follow you if you leave the current zone, unless ordered to do otherwise.

COST

You may construct your familiar with the rules for Allies in *The Toy Box* chapter of the core Modernity book, or you may pay a cost in points of refresh equal to an existing elemental's threat level as defined in a Modernity briefing book. You may always purchase additional stunts for your familiar at the usual cost.

ELEMENTAL VESSELS

As a wizard, you have been trained in the rudiments of creating elemental vessels as stable repositories of your gathered elemental energy. These vessels may take the form of a wand, a rod, a ring, a crown, or nearly anything that your heart desires. Wizards are an imaginative lot.

For example:

Ring of the Storm's Wrath: This braided band of burnished copper and silver has a cloudy gray haematite set among its twisted strands. It may hold four shifts in any combination of thunder and lightning. [Cost: 2 refresh]

ASPECTS

A vessel does not normally have its own aspect. If you wish it to have an aspect, you must declare one of your own aspects to describe it or buy an additional aspect for it at the cost of one point of refresh.

TOLERANCE

The vessel may only contain one type of elemental energy for each point of refresh that is spent on it. The types of elemental energies that a vessel may tolerate are determined when it is created. However, at an appropriate milestone, you may remake a vessel to change its elemental tolerance, if you wish.

This choice is significant, because elementals of all types may be trapped and stored in an elemental vessel. Elementals which have an affinity for more than one elemental energy may only be contained in a vessel that was prepared for all of its elements.

CAPACITY

A vessel costs one point of refresh for every two shifts of power that will be stored in it. The size of the vessel must be commensurate with its capacity to contain elemental power. A ring, for example, would probably not be a good choice for a vessel intended to contain a very powerful (threat level 7) djinni.

A vessel may be refilled normally during a scene by gathering more shifts of power. If there is time in between scenes, the coordinator should permit the full replenishment of a reasonable number of vessels.



Bohner

ELEMENTAL ARMOR

Armor may be created that protects against more than normal physical injuries. Use the same rules for Armor in *The Toy Box* chapter of the core Modernity codex to determine whether the desired protection is flexible, rigid, or hybrid.

Instead of protecting against physical injuries, each point of refresh spent on the armor will provide protection against elemental energy only. For each point of refresh invested, the armor may be imbued with defenses against a single element.

For example:

Cloak of Chaos: This midnight black hooded cloak provides Armor/2 against entropy-based spells. [Cost: 1 refresh]

Hybrid Breastplate of Ice & Fire: This dazzling steel armor shines with highlights of cold blue and hot gold. It provides Armor#4 against frost and flame and Armor/2 against physical attacks. [Cost: 3 refresh]

CONTROL ARTIFACTS

As a wizard, you have been taught the importance of control, both of your gathered elemental power and of your spells. You may construct artifacts which support your Will, your Lore, or both. For example:

The Burned Staff: This polished ebony pole is capped at one end by a demonic claw grasping an enormous, uncut orange imperial topaz and the other by an iron spike. It provides a +2 to Will to gather flame, a +2 to Lore to cast flame spells, and +1 zone of range to flame spells cast by the wielder. [Cost: 3 refresh]

For each point of refresh you spend, you may add one of the following benefits to your elemental artifact:

- +2 to Will to gather one specific elemental energy
- +2 to Will to contain one specific elemental energy
- +2 to Lore to control one specific elemental energy
- +1 additional zone of range for one specific elemental energy

A control artifact may also be enchanted as an elemental vessel.

ELEMENTAL WEAPONS

In addition to the other types of enhancements described in the core Modernity rules for weapons, a wizard may permanently enchant a melee or thrown weapon with elemental energies for himself or another.

Elemental energies and firearms don't commingle well. Both depend too much on unstable components.

This kind of enchantment is far beyond the scope of a mere spell or even a scene-long ritual. For each point of refresh invested in a personal weapon, you may add two points of Elemental rating for a single type of elemental energy. This elemental stress is applied *in addition* to the normal weapon rating and stress determined by the Attack action. For example:

Wyrmspane: This two-handed greatsword was forged in the highest reaches of the frozen wastes of the Himalayas for the sole purpose of slaying flame devils in days of yore. It is rated Weapon/4 and Flame:2. [Cost: 3 refresh]

ELEMENTAL ASSETS

Wizards like us have infinite possibilities for developing assets to use. Reservoirs of elemental power that are passed down through certain bloodlines, libraries of arcane lore, and eldritch advisors with deep knowledge of what lies beyond the veil are only some examples of assets that can mean the difference between life and death for a wizard.

The Asset rules in *The Toy Box* chapter of the core Modernity tome has all of the rules you need for creating any asset you can imagine for yourself. Additional assets for wizards include the limitation of being useful for only one type of elemental energy for each point of refresh invested in the asset. Here is an example to jumpstart your brainstorming:

Scion of the Iron Pinnacle: For uncounted generations, your family has produced wizards of inordinate skill and power. The power in your blood provides 2 stress boxes that are replenished every session and may be used to support Lore to cast spells and control thunder and lightning. [Cost: 3 refresh]



Dislike

PLACES OF ELEMENTAL POWER

For those times when you need a little extra power to rock the world.

“A volcano may be considered as a cannon of immense size.”

Oliver Goldsmith

There are many examples of locales on Earth with affinity for specific elemental energies. These places make it easier to gather elemental power than others by providing a lower opposition to support Create Advantage actions to gather power. This is freely available to heroes and villains alike. For example:

Kilauea: The rim around the caldera of this volcano has long been known to Hawaiian wizards. Any nearby wizard may gather flame, lightning, and thunder against Mediocre (+0) opposition, but frost and entropy against Fantastic (+6) opposition.

Cave of the Yeti: On the slopes of a smaller peak facing Mt. Everest, this place allows the gathering of frost and entropy against Terrible (-2) opposition, but all others must be gathered against Great (+4) opposition.

Typhoon Haima: Like any powerful hurricane, this massive storm presents Poor (-1) opposition to gathering thunder and lightning, Average (+1) opposition to gathering frost, but Superb (+5) opposition to entropy and flame.



ELEMENTAL DENIZENS

Death wears many masks and smiles upon us all.

“What twelve year old wouldn’t want to play an evil wizard?”

Tom Felton

Because they are not covered in depth in the core Modernity tome, I will remind you that there are three classes of elementals that you must concern yourself with as a wizard:

- Bound elementals
- Elemental demons (incorporeal spirits of elemental energy)
- Elemental devils (corporeal entities with strong elemental affinity)

Of course, those are not the only threats that wizards must beware of! There are evil wizards whose abuse of their power has permitted the Darkness to corrupt them, as well as all the other classifications of threats in our world that do not have a strong elemental component or affinity. Being a wizard does not make you bulletproof.

This chapter will contain specifics regarding the three classes of elementals as well as some examples of the panoply of elemental threats that you will face in your fight against the Darkness.

BOUND ELEMENTALS

Bound elementals are a manifestation of one or more elemental energies animated and controlled by a wizard. Because they lack free will and a spirit or mind of their own, they generally require direct supervision and very specific orders. Unless lengthy stabilization and binding enchantments have been cast, bound elementals tend to violently dissipate when left to their own devices.

Because of the close relationship between the wizard's Will and the bound elementals, every once in a while a part of the wizard's spirit will fragment and become invested in a bound elemental creating something akin to a demon or a devil, depending on the elements its composed of, the wizard's personality, and the other unfortunate circumstances surrounding its birth.

Bound elementals composed of only one elemental energy tend to resemble elemental demons in their lack of corporeal form. Those bound elementals who are formed from multiple energies often have a physical body that can more readily interact with the real world.

ELEMENTAL DEMONS

Elemental demons, like other demons in Modernity, are creatures of composed solely of energy and have no corporeal form. They are immune to physical stress, but consequently have no physical means of interaction with the real world. They may be affected by magic that interacts with spirits of any kind or by elemental energy. They only are only subject to mental stress and consequences. Their memories and thoughts are their bodies, in essence, and represent all that they are.

These demons tend to have only a single elemental affinity, but there are more powerful demons in the Darkness that have intrinsic mastery of more. Their appearance is often roughly humanoid, and they can be easily mistaken for ghosts and other types of incorporeal spirits by the uninitiated. An elemental demon will always have an aura and an appearance that aligns with their elemental nature.

Flighty and mercurial creatures, like their energetic nature, elemental demons can be sources of information as well as dangerous foes. They are often whimsical and careless of spending energy and power. Their personalities tend to reflect the nature of their elemental affinity, too.

ELEMENTAL DEVILS

Like the horamoloch that are described in the core Modernity book and updated herein, elemental devils are extremely dangerous. Not all devils are elemental in nature, but many are. Certainly those summoned by wizards will be! With sufficient power to bring their corporeal form across the veil into our world, their depredations are legendary. An elemental devil will rarely have one elemental affinity, but it does happen in some unusual cases. Although extremely durable, devils are subject to physical stress as well as mental stress.

As a rule, elemental devils are much more coherent, goal-oriented, and organized than demons. They frequently resemble mythical creatures and devils of legend. Most devils have a natural appearance that they always present, but some powerful devils have the ability to alter their appearance and will assume whatever guise seems most likely to help them achieve their goals.

Being native to the Darkness, devils have a different concept of time than we do. Some have even exerted power to study us through the veil, biding their time and waiting for the opportunity to strike and seize whatever it is that has taken their fancy or serves their purpose.

“If I were to lock you up in a dungeon,
I guarantee you would not be bored.”

Priya Ardis

ELDRITCH ASSASSIN

Over the millennia, wizards have needed servitors who can deliver vengeance, justice, or other violence on their behalf. Those wizards who prefer to do this in a fashion that can be chalked up to a heart attack often choose lightning demons commonly called eldritch assassins. These implacable, incorporeal spirits are also extremely effective in the modern era at destroying high tech targets in addition to assassinating your enemies. A low Lore skill means attacks often do collateral damage.

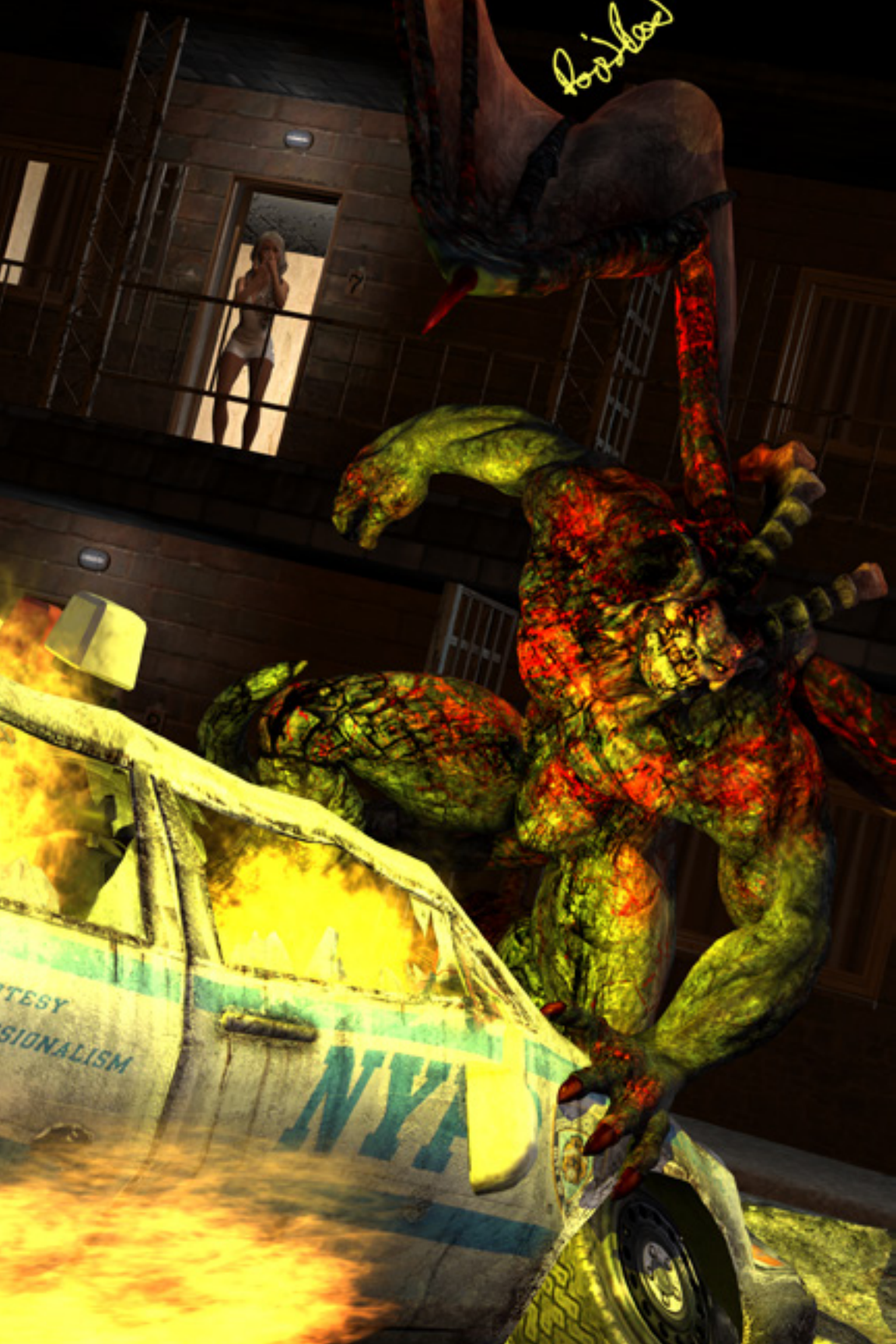
- Threat Level 3 elemental demon (lightning)
- ***Shocking Death in the Dark***
- Will +3, Provocation +2, Lore +1, Stealth +1
- 1 mental stress box
- **Incorporeal Demon**: immune to non-elemental physical stress; elemental stress is absorbed as mental stress
- **Elemental Wizard** (lightning only)
- **Eldritch Bolts**: Lightning:? Attack with Provocation
- **Strike Twice: Eldritch Bolts** always do Lightning:1 stress on a tie.

GUARDIAN ELEMENTAL

For the purpose of patrolling a wizard's premises to keep the nêr-dowells outside the perimeter, bound elementals are perfect. Although they can be composed of any elemental energies, wizards have traditionally used some combination of entropy and thunder to achieve the best physical results.

Humanoid and bipedal, these enormous, smoky obsidian-skinned creatures can be quite terrifying to encounter. They can remain immobile for long periods and even be mistaken for statuary. Lengthy and expensive rituals are required to develop guardians who can act as independently, though simplemindedly, as these creatures do.

- Threat Level 2 bound elemental (entropy, thunder)
- ***Guardian Golem***
- Brawn +2 , Athletics +1, Awareness +1, Fighting +1
- 2 physical stress boxes
- **Elemental Smash**: Fighting Attack does normal physical damage plus Entropy|Thunder:1
- **With My Life**: When a guardian elemental dies, it explodes with a rating of Entropy|Thunder:4 in its current zone.



Predator

PROFESSY
SIONALISM

NYA

HORAMOLOCH

Horamoloch are a type of powerful major devil believed to serve as lieutenants to Moloch, a prince of Hell listed among many hierarchies of Hell documented by various sources over the course of the centuries. In contemporary times, devils such as these rarely find their way across the veil unaided. When attempted summonings do not fail spectacularly (as it's theorized occurred during the Tunguska Event), ritual attempts to summon Moloch have often resulted in the appearance of one or more horamoloch instead of Moloch himself.

Several codices on the subject of devils posit that the souls released when a horamoloch kills a person are claimed by Moloch himself to serve in his dark, burning realm for all eternity, or until Judgment Day, depending on the source material the book is derived from.

The bat-winged horamoloch are described by witnesses as bull-horned, bipedal, and walk unguigrade on hooved hind feet, often knuckle-walking on their fiery, iron-clawed hands with overlong arms like a gorilla. They wear a hide of molten iron, and are said to burn human souls with a mere glance of their flaming gaze.

HORAMOLOCH

A horamoloch that gets loose on Earth is not a subtle threat. It's primary motivation will be to sow as much death and destruction as possible. Horamoloch will act independently but support one another.

- Threat Level 5 elemental devil (flame, thunder, entropy)
- ***Devil of Fire and Iron***
- ***Blood and Souls for My Lord Moloch***
- Athletics +5, Brawn +4, Will +4, Fighting +3, Shooting +3, Awareness +3
- 4 universal stress boxes, 1 mild and 1 moderate consequence slot
- **Elemental Devil**: All armor and weapon attacks carry flame, thunder, and entropy effects with them
- **Armor of Molten Iron**: Armor/3 against physical Attacks
- **Wings of Terror**: Spend a fate point to move up to one zone and make an additional Attack during this turn
- **Gaze of Flame**: Weapon/2 mental Attack against a target in an adjacent zone (not the same zone)
- **Claws of Fire**: Weapon/3 physical Attack against a target in the same zone with the horamoloch.

BRUCE LEVINE

A wizard-vigilante with delusions of grandeur, Bruce will be a problem for heroes who know how important is it to *Keep the Secrets*. A handsome, wealthy, single fellow, Bruce has time to kill with nothing to do but go looking for trouble. Bruce is anything but subtle, but Nancy is having a calming effect on him of late—he has to be mellower to balance her.

- Threat Level 3 human wizard
- **High Voltage Attitude**
- Lore +3, Brawn +2, Athletics +1, Finesse +1, Will +1
- **Elemental Wizard**, **Forceful Flash**, **Plasmic Flare**, **Lightning Lord's Rings** (Elemental Vessel IV, lightning, thunder, hair rings)

NANCY DRAKE

Nancy is a paradox: an impatient wizard. Her personality is as fiery as her magic. She has personal reasons to *Fight the Darkness*, but often her methods leave far more collateral damage than most heroes are willing to tolerate. She has recently joined Bruce in his vigilante fight to rid the city of its occult evil.

- Threat Level 3 human wizard
- **Hot Inside and Out**
- Will +3, Athletics +2, Crime +1, Lore +1, Provocation +1
- **Elemental Wizard**, **Wizard's Bolt**, **Elemental Spray**, **Chain of the Unbound Heart** (+2 to gather flame when worn about the torso)

SHADOW GREMLINS

Sneaking across the veil is a game for these creatures. Their sole purpose is to amuse themselves at the expense of unsuspecting victims. They feed upon the unfocused emotional distress of the victims that they play pranks upon, but when threatened or thwarted, they can become quite vicious. They are rarely encountered alone, and will usually try to act as in concert with one another to better effect than one gremlin alone.

- Threat level 1 elemental devil (frost, entropy)
- **Sneaky Little Bastard**
- Crime +1, Athletics +1, Stealth +1
- No stress boxes; one shift of stress will take out one gremlin
- **Backstab**: As per *Modernity* p. 355
- **Tribal Nature**: When acting as a mob, shadow gremlins are always more effective; they win ties as if they had an extra shift.

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Quisloves



ALSO FROM GLACIER PEAK

This book is only the beginning. . .

“Playing fields don’t have to be level,
they just have to have a windmill.”

Unknown



Ambient music inspired by Modernity

<http://x.co/darkmoods>

MODERNITY (FATE EDITION)

The core rules that support this book and enable you to make a difference in the dark world around us. Fight the Darkness. <http://x.co/modernity>

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Succubi are not the only demons of the night. Many offer more powerful temptations than mere lust. Stunts, extras, and new denizens of the dark to tempt your heroes with. [February 2015] <http://x.co/wickedtmpt>

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PROTECT & SERVE

Who are the Guardians? Where did they come from? Why do they do what they do to protect us? [March 2016] <http://x.co/protectsrv>