The Dresden Files
Roleplaying Game



Volume Two: Our World

HEY, BILLY, YOU FORGOT TO INCLUDE THE BOX OF PUPPIES IN THE BACK SEAT IN THIS ONE.

I think "flying purple demon ape" says "our World" a heck of a lot better than a box of puppies does, Harry.

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Wait, what? Who's this Jim guy? I thought he was just my "player!"

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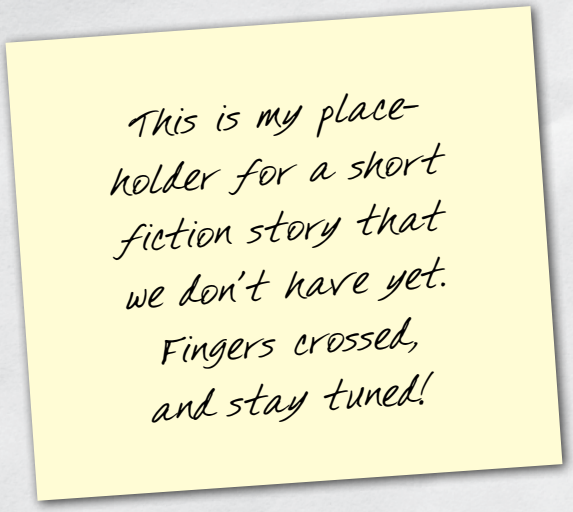
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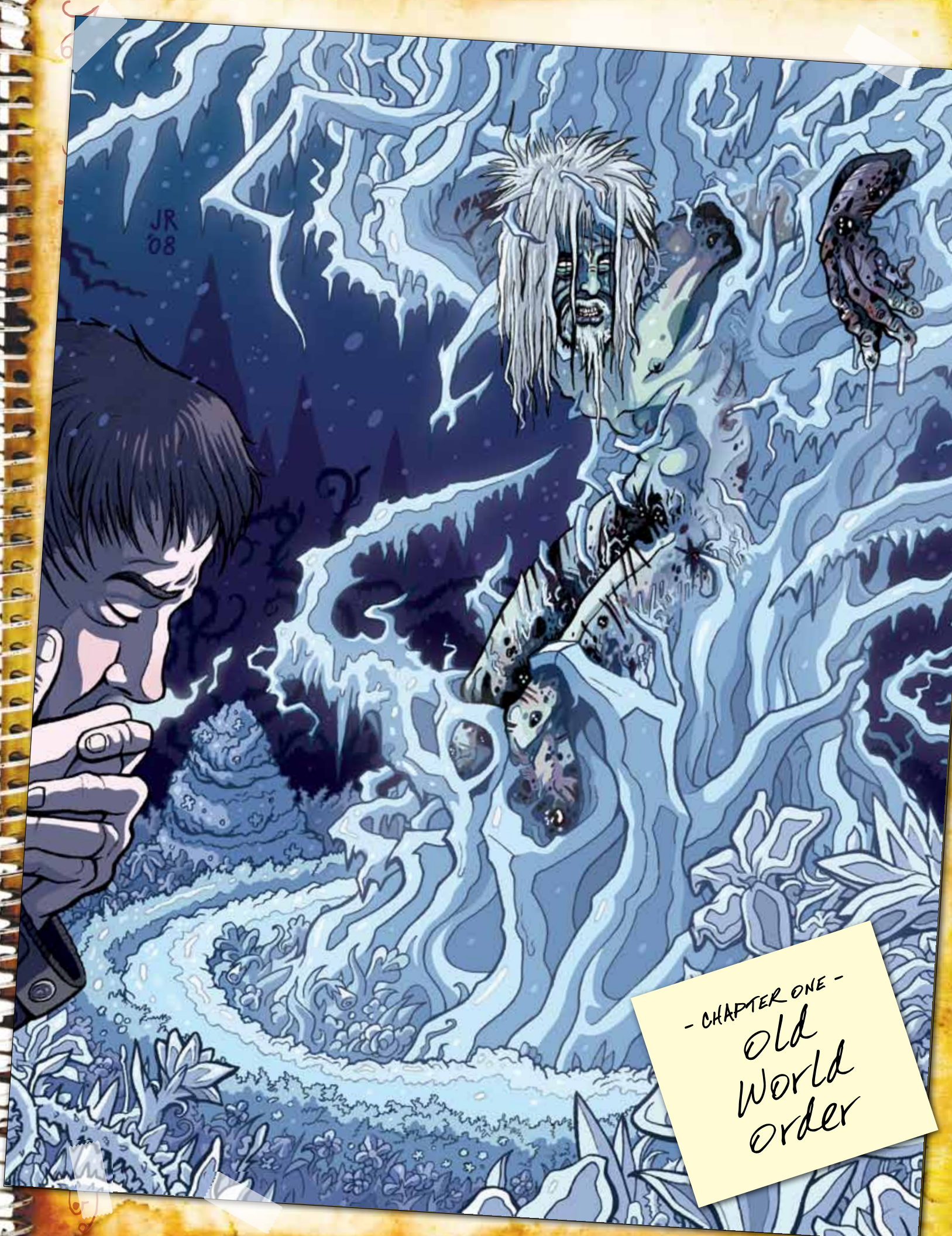
Any page references that talk about material in **Volume 1: Your Story** will be noted with the prefix "YS". So if you see "YS47", that means page 47 of your Story.

???

BY JIM BUTCHER

Wha...?
Oh, I get it. My "player" "wrote" this. Cute.




JR
'08
- CHAPTER ONE -
Old World Order

Welcome to the Old World Order

By now, you know that there's a whole lot more to the world than most people realize. Magic is real, fairytale characters aren't just in children's books, and malevolent creatures do lurk in the woods. You probably also realize that things get more than a little complicated behind the veil.

You don't know the half of it yet.

Many residents of the supernatural world—some people call it the "Old World"—organize themselves into factions, for the same reasons pure mortals organize themselves into tribes and nations: mutual protection and shared culture. Problem is, factions in the supernatural world make the United Nations look like the local bridge club. Supernatural factions have hidden histories, dark secrets, and blood feuds. Each one has its own version of how much they've left their fingerprints on the history of the world. And when disagreements arise, you'd better get out of the way.

However, these factions tend to go to some effort to make sure that mortals don't even bother to start looking for their fingerprints in the first place. To the supernatural set, most of the world should enjoy comfortable ignorance. Vicious wars have been fought among these supernatural nations, right under the noses of unsuspecting mortals. Nevertheless, some events and episodes of the Old World order are well-established and can even be tracked by mundane humans.

In the wider scope of things, a lot of the effect of the supernatural on mortal history actually gets canceled out behind the scenes. The White Council saves a settlement here; the Red Court takes over a European colony in South America there; volcanoes explode, killing thousands (and a number of nasty mystical critters); Milwaukee disappears for a weekend. These things happen.

The important thing about occult history is that it gives rise to long-standing grudges and vendettas among the supernatural factions. And these centuries-long animosities often catch uninvolved people in the gears and grind them up, leading to new and different drives for revenge.

Life isn't fair. That's history, too.

Just belonging to any supernatural faction is enough to get a nice set of enemies along with your metaphorical membership badge.

Re: The Industrial Revolution—I'm wondering if our Twenty-First Century "wired world" is another major shift. All I know is that I can't get on the Internet, and someone tried to buy me on eBay.

Billy, this book is being written by a werewolf. And edited by a wizard. I don't think we qualify as "mundane."

Can we get a copy of the Accords, to boil them down for this book?

No. Fricking. Way.

Supernatural Politics and the Unseelie Accords

The "supernatural nations" detailed below tend to follow an Old World aesthetic of manners and methods. This often means a Renaissance-era mindset in their approach to political issues—it's as if they read Machiavelli's The Prince and just stopped there.

Meanwhile, the philosophies and technologies of mortal-kind have advanced. In fact, you could say that the Age of Enlightenment and the Industrial Revolution caught the supernatural factions with their pants down.

I've seen a troll with his pants down.

It's not pretty.

The aftershocks of both are still being felt among magical sorts. The disparities between the rough-and-ready modern mortal outlook and the more courtly and traditional supernatural attitude frequently cause friction between supernatural folk and mortals, as well as between supernatural factions—especially factions with members that are mortal or spend part of their lives among mortals, such as the White Council or the White Court of vampires.

Regardless of their differences, all supernatural factions observe the rules of interaction laid out in the Unseelie Accords. Devised by Queen Mab of the Winter Court of Faerie (page 177), the Accords are a cross between the Magna Carta and the Geneva Conventions for the various supernatural factions.

The Accords recognize major magical factions as independent political entities (or "nations") with the right to defend, protect, and avenge their members. "Freeholding Lords" are also recognized: entities of power that do not necessarily represent an entire kind, just themselves and their supporters.

The Accords lay out an important concept: *magical nations are responsible for policing their own*. If they don't do this, and let their people run willy-nilly, these activities can become a lawful grievance to another nation—even up to a justification for war. The Accords also lay out other rules concerning such topics as the treatment of prisoners (though the rules do

little if anything to protect them), setting prices on ransoms or prisoner exchanges, laying out procedures for negotiations between hostile supernatural nations, the establishment of neutral ground, rules of engagement and territory, a basis for diplomacy, and so on.

Most importantly, the Accords establish several hard and fast rules that provide ancient (read: Old World) customs of hospitality and honor with the force of *law*. If any two things are regarded as concrete by the supernatural nations, they are: 1) the binding power of sworn oaths; and 2) the obligation of a host to offer aid, comfort, and protection to his guests.

The Accords recognize that it is mutually profitable for the supernatural nations to avoid overt or large-scale conflicts; indeed, they provide a means of settling disputes between rival nations by means of a trial of champions—based on the Code Duello—presided over by a "neutral" mediator. Any member of any nation can be asked to be a mediator, but the choice must be mutually accepted.

All in all, the Accords are extremely complex, and applying them generally leads to a lot of arguing rather than actually solving any problems (it is likely that this is what Mab intended). They do work, however—conflicts are often defused by the lengthy legal discussions. The Accords are supported by all sides, mainly in order to keep things from getting worse than they already are.

There Is No Spirit of the Law

The Accords were set up by one of the most notorious manipulators in the supernatural world; furthermore, the legalistic bent of the faerie mind, along with their important concepts of favor and debt, has a strong influence on the letter of the law.

Much like the Code of Hammurabi, everything is spelled out extremely clearly. Vicious as it seems to us in retrospect to claim an eye for an eye or a life for a life, it prevents one supernatural tribe from murdering all of another tribe in response to a single death or other faux-pas.

Also, nobody's going to respect "the spirit of the law" of the Accords, because there *isn't* one. (See above regarding Mab's legalistic thinking.) The supernatural nations all abide by the Accords, because the possibility of all-out mystical warfare is so much worse—as the current Vampire War (page 22) between the Red Court and the White Council demonstrates.

Mordite

Also known as "deathstone," mordite is not of our reality. It's a chunk of congealed anti-life—just being near it drains vitality and magic; anything actually touched by it is disintegrated. To wizard senses, it's just *wrong*, with a nauseating, cold aura.

On occasion, mordite has been used as a weapon in formal duels under the Unseelie Accords. This mordite is specifically enchanted to be responsive to applied willpower. Such a duel is run as a mental conflict, using the Discipline skill on both sides (offense and defense). If the conflict ends with one or both participants being taken out, it's the mordite that gets to define the nature of the result—and it always defines it as "death." Since this sort of dueling is intended to be to the death, any conflict that doesn't end with at least one participant taken out may be seen as inconclusive and in violation of the Accords by one party or another.

Getting Screwed By the Letter of the Law

In the ad hoc supernatural courts that judge these things, plenty of precedent establishes that there is only the *letter of the law* to protect you under the Accords, and each letter has a razor's edge. It doesn't matter what your sentimental excuses were, how many innocents were going to die, or that your true love's life was on the line. If you break the Accords, then you are neck-deep in trouble.

The best thing that you can hope for is that your side will try to find some loophole to get you out of it, or work a behind-the-scenes deal to persuade the other side to drop their reasons for offense. Unfortunately, the most likely thing is that you'll be served up on a platter with a carefully worded letter of apology tied around your neck. There will always be people on your side who will consider their *own* continued peace and safety far more important than your skin. And after all, what is one man compared to the prospect of supernatural war? These people may regret the political necessities, but that won't stop them from gift-wrapping Accords-breakers and delivering them to the aggrieved parties.

Hey, Bob—if mordite sucks up magic, how could it be enchanted?

Hmm. It's less enchanted, and more...magically ***enclosed****. This is not easy to do, and treads dangerously close to a couple of the White Council's Laws.*

Sounds like outsider stuff to me.

In gamer terms, Mab is the consummate "rules-lawyer."

You know, under the Accords, naughty children found on bridges are still lawful prey for trolls.

At times, the letter of the law can actually be helpful. There are cases where people use the legalisms to their advantage. It is a clear and definite fact that someone who reads the Accords and plans their actions *before* doing something precipitous (like burning down a houseful of bad guys) is the person who is most likely to get away with it.

Supernatural Factions

Many supernatural "kinds"—wizards, vampires, faeries, etc.—are considered to belong to their own supernatural nation under the Unseelie Accords. (However, given the differences between the Vampire Courts, and the differences between the Summer and Winter Courts of Faerie, there are several separate "nations" of vampires and faeries.)

Here's a quick run-down of the major factions in play. (For further details on the nature of each of these types of beings, see *What Goes Bump*, page 26. For discussions of specific individuals, see *Who's Who*, page 96.)

We're talking mobs of villagers with pitchforks and flaming torches here.

Mortals

Mortals aren't a supernatural faction per se. But they are both prey and a threat (especially en masse) to many of the supernatural nations.

While more-or-less clueless to the supernatural shenanigans happening around them, hordes of mortals roused to action can pose a danger. Calling mortal authorities into an arcane fracas is usually akin to calling in an airstrike. After the Industrial Revolution, with the wide availability of steel weapons, guns, and ever more deadly technologies, the mortal threat has upgraded to "nuclear" (literally!). For the past three hundred years or so, supernatural folk have laid a bit lower than in the past.

My take is that, suddenly, mortals are now an even larger threat than before. The Denarians have already "tested" him. Who's next?

Unfortunately, opinions on the dangers of mortalkind seem to be changing. Recent Red Court attacks in the Vampire War have killed thousands of unsuspecting mortals in the Third World with impunity. Furthermore, the rise of the entirely mortal John Marcone (page 185) to the status of Freeholding Lord has had *some* sort of ramifications among the supernatural set regarding mortalkind—but what those are exactly is still unclear.

The Roman Catholic Church

While many priests believe in the Devil, not many have accurate information on the Prince of Darkness. There are some who know a bit about the various Vampire Courts, but very few know anything about the Faerie Courts. The general attitude of clued-in people in the Church is that anyone involved with the supernatural is either evil or sliding that way, with few exceptions.

A scattering of Churchly people—priests, monks, nuns, affiliated laymen, and others—know and stand sentinel against the darkness. Few of them have any real skill with magic, but some have particular areas of knowledge, special skills, or personal alliances with supernatural factions. For example, the Knights of the Cross (though their calling comes from a higher source than any mortal religion) are strongly associated with a faction within the Catholic Church that provides what support it can for the Knights.

Other Mortals

Clued-in mortals, werewolves, scions, and hedge wizards (especially the members of the Ordo Lebes, page 103) all play fairly minor roles in the overall supernatural situation. Most often, they are simply food, targets, or obstacles to the larger and more powerful factions.

Sorcerers are often catspaws and pawns for the darker supernatural nations and Freeholding Lords—sometimes even Outsiders. Sorcerers don't usually have enough oomph to stir up "international" trouble on their own. Usually.

On the other hand, necromancers (especially powerful ones, like the Disciples of Kemmler, page 64) are individually a sort of "banana republic" in the overall supernatural nations schema. Given their power and undead legions, they cannot simply be controlled as sorcerers are. They are powerful loose cannons which must be jostled into position or squelched as quickly as possible, depending upon the aims and goals of the larger supernatural faction.

The White Council

The White Council, comprised of wizards from all mortal nations, is a signatory of the Unseelie Accords and serves as the "supernatural nation" for all mortal wizardkind. The Senior Council (its governing body) ensures that most wizards in the world respect the Laws of Magic—and disposes of the ones who don't (via its Wardens; see below).

It maintains alliances with other occult groups like the Venatori Umbrorum, the Fellowship of St. Giles, and a few mystically-inclined monasteries in Tibet and India.

Most wizards worthy of the name have come up through the traditional system: apprenticing with a White Council member, passing the trials of wizardry, and joining the Council themselves as full members.

A White Council member gets a vote in important deliberations and agrees to abide by the Council's rules (including the Laws of Magic, see sidebar). A member is obliged to represent the White Council, if necessary.

Latin is spoken in White Council conclaves. All members attending a full meeting of the Council wear a robe with a stole that denotes their rank (no stole for apprentices, blue for junior wizards, red for senior ones, purple for Senior Council members).

The White Council is governed by the Senior Council: seven wizards of age, skill, power, and knowledge. The leader of the Senior Council (and thus the entire White Council) is called "the Merlin." They set policy by majority vote (usually of the entire membership of the White Council, but a Senior Council member can restrict matters to a closed vote of just the Senior Council).

The Laws of Magic

The Laws of Magic are not the quasi-physics of how magic works; they are the practical regulations imposed on mortal spell-slingers by the White Council.

Simply stated, the Seven Laws are:

- **One:** No killing mortals with magic.
- **Two:** No transforming others.
- **Three:** No mind-reading.
- **Four:** No mind-controlling.
- **Five:** No necromancy.
- **Six:** No time travel.
- **Seven:** No seeking knowledge and/or power from Outsiders.

See YS232 for a more in-depth discussion of the Laws.

The Blackstaff

There are rumors that there is a secret White Council agent (authorized by the Senior Council) who is licensed to break any of the Seven Laws of Magic in those cases where those laws prevent the White Council from acting in a critical situation.

These are *surely* just rumors.

Don't be snotty, Billy. You already know more than most mortals. I've read your entry on McCoy.



Wardens

The Wardens are the guardians (and often executioners) of the White Council. They are responsible for policing both the White Council and the magical community outside it. A Warden is expected to protect mortals in his area, be vigilant against supernatural threats in his region, represent the Council in matters of diplomacy, aid and assist other wizards who require aid and protection, and—when required—strike out at the enemies of the Council. Think of them as "magic cops."

Whatcha gonna do when they come for you?

All Wardens are battle-capable wizards of high skill and power. Warden security protocols compose some of the best magical countermeasures in the world. They are trained in the use of wardhounds (page 32) in this work, and they also have access to voluminous—if sometimes incomplete and out-of-date—dossiers on various supernatural "high-rollers."

Shades of Gygax – "puissant"? Please. What's next? Vorpal?

Their tokens of office are a plain grey cloak and a special sword—both serve as a sign of their authority. Furthermore, a Warden's Sword is a puissant and useful enchanted weapon.

Vorpal is a GREAT word!

Subject to the Senior Council, they have their own captain and are structured under regional commanders. Regional commanders are in charge of security and operations for a large area (like, up to half a continent—though these current vast demesnes are certainly due to the current Vampire War; before this, four regional commanders normally handled North America alone).

White Council Allies

Aiding the White Council in the Vampire War (page 22) are several allies: The Fellowship of St. Giles, the Venatori Umbrorum, and several individual temples and monasteries in the Far East. The White Council has also had occasional assistance in the Vampire War from the Knights of the Cross (page 72) and the Summer Court of Faerie (page 37).

The Fellowship of St. Giles

The Fellowship of St. Giles is a refuge for the desperate, for people who have some kind of darkness within them (usually in the form of Red Court venom) that has begun to eat them away. All of them are trying to hold onto their humanity by turning that darkness back upon those who would harm mankind.

The Fellowship has developed magical tattoos to control their members' hungers. These allow the half-vampiric members of the Fellowship to enjoy the advantages of their supernatural abilities while maintaining a modicum of control and choice. However, these tattoos aren't perfect; extended use of supernatural abilities returns the member to the mercy of those monstrous hungers. For this reason, the Fellowship usually works in pairs or teams, keeping an eye on one another.

The Fellowship is working with the White Council in the Vampire War, mostly channeling information and helping out in combat situations. They have a particular hatred for the Red Court and will take any opportunity to strike back at them.

The Venatori Umbrorum

The Venatori Umbrorum are literally "hunters of the shadows." Often characterized as "Masons with machine guns" or "Masons with flamethrowers," this ancient secret brotherhood has extensive knowledge of academic (especially history and folklore), commercial, intelligence and counter-intelligence, financial, legal, and military issues. They possess an understanding of basic occult countermeasures. They are a larger organization than the Fellowship of St. Giles (possibly even larger than the White Council realizes). Unfortunately, they seem to lack powerful magical practitioners.

As allies of the White Council, they usually provide intel and analysis to the wizards. Since the start of the Vampire War, they have also participated in combat operations against the Red Court.

Himalayan Temples & Indian Monasteries

Not much is known about these allies of the White Council from the Far East. It seems that, while they have less overall mystic power than the mostly Eurocentric White Council, they do have a modicum of mojo, along with greater knowledge and familiarity with the supernatural entities in Asia (like Temple Dogs, rakasha, and the Jade Court of vampires).

The Knights of the Cross

Belief is not a job requirement. Sanya is agnostic, for instance.

The Knights of the Cross were founded to counter the Fallen angels who make up the Order of the Blackened Denarius. They protect the freedom of the mortal soul. To that end, they aid any mortals under the oppression of dark forces and try to help those people win freedom from the darkness.

When a Knight meets a Denarian, he is supposed to offer the Denarian a chance to surrender his coin and repent. If the Denarian hands over his coin and asks for mercy, the Knight has to accept this and let him go, giving him a chance at repentance. (While this seems like an easy out, to be fair, there *have* been cases where this has worked and the ex-Denarian has genuinely repented—in one case actually becoming a Knight of the Cross himself; see Sanya, page 221.)

If the Denarian says no, then it's time for a bit of the old choppy-choppy, slashy-slashy.

While primarily founded to thwart the Denarians, the Knights are usually willing to tackle other evils, should it be God's will—"winning free of the oppression of dark forces" covers a lot of ground (thus, the Knights' "dealings" with the various Vampire Courts).

Knights of the Cross are often Christians of some stripe, but a virtuous and faithful heart is more important than conscious belief in a theistic faith. After all, God believes in *them*, whether or not they believe in Him in any particular way.

There are three Knights of the Cross at most, and sometimes there are fewer. Their tokens and their burdens are their three Swords: *Amoracchius* (a broadsword), *Fidelacchius* (a katana), and *Esperacchius* (a saber), each incorporating one of the three nails that pierced Christ's hands and feet on the cross.

At the moment, there is only one Knight—Sanya, wielder of Esperacchius. The most recent wielder of Fidelacchius, Shiro Yoshimo (page 240), died at the hands of Nicodemus (page 100) during the Denarian's plan to use the Shroud of Turin to unleash the Black Death in a worldwide plague. More recently, Michael Carpenter (page 123), wielder of Amoracchius, was critically injured in the rescue of the Archive (page 98) and John Marcone (page 185) from the clutches of the Denarians.

Both of their Swords are at present in the custody of the wizard Harry Dresden; neither has yet been passed to a new wielder.

The Knights are quite simply and purely Good Guys. They do the right thing, and they risk their lives to do it. Armed only with a Holy Sword, (divine?) serendipity, some mild support from the Catholic Church (and, arguably, the angelic hosts of Heaven), and God's blessing, they face down the forces of Hell, dragons, ghosts, the Vampire Courts, and anyone else who requires it.

The Knights—especially Michael Carpenter—were drawn into the Vampire War due to the personal and professional ties they developed in recent years with Harry Dresden. (Some feel that this involvement may be related to the Knights' overall mission as well.)

Careful with the idle speculation there, Billy.

The names of the Swords mean Love, Faith, and Hope — in case they weren't already symbolic enough!

Sometimes Amoracchius is a longsword and sometimes a broadsword in the casefiles?

Both terms often refer to the same sort of sword — there's a long and twisty historical reason for that, but I'll tell you about it next game night.

Vampires

The Vampire Courts are perhaps the most pervasive, widespread groups of monsters out there. Fortunately for the other supernatural factions, they're riddled with infighting and discord, frequently feuding with each other, and they require rigid levels of protocol and diplomacy in order to function *at all*.

In practice, the Black Court is drastically understrength when compared to the White and Red Courts (this can be directly blamed on the publication of Bram Stoker's Dracula). The potency of the Jade Court is unknown—a wild card in the deck.

The White and Red Courts hold a lot of power in the modern world. The White Court has infiltrated the media (in particular, pornography and fashion), while the Red Court has worked its fingers into politics and finance. The complicated rivalries that divide each Court mean that a Red Court vampire who's currently up against a White Court foe can often find a White Court rival who's prepared to make a temporary alliance against this mutual enemy—and vice versa, of course. This tends to benefit the rest of the supernatural world, as the Vampire Courts tend to keep each other's numbers down.

The day Michael got injured was one of the worst days of my life. And that's saying something.

The Black Court

Black Court vampires have all the vulnerabilities that are described in Dracula: holy items, holy water, garlic, fire, running water, and so on. And pretty much *everyone* knows it. This has left Black Court vampires rather thin on the ground. The ones who have survived are the old, powerful Ruhks, who have the intelligence and the capabilities to avoid public attention and protect themselves from other supernaturals.

The infrastructure of Black Court vampires is unknown. It may be that, post-Dracula, they are too fragmented to have any hierarchy at all. Their relations with the other Courts are tenuous, as the other Courts have them at a disadvantage and *know* it. Black Court vampires feed much faster than the Reds or Whites do and tend to "use up" the local mortal population; this causes frequent territory disputes among the Courts.

The Black Court often uses "Renfields"—humans who have had their wills broken and then been bodily fortified by black magic—to act as bodyguards, minions, and cannon-fodder.

As a cohesive whole, the Black Court is not involved in the Vampire War, although individual Black Court vampires have certainly played a part in the conflict.

I could do without the reminder that the Red King has had basically forever to plan for this war. What do you do against a foe with a decades-long plan for your destruction?

The Jade Court

There are few details available about the vampires of the Jade Court. Even the other Vampire Courts don't seem inclined to discuss them.

What we do know: it's based in Asia, where it is well-entrenched and well-hidden. Either its members are more interested in staying out of the public eye than gaining influence, or they already have so much political and social influence that petty intrigues are no longer significant.

Shiro Yoshimo (page 240) of the Knights of the Cross had some interactions with them, and it is possible that Ancient Mai of the White Council has some contacts in the Jade Court (or at least knows the protocols for dealing with them).

The Jade Court's lack of participation (so far) in the Vampire War is a relief to the White Council.

"Blue Court."

Thanks for the fresh fuel for my nightmares, Billy.

The Red Court

The members of the Red Court are inhuman creatures inside human shells; their true form is a thing of warped flesh and twisted bone. While they can maintain a pleasant and even beautiful human appearance, under stress they show their real nature: half-bat monsters drooling black venom and stretching out long angular limbs to seize their victims.

The Red Court has great influence in international finance and politics; they manipulate mortals through their narcotic venom, in addition to mundane bribes and influence. The core of the Red Court power is based in South America and they have strongholds throughout that continent. They treat mortals as livestock, addicting entire communities to their venom.

Various aristocratic bloodlines advise and intrigue with (and against) the ruler of the Red Court, the Red King. The high nobles of the Court are very powerful and very inhuman. A few of these aristocrats maintain a semblance of civilized behavior through strict personal codes of honor—but most of them don't, instead reveling in their power. It is unknown what language the Red Court uses in their councils, but either Spanish or Portugese would be apt.

Apparently, the Red King has been planning a war with the White Council for *years*. Only recently has he been given a pretext to attack. Interestingly, the Red Court seems to have gained a tremendous amount of information on magic and the White Council that they didn't have before. Despite these advantages, the current war with the White Council is occupying much of the Red Court's time and resources.

Other Possibilities

The White, Red, and Black Courts are reasonably public in the supernatural world, at least. The Jade Court is more private, but is known to exist.

So what's out there that *isn't* known about? Could there be powerful vampires with different hungers and vulnerabilities who have managed to keep themselves so secret that nobody knows about them? Is there a Blue Court? A Green Court? A Purple Court?

Maybe. Nobody knows.



Red Court Allies

For its part, the Red Court is using ghouls in the mortal world—as well as demons and Outsiders in the Nevernever—against the White Council. It is also trying to bring the White and Black—and possibly the Jade—Courts in as allies to help fight the "mortal freaks" (as wizards are termed). The White Court is currently remaining neutral due to infighting and a recent major setback, the Black Court is very small, and the Jade Court is very mysterious, so none have joined the Reds quite yet.

The White Court

The White Court are psychic vampires; they live off the emotions of others, so much so that they can drain other people to death. They can feed off of various different emotions, using that energy to empower their supernatural abilities. White Court vampirism is hereditary as opposed to infectious.

There are a number of Houses in the White Court jockeying for power and status—Raith, Skavis, and Malvora are the most powerful. Lord Raith is the current White King. In conclave, White Court members speak ancient Etruscan.

Though the Houses are divided in their opinions on how the White Court should respond to the Vampire War, the White King has called for diplomacy. This, of course, has led to even more internal division.

The real power behind the White King is known to few. Let's just say that Daddy Raith ain't all the man he used to be.

Um... Billy, do NOT mention that in the text.

Faeries

The Faerie fall into two rough divisions—the Summer Court (the Seelie) and the Winter Court (the Unseelie)—though there are various wyld powers in between these factions. Neither major Court is absolutely "good" or "evil." Trying to assign each a moral stance vis-à-vis mortal perspectives is just dumb.

Each Court has three rulers: the Queen Who Was (the Mother), the Queen Who Is (the Queen), and the Queen Who Is To Come (the Lady). The Mother holds vast power, but she is mysteriously beholden to the natural order, and she thus takes little active role in the ruling of the Court. The Queen holds massive power and uses it to *rule*. The Lady holds the smallest portion of power (still a great amount, to mortal minds), but she also has the most freedom of action, the closest access to the mortal world, and the most ability to act independently.

Some of the fae prefer hanging out in the mortal world to spending their lives in the Nevernever. Even the Sidhe (see below) visit the mortal world on occasion, but they don't spend much of their time there. This may be because humanity offers various fleshly pleasures (such as pizza), or because the fae in question *needs* to interact with humanity or nature in order to fulfill its purpose.

While the Summer Court and the Winter Court are mostly locked in their customary rivalry, the Summer Court has offered minor assistance to the White Council in the course of the Vampire War.

Like how Lea feeds on blood and power from artists and poets, and grants inspiration in return.

Sidhe

Among the faerie, Sidhe is a state of being that is somewhat political and somewhat biological. A Sidhe has all of the abilities of its faerie type, raised to greater heights of power. The Sidhe are the aristocracy of Faerie, and that mindset must be considered when dealing with them, regardless of which Court—or no Court—they are associated with.

Sidhe Knights

AKA Knights of the Faerie Courts

Marcone confounds me. He's criminal scum, no debate there. But, on occasion, he does something so...right, that I need to pause and consider. Damn him.

Sidhe Knights, the champions of the Courts, ensure the balance between the Courts of Faerie. While the Faerie Queens cannot kill anyone who isn't attached to their Court through birthright or bargain, the Knights *can*. The Knights can also act in affairs not directly related to Faerie, making them the primary outlet of the Faerie Courts for intrigue in the mortal world.

This relative freedom is, of course, enabled by the fact that Sidhe Knights *must* be mortal—i.e., human.

The Order of the Blackened Denarius

The Order of the Blackened Denarius is composed of Fallen angels bound to thirty silver coins. These coins, said to be Judas Iscariot's payment for betraying Christ, permit the Denarians to possess mortal hosts. Denarians are old, powerful, and *very* dangerous entities. They have rampaged across two millennia of history, opposed only by the Knights of the Cross (page 72).

I'm pretty sure Marcone's "security consultant" Sigrun Gard grabbed an unused one, too. Hope it stay's unused.

The Denarians are led by Nicodemus Archleone (page 100). Nicodemus has possession of those denarii neither currently in use nor captured by the Knights of the Cross, and he passes them on to suitable targets for corruption. It is suspected that his long term plans involve bringing about the Apocalypse. Interestingly, not all the Denarians share his patience, resulting in tension within the group as some of them pursue goals with a quicker payoff.

Freeholding Lords

Under the Unseelie Accords, powerful individuals are permitted to be signatories. These are the Freeholding Lords. Dragons, scions, and even old gods fill the ranks of the Freeholding Lords. In the view of the supernatural nations, they are arcane "city-states."

Marcone's Mafia

John Marcone (page 185) is the first "pure vanilla" (i.e., non-supernatural) mortal to have signed the Unseelie Accords (page 12) as a Freeholding Lord.

The majority of Marcone's forces are mortal criminals who are somewhat clued-in to the supernatural. A small number are combat-ready mercenaries, unfazed by magic or supernatural weirdness. Marcone also employs at least one magical contractor (Sigrun Gard, page 146) for magical protection and information-gathering, in an attempt to more fully understand supernatural issues.

It is likely Marcone will assist the White Council, at least in a limited fashion, against the Red Court in the course of the Vampire War. (Interestingly, most of his major conflicts have been against the Denarians and the Black Circle; see page 185.)

Outsiders and Old Ones

We know very little of the Outsiders and the Old Ones.

What is known is that the Outsiders are minions of the Old Ones. Both come from outside our universal reality, from beyond the limits of Creation, from beyond the Outer Gates.

Outsiders are creatures of utter chaos and nihilism. They are dedicated to ending all thought and order. Their only goal is returning the universe to the void.

The fact that the Red Court has been able to summon lesser servitors of the Outsiders in the course of the Vampire War is a cause for great concern among the White Council.

The Circle

Someone gave Victor Sells (page 223) training beyond that of a normal sorcerer. Someone arranged for the FBI Hexenwolves (page 131) to get their magic belts and warned them about the White Council. Someone delivered a mysterious athame to Bianca St. Claire (page 229) to be used as a gift to a powerful Sidhe. Someone drove the Summer Lady Aurora (page 104) mad. Someone provided the entropy curse ritual to the Evil Eye Franchise (page 226). Someone felt the need to interfere in the Chicago Darkhallow. Someone sent the Scarecrow (page 41) to kill Lucius Glau (page 150). Someone used Hellfire against Mab's stronghold of Arctis Tor. Someone had an interest in the "culling program" of the Skavis (page 226). Someone silenced Queen Mab of the Winter Court (page 177).

Harry Dresden thinks that all of these someones may be working together. And that they may have a spy in the White Council—possibly even on the Senior Council itself.

Those who have seen this cabal's shadowy hand in action call it by different names, most commonly either the Black Council or the Black Hats. But there is some evidence that they call themselves the Circle.

They are known to react badly to incompetence and murderously to deception. They're *hard*.

While we don't know for sure what their ultimate goal is, getting there obviously involves stirring up heaping helpings of trouble.

Whatever it is, it ain't good.

Really, most people don't call the Black Council by any name at all. People don't talk about it—don't let the Merlin hear you spreading rumors. Officially, this is paranoia.





Supernatural Conflicts That Could Kill You Right Now

The Unseelie Accords are designed, in part, to prevent a lot of large-scale fights in the supernatural realm. However, it's not without its failures. Despite its intent to de-escalate conflict, some open (and not so open) wars currently rage on.

The Vampire War

The White Council of wizards and its allies are currently fighting the Red Court of vampires and its allies in the Vampire War. It is a notable failure of the Unseelie Accords.

It's not correct to think of these as "failures."

The Accords are acting as designed.

Firstly, the Accords have prevented a vast amount of bloodshed over the years. If you think the wars going on now are bad, you should have seen things before they were established.

Secondly, Queen Mab didn't establish the Accords in a fit of pacifism; war is anticipated and ruled by the Accords just as peace is.

Thirdly, Mab is ***magnificent*** *at turning things to her own advantage.*

While the avowed cause of the War is the death of newly appointed Margravaine of the Red Court, Bianca St. Claire (page 229), at the hands of the wizard Harry Dresden of the White Council, there is evidence that this event was only a convenient excuse to start open conflict that had been long-planned by the Red King.

We don't yet know exactly why the Red King wants this war, aside from the fun of legally killing wizards. But I doubt it's just so he can twirl his moustache.

Factionless Monsters

While the overall demonic "supernatural nation" of Hell/Downbelow has not declared one way or another with regard to the Vampire War, individual demons have been summoned by Red Court vampires for use against their White Council foes.

Most ghosts, being simple "recordings" of the death throes of strong-willed individuals, are not capable of joining a side in any supernatural conflict. However, their existence has been exploited during the run-up to and the execution of the Vampire War.

While the ghoul clans haven't formally picked a side in the Vampire War, their past associations with both the Red and White Courts have led to their use as support troops in several conflicts.

Plus, Outsiders.

Harry refused to take Bianca's "reasonable and acceptable" offer of truce (which would only have cost the life and soul of the woman he loved) and instead killed Bianca and most of her followers. The Red Court didn't take this "affront" all that well. War was the only acceptable response.

Like most things in the supernatural world, this isn't what it appears on the surface. Bianca *deliberately* lured Harry Dresden into an intolerable situation, expecting that he'd either get himself killed or lose the people he loved. When she died, other Red Court forces moved with suspicious speed. While some factions in the Red Court had wanted to delay the war with the White Council a bit longer, most of the major players were ready for it—indeed, they were *slavering* for it. They took advantage of the excuse provided by the broken Accords.

Matters could, in theory, still have been sorted out under the letter of the Accords, by executing Harry Dresden or handing him over to the Red Court. However, the White Council was aware that the incident was only a pretext, and that the Red Court would just have found or manufactured another excuse for fighting later.

The White Council showed uncharacteristic insight on this one.

Major offensives over the past few years of the Vampire War have included the destruction of the tower fortress of Senior Council member Simon Pietrovich (page 204) in Archangel; the taking of the White Council operations center in Cairo; and assaults on Madrid, Sao Paolo, Acapulco, Athens, and Belize.

An attack on the White Council's base in Sicily was intended to lure the entire Senior Council to one place so they could all be taken out at once. When the wizards retreated into the Nevernever, the vampires followed—effectively (and possibly unintentionally) declaring war on Faerie. The Faerie Courts, however, have been slow to respond to these incursions, since they are locked in their traditional enmity. Around this time, the Red Court also began summoning demons and lesser Outsiders to fight for them.

The White Council retreated to a hospital in Congo, and the Red Court sent mortal agents during daylight to use a sarin-like nerve gas against them. *Everyone* within six city blocks died—including thousands of innocent and uninvolved mortals. With this attack, the Red Court crossed every line, mortal and supernatural.

The Red Court also seems to have some sort of tie to the Circle (page 21), in that the vampires timed a major offensive to tie up White Council resources at *just* the right time to permit the dark wizard Cowl (page 128) to attempt a Darkhallow—which, if successful, would have given him the godlike power necessary to bulldoze his way through the defenses of the White Council headquarters in Edinburgh. We assume he would have allowed a horde of screaming Red Court vampires in behind him.

I'm not sure anyone on the White Council grasps just how close a call the Darkhallow was.

The Red Court has continued to assault the White Council and its allies. Since the vampires keep mucking about with the safe paths through the Nevernever, the Summer Court of Faerie has, on at least one occasion, aided the White Council.

As occult warfare in Asia heated up (such as a bunch of "bad old guys" under the command of a "big daddy rakasha" attacking White Council-allied monasteries), the King of the White Court of vampires met with the White Council under a flag of truce and temporary cease fire. The White King has agreed to approach the Red Court about negotiating the end of the War (despite disagreement within the White Court about this course of action).

While currently in a bit of a lull, the Vampire War continues to grind on.

The Secret War

At any time, you might stumble across the plots and machinations of the Circle (page 21).

We call it "The Secret War" mostly because, honestly, we don't know what the hell they're trying to do. Up to now, they've been supernatural boat-rockers, instigating conflict all over the place, probably to distract people from their true work. Wizards like Harry are busy cleaning up the messes they make and are pointedly not able to spend much time actually investigating them. And oh, what messes they've made; they love meddling with interactions among Accords signatories—the more complex the interaction, the better. You can imagine the trouble this stirs up—and this trouble is *probably* simply a distraction from their real goal.

And by "the trouble this stirs up," you mean "the wars started and all the people killed," right?

And whatever that goal is, it's unlikely that the world as we know it will survive it.

The Objectives of the Denarians

While the Denarians on the whole are not involved in the Vampire War, *somebody* used Hellfire against Arctis Tor (the likely candidate here is Thorned Namshiel, page 231).

Nicodemus' plans, at least, don't seem to be related to those of the Circle. While widespread chaos only enhances the power of the Denarians, and short-term Circle activities certainly provide chaos, it is unclear if the long-term goals of the Denarians and the Circle are compatible. One thing we know for certain about the Denarians is that their conflict with the Knights of the Cross, in which they currently have the upper hand, continues unabated.

In Conclusion

The supernatural world is a complicated and insanely dangerous place for the uninitiated. This chapter is a summary of what we've come up with based on our own experiences and from looking through Harry's casefiles—don't make the mistake of thinking you understand things perfectly once you've read it. There's *a lot* of information we're not privy to, and things will probably change as Harry learns more about them. This makes navigating your way through the Old World Order pretty terrifying; but for this game, it's a good thing—it gives you the freedom to change some of the details to make your game work.

THE KNIGHTS OF THE CROSS ARE SOME OF THE PUREST...WELL, THEY'RE JUST AMONG THE BEST MEN I'VE EVER KNOWN.

I'M GETTING REALLY, REALLY TIRED OF COLLECTING THESE SWORDS.

EVERYONE GET ALL THIS?

THERE'LL BE A QUIZ LATER—I EXPECT FULL RELATIONSHIP DIAGRAMS INCLUDING 8 X 10 COLOR GLOSSY PICTURES WITH CIRCLES AND ARROWS ON THE BACK OF EACH ONE.

What?

THAT'S A JOKE, SON.


- CHAPTER TWO -
What Goes Bump
JR '08

What Goes Bump

In the Dresdenverse there are plenty of entities—both mortal and supernatural—that go bump in the night. Lack of knowledge on a critter is often deadly when you're trapped in a back alley with something growling, glowing, and dripping goo.

It's said that the White Court vampires encouraged (some say "masterminded") the publication of Bram Stoker's *Dracula*. With the general public forewarned and forearmed on the habits, powers, and weaknesses of Black Court vampires, the numbers of the Black Court have dwindled over the years—good news, because they're pretty damned scary!

Billy, you are weird in the best-est way.

Thanks, boss.

This chapter is intended to serve as a quick recognition guide and, possibly, a more compact but wider-ranging version of *Dracula* for the Twenty-First Century. And what better way to boil down the appearance, information, powers, and weaknesses of a mass of monsters than into roleplaying game stats?

Note that this chapter is based upon the best information we have available; parts of it are somewhat speculative. Our sources are spotty, and many of the rarer or more secretive creatures mentioned below are difficult to get a bead on. Much of it comes from first-hand experiences from the Alphas, or second-hand from Harry Dresden's casefiles, or third-hand from Harry's mysterious informant, "Bob."

Hey, I'm only one guy, and most of the times when I run into these things they're trying to kill me, which isn't conducive to asking them personal questions about their nature.

So, *caveat lector*, and keep your wits about you!

William, this is flawed, but serviceable. The nature of quasi-physics and quasi-biology are always in flux; thus, a finite, static representation can't sum up the intricacies of supernatural lifeforms.

Encountering the Supernatural

Before we get into the specific creatures, we need to talk general principles and broad categories. Here are a few thoughts.

Supernatural Heavyweights

There are a number of entities that can be considered part of the "supernatural heavyweight class." In other words, beings of such awesome power and skill that they make even the mightiest mortal look like an ant.

Some speculation and extrapolation can lead to a ranking in extremely rough order, from generally most powerful on down (note that some entities may change their position in the rankings depending upon various circumstances):

- The Almighty (AKA the Creator, Michael's Boss)
- The Faerie Mothers, the Archangels
- The Fallen, Old Gods, Old Ones
- The Faerie Queens, the Erlking, dragons, the Archive
- Outsiders, regular Angels, the Faerie Ladies
- Ancient demons, Knights of the Faerie Courts, Denarians, Knights of the Cross

Note that the Knights of the Cross, when they are on the clock and operating under their specific mission, may be considered heavyweights. Some knights of the Faerie Courts, depending on how much experience and mojo they bring to the job, qualify here as well, though historically they can be all over the map and thus not always in this tier—unless one of the Queens throws her weight in behind them. Other likely candidates for inclusion at the lower end of this class (or at least the high end of the "middleweight" class) include Kemmler, Vlad Drakul, Cowl, loup-garoux, and two or more of the Senior Council acting in unison.

There are three main ways of dealing with heavyweights if they run across your path, or you run across theirs:

1. Curse your luck/fate.
2. Run away.
3. Say "yes, sir" or "yes, ma'am."

The correct term for "wanting to meet with a supernatural heavyweight in combat" is "suicidal." If you do go up against one of them and they merely kill you, you—or your ghost or at least your survivors—should count yourself damned lucky.

Entities of the Nevernever

According to Bob, nearly any inhabitant of the Nevernever—ghosts, demons, spirits of air, fae, etc.—can be called a spirit. Indeed, saying "spirit" is a lot like saying "mammal"—it's descriptive, but extremely general. Consider fetches, for example: they're fae and shapeshifters and phobophages. And the Hunger spirits connected to White Court vampires and the Rage spirits connected to loup-garoux are correctly termed "demons" as well as "spirits" (just as one could point to a puppy and identify it as both a "dog" and a "poodle").

The categories appear hazy to mortal minds. Humans don't really have the right vocabulary—or *perspective*—to understand how they're all divided up. (However, these limitations haven't stopped enterprising wizards from attempting to create classifications. While all are flawed, many can be useful.)

If you've read **Flatland**, *consider this a sphere talking to a circle problem.*

For your usual purposes, however, here's a quick and dirty recognition guide:

Demons: Mean and hostile, often violent, can change and grow, have no sense of mortal morals, may feed on energy (pain, bloodshed, corruption, lust, that sort of thing), are interested in mortal souls, cannot crossover to the mortal world unless summoned by a mortal, tend to use construct bodies, associated with the "supernatural nations" of Downbelow or the World Below.

Fae: Embodied beings, can crossover to the mortal world as they wish, closest to mortals in temperament and location, very interested in mortals, no sense of mortal morals, can feed on energy (magic or soul), often connected to the natural world, associated with the supernatural nation of Faerie (and sometimes a particular Court).

Ghosts: The metaphysical footprint left by a strong or powerful personality, cannot change or grow, may retain a sense of mortal morals, can feed on energy, tend to hang out between the mortal world and Nevernever (only manifesting in the mortal world at certain times or locations) or in Nevernever "pocket domains" of their own.

"Concept" Spirits (or "Pure" Spirits): Were never mortal, can change and grow, have no sense of mortal morals (though Loa might), can feed on energy (or information), interested in mortals and mortal embodiment, can crossover to the mortal world as they wish.

Common Occult Countermeasures

When dealing with supernatural entities, nothing is certain—each type has its own strengths and weaknesses. What works against one may not work against another. However, there are some things that every canny monster-hunter should keep a ready supply of, or at least awareness of, for his own safety:

Sunlight and Sunrise: Whether related to the faith and confidence of a planetful of mortals who look for the sun every day for life, or some sort of magical quasi-physical interference generated by having a giant thermonuclear reaction hanging in the sky, sunlight has a strong effect on many spiritual entities. It strikes Red Court vampires like a physical blow, can vaporize Black Court vampires, can disintegrate spirit entities, or drive the lesser fae insane. While it doesn't seem to interfere much with human magic (other than that sunrises degrade enchantments), many supernatural beings cannot work funky mojo during the day. (And if you're lucky enough to be a wizard able to fold up sunlight into a clean hanky, it might be a good idea to stock up.)

Fire: Fire is the Biblical Cleanser. It is usually quite effective against a wide-range of nasties, discommoding, injuring, or destroying them. Note that some mystical defenses can distinguish between magical and mundane fire, so *caveat evocator*!

Running Water: Running water grounds out—some say "washes away"—magical energies. It can short out a demon's construct body or keep a sorcerer from throwing spells. It may even be able to block the pursuit of a Black Court vampire.

Salt: Salt purifies. A line of salt can make a very credible magic circle. A shotgun loaded with rock salt can disrupt a construct body better than a shell full of lead pellets or BBs.

Iron: Though of particular use against the fae, a big ol' rusty pipewrench to the brainpan is always a fantastic way to say, "Hello, please stop gnawing on my foot."

Magic: While some critters are magic-resistant, most of them are just as vulnerable to spellcraft as the average mortal.

Holy Objects and Faith: While usually kind of "iffy," no one can deny the utility of a fifty gallon drum of holy water against a plethora of nasties. Prayer shawls, beads, mats; bell, book, and candle; cross, crescent, Star of David, pentacle, Thor's Hammer; a big old Bible/Vedas/Sutras/Talmud/Koran; almost any sort of religious item, when held by a true believer, can really help out. But that's the rub: while a few objects retain an aura of faith power in and of themselves (like holy water, a saint's relic, that sort of thing), most only focus and enhance the inherent faith of the person. If said person doesn't believe in the power represented by the object, it will have no effect. The flagship items in this vein are the Swords—Amoracchius, Esperacchius, and Fidelacchius—which magnify the faith of their wielders a thousandfold.

Thresholds: The "boundary" around a private living space, especially a home, which protects those inside it. It does this by serving as a sort of shield—if someone or something magical breaches that shield without the permission of a person who lives there, he (or it) is forced to leave a great percentage of his power outside the threshold. See YS230 for more info.

I MAKE SURE I ALWAYS HAVE SOME CHALK IN MY POCKET FOR JUST SUCH A PURPOSE.

Magic Circles: A circle drawn or constructed—salt or a metallic ring both work *extremely* well—that when "closed" (with a drop of blood and directed intent) provides a shield against magical forces. See YS276 for more info.

What's Out There

Now that we've covered the basics, it's time to get into what we know about what we've seen and what we've only heard about.

Angels

Description: Angels are composed entirely of soul-stuff (unlike mortals, which are soul and flesh). They most often explicitly appear to mortals as humanoids with wings, but, if being sneaky, they can appear simply as an average Jake or Jane.

Angels do all of their mystical effects using *soulfire* (see YS292), the very fires of creation.

Angels aren't likely to show up much in the mortal world, if at all. Their task isn't so much to tell humanity what to do as to protect humanity's freedom to choose between good and evil.

As such, in order to restore the balance in humanity's favor, they're only supposed to intervene when Hell and the Fallen have already started messing around with mortal free will.

First Appearance: Angelic messengers, the Archangel Rafael, and the Archangel Michael have been mentioned in the *Death Masks*, *Proven Guilty*, and *Small Favor* casefiles, respectively; the Archangel Uriel appears in person (!) during *Small Favor*.

What We Know: The information we have on angels is limited and is also deeply tied to the power of faith rather than belief in magic, so what appears here is mostly speculation.

What we do know is:

Archangels are in the supernatural heavyweight class alongside Faerie Queens and old gods. There are four of them.



Don't forget the Prince of Darkness. He's on the other side, with the Fallen, but he's bigtime. And he's starting to get involved.

- **The Prince of the Host:** Michael. He loves pomp and ceremony; he moves with the thunder of the wingbeats of an army of seraphim, the crash of drums, and the clamor of horns. He's particularly associated with the Knights of the Cross (see page 72).
- **The Trumpeter:** Gabriel. He never walks quietly when he can appear in a chorus of light.
- **The Demon Binder:** Rafael. He takes arduous tasks onto his own shoulders; he solves problems with his own angelic hands. He has also associated with the Knights (see below).
- **The Watchman:** Uriel. He's quiet, subtle, the least known. He's the most dangerous of the quartet and serves as Heaven's spook/Black Ops guy. (The Winter Queen of Faerie, Mab, likes him.)

The Knights of the Cross have some interaction with angelic forces: the Archangel Rafael, or one of his lieutenants, created a powerful concealment ward on the Carpenters' Panic Room; the Knights occasionally receive angelic messengers bearing prophecies; and, of course, freaking Archangels personally deliver Holy Swords to them.

Angelic messengers can be waylaid by Denarians—see page 53—but it is unknown how many Denarians are needed to dance on the head of an angelic messenger.

Uriel has recently taken an interest in Harry Dresden.

See also the Fallen, page 53.

Powers: Unknown, but potent.

Weaknesses: Unknown; it's believed they are constrained from operating in the mortal world—perhaps all Creation—but the limits and loopholes of those constraints are a mystery.

To my Sight, Murphy appears as an avenging angel. I always thought that was just a metaphor, but now that's she's been offered a Sword, I have to wonder!

Constructs

Description: Varies, depending on guidance and material. Often, a construct appears a little "off"—for instance, a construct snake may not move the same way a real snake does; also, a humanoid construct might have bizarre features. No insides/guts or blood, either.

First Appearance: *Storm Front*.

What We Know: The two most important things about a construct are its guidance (where the power comes from and the operating intelligence) and the material (what it's made of). There are several types:

- Magical energies + ectoplasm (spell-based construct)
- Mini-demon/spirit + ectoplasm (typical construct)
- Demon/spirit/consciousness + ectoplasm (ecto-suit)
- Demon/spirit/consciousness + native materials (golem)
- Artificial intelligence (AI) + native materials (true golem)

See also Demons (page 32) and Zombies (page 93).

Power is required to hold ectoplasm-based constructs together and also to bind them to the will of the operating intelligence. Native material-based constructs require less ongoing energy expenditure to hold together, but they demand more energy up-front to create.

Continual guidance requires ongoing energy and attention; again, creating an AI for a golem requires a lot of up-front energy.

When disabled, ectoplasmic constructs dissolve back into goo and then quickly evaporate. Native material constructs just fall apart.

Powers: Depends on the amount of power used to create the construct; more power generally means a bigger, badder, better construct. Native material constructs often gain abilities or strengths from their material. For example, a construct composed of plant matter may be fairly tough and flexible.

To build a construct, start with Inhuman or Supernatural Strength/Speed/Toughness and their cousin powers here, as well as some stuff from "*Creature Features*" (YS162). Most combat-oriented constructs aren't usually doing something particularly special or outré, so much as packing a lot of raw physical power into some sort of form. Some may have special sensory

Fricking chlorofiends.

Yep, got those. Look below.

I'd really rather not.

No angel stats, huh?

It's pretty much impossible to "stat" angels. We know almost nothing about them, and it's not clear when, how, or really if, they've influenced events anywhere in the casefiles I've read—outside of intersections with the saga of the Carpenter family. And there, it's hard to say whether we're seeing a real angelic hand in action, or the potent expression of Michael Carpenter's faith. Maybe they're even one and the same.

Chlorofiend — Bob's fancy name for "plant monster." Hit these with a car. Or optionally, a chainsaw.

*It is possible that some constructs made of native materials—like zombies—aren't blocked by thresholds but **are** blocked by magic circles. If the name of the animating demon or spirit is known, it's possible that the guiding force can be exorcised.*

abilities or a single ace-up-its-sleeve power, but those are much more rare.

Weaknesses: All ectoplasmic constructs are blocked by magic circles and can be "shorted-out" by running water. Thresholds generally bar constructs from entering a home, but extremely powerful ones may be able to push through weak thresholds.

Massive damage causes a construct to fall apart. Spell-based types require the concentration and power of the practitioner. Native material types often have weaknesses associated with the materials they've been built from. For example, plant-based constructs are vulnerable to fire.

Constructs seem to share the weaknesses of their animating magic as well—that is, a construct animated by Faerie magic is vulnerable to iron.

Snakes. Why did it have to be snakes?

I don't do a lot of construct work—I prefer to be a bit more hands-on.

Cassius' Snakes

Description: Lots of little snakes, or one big serpent.

First Appearance: *Death Masks*.

What We Know: Spell-based construct. A favorite of Cassius Quintus, former member of the Order of the Blackened Denarius (see page 53). A number of little snakes are useful for binding a foe, as they can be one hell of a distraction.

Cassius' Snakes

High Concept: Evil Snake Swarm!

Skills

Alertness: Good (+3)
Fists: Great (+4)
Might: Great (+4)
Stealth: Good (+3)
Most other skills default to Mediocre.

Stunts

Constrictor (Might): +1 to Might when using it to grapple.

Powers

Claws [–1] (representing their bite)

Stress

Mental OO **Physical** OO **Social** OO

Notes

Good initiative, Great attacks, Superb at grappling, **Weapon:1** "fists", Great defense. Nasty.

Total Refresh Cost: –4

Powers: Traveling in a group, they wrap around foes and squeeze them to death. (You could look at these as simply a spell-effect rather than a construct, however.)

Weaknesses: Standard construct weaknesses, plus concentration.

Chlorofiend

Description: An enormous (9' to 10' tall, and about as wide) humanoid plant monster. Twin points of burning emerald light for eyes.

First Appearance: *Summer Knight*.

What We Know: Significant demon, spirit, or consciousness plus native materials; a golem. When Harry encountered this construct, it was guided and empowered by Aurora, the Summer Lady, and composed of plants, trees, and soil from a garden center.

Powers: Strong, tough, and huge.

Weaknesses: Standard construct weaknesses, plus fae weakness to iron.

Chlorofiend

High Concept: Faerie Plant Monster

Skills

Fists: Great (+4)
Might: Great (+4)
Athletics: Fair (+2)
Endurance: Good (+3)
Most other skills default to Mediocre.

Powers

Hulking Size [–2]
Inhuman Strength [–2]
Inhuman Toughness [–2]
The Catch [+1] is a weakness to cold iron and, if the body is dry wood, fire

Stress

Mental OO **Social** OO
Physical OOOOOO(OO), **Armor:1**

Notes

Mediocre initiative, Great attack & defense, **Weapon:2**.

Total Refresh Cost: –5

Harry — I wanted to take a stab at doing the snakes as a "quick sketch" useful for a small, nasty fight. Rather than stat up each snake individually, I'm treating the group of them here as a single character.

"Ecto-Suit"

Description: Varies by guidance.

First Appearance: *Storm Front.*

What We Know: This is more a "type" than a specific creature. Combination of a significant demon, spirit, or consciousness plus ectoplasm. See Demons on page 32 for a good example of how this works, though other examples might include the Nightmare (see Ghosts, page 54) or when Bob inhabited the mostly-ectoplasmic body of Sue the Zombie Dinosaur.

Powers: Varies depending on the purpose the "suit" is meant to fulfill.

Weaknesses: Standard construct issues.

It's theoretically possible a mortal wizard could form an ectoplasmic body and move his or her consciousness into it...but the power required, and the need to protect the empty mortal body, might be too much for any but the most powerful and skilled wizards to attempt.

Victor's Scorpions

Description: These constructs are brownish-black scorpions, with pincers, a stinger tail, and a bad attitude. They grow from normal size to terrier size to gorilla size in a few minutes.

First Appearance: Storm Front.

What We Know: Minor demon or spirit plus ectoplasm. A favorite construct of the sorcerer Victor Sells, these constructs—while mostly composed of ectoplasmic flesh—started from the native material seed of a dead, dried scorpion. Sells incorporated a neat trick into this construct: so long as there is ambient power in the area available to be drawn in and turned into ectoplasmic flesh, the construct continues to grow. However, when a number of these constructs were activated at once, they grew much more slowly.

Powers: Growth (limited by number of other constructs); Poison; Pincers.

When scorpion constructs reach terrier size, their pincers can shear through wood or thin metal; at gorilla size, they're even stronger and are able to cut through steel.

Weaknesses: Standard construct weaknesses, plus not particularly smart. They're single-minded, attack-anything sorts, thanks to the simple demonic intellects stuffed inside them.

Animated Scorpion

High Concept: Animated Scorpion

Skills

Athletics: Good (+3)
Fists: Great (+4)
Endurance: Good (+3)
Might: Fair (+2)
Most other skills default to Mediocre.

Take my advice — kill these things as fast as possible.

Stunts

Tough on the Environment (Fists): +2 on attacks meant to destroy non-living barriers (doors, desks, elevator ceilings).

Powers

Claws (Venomous) [–3]
"Human" Form [+1] Inhuman Strength is unavailable until the scorpion has enough available energy to grow into a gorilla-sized threat.
Inhuman Strength [–2]

Stress

Mental OO **Physical** OOOO **Social** OO

Notes

Nasty little things with Mediocre initiative, Great attack & defense, **Weapon:1** stingers that can poison you. When gorilla-sized: **Weapon:3** stingers, poison at full potency.

Total Refresh Cost: –4

As written up here, these rough beasts aren't so much unkillable as likely to kill ***you*** faster than vice-versa. Especially if, say, you've got an unconscious friend handcuffed to your arm.

Don't remind me.



Ancient Mai left a rudimentary "shadow" of her consciousness within the statues as their AIs; this is what is responsible for controlling their behavior.

You'd know a little about that, Harry.

Not talking about that, Bob.

Wardhounds

Description: Statues of dark grey-green stone in the shape of Chinese temple dogs: gaping mouths, extremely large eyes, curling beards and manes. Stand perhaps a yard tall at the shoulder.

First Appearance: *Summer Knight*.

What We Know: AI plus native materials; true golems. Inspired by Temple Dogs, wardhounds were created by Ancient Mai of the Senior Council to aid Wardens in their security duties.

Powers: Incredibly tough, and they have the ability to sniff out black magic.

Weaknesses: Slow, not really for combat. Their sensory abilities, while potent, can be confused by a wizard's strong emotions and/or blood.

Wardhound

High Concept: Guardian Golem-Hound
Other Aspects: Stone Cold, White Council Watchdog
Skills
Alertness: Great (+4)
Fists: Good (+3)
Endurance: Good (+3)
Investigation: Great (+4)
Intimidation: Fair (+2)
Most other skills default to Mediocre, though any in sync with its dog/guardian nature default to Average.
Stunts
Unfeeling as Stone (Endurance): Uses Endurance instead of Presence to calculate social stress capacity.
Shadow of Mai (Endurance): Uses Endurance instead of Conviction to calculate mental stress capacity.
Black Magic Detection (Investigation): Uses Investigation instead of Lore to get a read on the presence of dark supernatural influences (though blood and strong emotion may give false positives).
The Scent of the Black (Investigation): +2 to Investigation when using it for Black Magic Detection (above).
Powers
Claws [–1]
Supernatural Toughness [–4]
The Catch [+0] is unknown, but it wouldn't be shocking if the Senior Council or Mai, at least, had some sort of "back door" override.
Stress
Mental OOOO **Social** OOOO
Physical OOOO(OOOO), **Armor:2**
Notes
Great initiative, Good attack & defense with **Weapon:1** teeth. These things might have more tricks up their sleeves, too.
Total Refresh Cost: –9

Demons

Description: Varies, but usually humanoid. If attempting to appear human, something is always a little "off" about the demonic shell's appearance—mouth too wide, eyes glow in the dark, claws on the fingertips, etc.

First Appearance: *Storm Front*.

What We Know: Most demons are beings from somewhere in the Nevernever (many hail from a subdomain called the World Below or Downbelow, which may or may not be Hell), and they don't usually pay much attention to the mortal world—unless they're hungry or just plain mean. Status within demonic hierarchies is important to some; these demons often deal in human souls. Demons don't "get" sacrifice or love and have no sense of right and wrong. Demons are not the same thing as the Fallen (see below).

Demons in the mortal world are generally either using an ecto-suit construct (see Constructs) or possessing a mortal body (similar to the "golem" type of construct). Both usually require mortal summoning and power so the demon can cross over from the Nevernever; possession requires substantially more power, as far as we understand it. While in theory a demon could cross over without mortal aid, the power requirements to do this from the Nevernever side are staggering—up into the supernatural heavyweight class (Faerie Queens, Archangels, old gods, etc.).

When their shell is destroyed or they are exorcised, demons don't die—the ectoplasmic body collapses into goo and the animating demonic entity returns to the Nevernever.

Demons may be related to the spirits of Rage that empower hexenwolves and lycanthropes, and the spirits of Hunger that empower White Court vampires. See those entries (page 91 and 87, respectively), as well as "*Entities of the Nevernever*" on page 27.

Powers: Varies; furthermore, demon constructs can be brutal or subtle, smart or stupid, depending upon the particular demon. Like other Constructs (see page 29), the more power that is available when a demon is summoned, the better and stronger its construct.

For a typical demon, it's a good bet that they have at least Inhuman Strength, Speed, or Toughness; as more power is placed into the summoning, the remaining attributes get added. If further amounts of energy are available, then

each of these attributes can get ranked even higher. Claws and other creature features make frequent appearances, as well as a host of occasional "grow your own" powers (acidic spittle, anyone?).

Weaknesses: Can be bound by magic to a wizard or sorcerer's will, especially through use of their True Name. If control is lost, demons can run amuck.

Running water can ground out a demon's construct body.

They are usually blocked by thresholds; if they enter without an invitation, they must spend most of their energy just to hold themselves together—that means no freaky magic, just physical capabilities. (However, demons possessing a mortal host may be able to work some weird mojo anyway, since they don't have to constantly work to maintain their integrity.)

Demons are blocked by magic circles.

Lastly, they are vulnerable to exorcism (magical and faith-based), the power of faith, and holy objects.

Chaunzaggoroth

Description: Humanoid demon with chitinous shoulders, crablike pincers instead of hands, and a beaklike nose. He speaks with an Oxford accent and wears wire-rim spectacles.

First Appearance: *Fool Moon*.

What We Know: AKA "Chauncy." He has been summoned by Harry Dresden at least six times in the past. Chauncy is primarily a broker of information and mortal souls, jockeying for position and status in the World Below. He's smart, sneaky, has access to a lot of information, and drives hard bargains. He rarely mixes it up in a physical sense, though.

Powers: He's very strong and probably fast, but has never been seen in action outside of a summoning circle. Plus he tends to show up covered in chitin.

Weaknesses: Standard demon weaknesses, plus too subtle for his own good.

When bargaining with a demon—or a faerie, for that matter—never write checks your soul can't cash.

In theory, it's possible that a powerful magical artifact like Amoracchius might be strong enough to kill demons permanently right through their physical shell...but the power of faith isn't really my department.

Chauncy

High Concept: Infernal Information Broker

Skills

Contacts: Superb (+5)
Fists: Great (+4)
Deceit: Good (+3)
Most other skills default to Fair—Chauncy has a lot of his bases covered.

Stunts

Caveat Emptor (Deceit): Chauncy gets a +2 when using Deceit to lull potential customers into a false sense of security regarding their purchases.

Knowledge For Sale (Lore): Chauncy gets a +2 to his Lore to discover knowledge that someone else is explicitly willing to pay for.

Secrets Man Was Not Meant To Know (Contacts): Chauncy gets a +2 to his Contacts when using them to discover information that has been lost, forgotten, or forbidden.

Terrifying Demon (Intimidation): +2 on his Intimidation once he drops all pretense of civility. Once he does, he's at a –1 on any other social skills for the rest of the scene.

Powers

Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is a weakness to holy items and expressions of genuine faith

Stress

Mental OOO **Physical** OOO(OO), **Armor:1** **Social** OOO

Notes

Outside of a summoning circle, Chauncy would have at least Great initiative, **Weapon:3** "bare hands", Great attacks & defense, for starters.

Total Refresh Cost: –10

Given the amount of info Chauncy can tap into, I wouldn't be surprised if he had more than a little sorcerous mojo he could bring to bear, too, if anyone was ever stupid enough to let him out.

The stats for Chauncy are completely theoretical, beyond showing some serious respect for the amount of information he's got his claws in.



Kalshazzak

Description: Squat (less than 5' tall), misshapen humanoid with an inhuman, leathery, warty face, glowing googly eyes, long fingered pad-tipped hands, and claw-tipped feet.

First Appearance: Storm Front.

Kalshazzak

High Concept: Relentless Demonic Assassin

Skills

Fists: Superb (+5)
Weapons: Great (+4)
Endurance: Great (+4)
Intimidation: Good (+3)
Athletics: Good (+3)
Most other physical skills default to Fair, the rest to Mediocre.

Stunts

Mighty Leap (Athletics): Thanks to powerful toady-legs, this demon reduces any borders by 2 when leaping over them.

Implacable (Presence): Gains Armor:1 against overt social attacks from anyone that doesn't know its true name.

Powers

Breath Weapon [–2] (acid)
Claws [–1]
Supernatural Strength [–4]
Supernatural Toughness [–4]
The Catch [+2] is a weakness to holy items and expressions of genuine faith

Stress

Mental OO **Physical** OOOO(OOOO), **Armor:2** **Social** OO

Notes

Bad news! Spits **Weapon:2** acid up to a zone away with Great skill; Superb melee attack & defense with **Weapon:5** claws & strength. The one small blessing is its Mediocre initiative—you get one chance to turn tail and run. Take it.

Total Refresh Cost: –11

What We Know: AKA "Toad Demon" or "Toadface." This demon was summoned by Victor Sells and sent after Harry Dresden. Since Sells tapped the energy of a thunderstorm to summon Kalshazzak, there was a vast amount of power available to bring the demon into the mortal realm and provide him with a kickass shell. Ironically, Kalshazzak was fried by Harry tapping a thunderstorm himself. The demon was summoned again by Sells later, and this time Harry cut off Sells' binding of the demon without asserting his own—freeing Toadface to rampage. Kalshazzak killed Sells, and his construct was destroyed in turn by Sells' scorpion constructs.

Powers: Incredibly strong and tough enough to shrug off bullets. Spits really strong acid (after a throat undulation with a sick spitooning sound). Powerful enough to push through the threshold of Harry Dresden's apartment and still be very tough, but not strong enough to bust down Harry's magic circle.

Weaknesses: Standard demon weaknesses.

As statted up, this is a nasty creature, but it's all short range. Putting distance between you and it is the surest way to stay safe—which can be tricky, given its mobility. I'm glad I've never had to face this one.

Toadface was the poster-demon for "the more power you put in, the bigger and badder demon you get out."

It was an easy mistake to make: as the Nightmare, Kravos was suddenly playing way above the weight class he had in life.

Possessed People

Description: Looks like the possessed victim, though perhaps with glowing eyes, a different voice, or other minor cosmetic changes.

First Appearance: Grave Peril (ghost possession) and Death Masks (Denarian possession).

What We Know: Fair warning! Much of this is extrapolated from Leonid "the Nightmare" Kravos' possession of the girl calling herself "Lydia." Though the Nightmare was actually a ghost, the situation was similar enough to demonic possession that Harry Dresden believed that the entity in question was actually the demon Azorthragal. It is interesting to note that, while possessing Lydia, the ghost of Kravos was vulnerable to the White Court vampire powers of Thomas Raith. This might show a possible weakness when a spirit—be it ghost or demon—possesses a mortal body.

Powers: It's like the bionic man, only done up demon style: stronger, faster, better. Possessed people are potentially better able to handle running water and thresholds, particularly if the possessors have a "back door" into their heads (Kravos was able to get into Lydia inside Harry's apartment thanks to a dream-world connection through the Nevernever).

If you want to stat these up, take a normal person and either just amp up their physical and combat scores—Athletics, Fists, and Might deserve the most attention. (In a few cases you may want to toss on some Inhuman Strength or Inhuman Speed, if you're talking about a situation like the one with Kravos: something awful powerful driving the possession.)

Weaknesses: Standard demon weaknesses, plus the vulnerabilities of the host body.

Shen

Description: Demented purple chimpanzees with raven black feathered wings sprouting from their shoulders.

First Appearance: Blood Rites.

What We Know: Chinese guardian demons, used by the Temple Dog puppy kidnappers to guard their haul. They seem to operate in packs of around 20 individual demons.

Powers: Regardless of their size, these things have incendiary poo and can fly. Technically they shapeshift, but it's all in terms of combining several smaller ones into one larger one, which they can do through several size-classes. They start out chimp-sized, and get tougher when they've recombined into a smaller number of baboon-sized ones. Recombine those into a handful of gorilla-sized ones and they can start swinging around some above-human strength. If you're unlucky enough to see them all combine into one Kong-sized creature, it's even worse news.

Weaknesses: Standard demon weaknesses.

Shen

High Concept: Demonic Poo-Flinging Monkey-Thing

Skills

Fists: Good (+3) **Might:** Good (+3)

Most other physical skills default to Fair, the rest to Mediocre.

Powers (Chimp-Sized)

Breath Weapon [–2] (incendiary poo) **Wings** [–1]

Powers (Baboon-Sized)

add Inhuman Toughness [–2]

add Inhuman Recovery [–2]

The Catch [+2] has two parts. First, the Recovery power only works when multiple chimp-sized Shen get absorbed by a larger Shen, which removes the smaller Shen from the conflict (but increases the larger Shen's size if it absorbs enough of them). Second, the Toughness power only protects against mundane, not magical, assault.

Powers (Gorilla-Sized)

add Inhuman Strength [–2]

Powers (Kong-Sized)

Hulking Size [–2]

upgrade to Supernatural Strength [–2 more]

upgrade to Supernatural Toughness [–2 more]

Stress

Chimp: **Mental** OO **Physical** OOO **Social** OO

Baboon+: **Physical** OOO(OO), **Armor:1**

Kong: **Physical** OOOOO(OOOO), **Armor:2**

Notes

Mediocre initiative. Incendiary poo (**Weapon:2** of stinky burning) can be flung a zone away with, thankfully, only Fair skill. Hand to hand attacks & defense at Good. At gorilla sized, its hand to hand attacks are **Weapon:2**. At Kong, **Weapon:4**. Jump in the Blue Beetle and start pedaling!

Total Refresh Cost: –3 chimp; –5 baboon; –7 gorilla; –13 Kong.

Incendiary poo is a considered a breath weapon? I get that it's created by the body and it's ranged, but EW!

Well, I wanted to show how you can adapt similar powers for different circumstances. I think it's pretty obvious I'm not implying that monkeys breathe poo!

Still. Just...yuck.

I've only met one dragon so far, and, let me tell you, one is too many.

These things are strictly in plot-device-only territory, at least for any game I'd run. They're ludicrously powerful from what we've heard. Near as I can tell, the only reason Michael was able to take one down is thanks to the Sword of the Cross making it possible to bypass the dragon's "I'm freaking ancient and immortal" power-set.

No lesser dragons have been seen in the mortal world, to my knowledge, since the days of the original Merlin.

The Nevernever, though...that's a different story.

Dragons

Description: Since the greater dragons are extremely powerful shapeshifters, their appearance varies. However, it has been said that their natural form would crack the earth and any mortal looking at them would be overwhelmed with awe, terror, and insanity.

The only true dragon currently known is Ferrovax (see Mister Ferro, page 143).

First Appearance: Grave Peril.

What We Know: The greater dragons are extremely powerful; they fall into the heavyweight class of supernaturals (Faerie Queens, Archangels, old gods, greater demons). They are huge, in every sense of the word. They tend to see humans as a bunch of chittering monkeys.

Dragons seem to be curious and to enjoy meddling to an extent. They have been known to send out agents, or to appear personally in disguise, in order to observe interesting events or to push particular mortals towards particular choices. They're mysterious, distant, unknowable, alien—and very, very dangerous. If they help people, it's always for their own reasons.

The only two greater dragons we know anything about are Ferrovax and Siriothrax (deceased, killed by the Fist of God, Michael Carpenter; see page 123). Siriothrax even had a cult of worshippers.

Powers: Plot device-level magic, especially shapeshifting and Name magic. The ability to breathe dragonfire seems likely. The benefits of long experience, lots of power and skill, and functional immortality. Assume it has at least one of Mythic Strength, Toughness, and Speed.

Weaknesses: Unknown, but a Knight of the Cross wielding one of the Swords was able to kill Siriothrax.

Lesser Dragons

Description: Lesser dragons are essentially big, scaly winged lizards. Details vary, but whether this is due to different draconic subspecies or slowly developing shapeshifting abilities is unknown.

First Appearance: None.

What We Know: This entry is *pure speculation*, cobbled together from some rumors about dragons that haven't reached the age or power level of Ferrovax or Siriothrax, or that have been created by the greater dragons for some purpose.

Powers: Most dragons can fly and breathe gouts of dragonfire. You will experience *major* trauma fighting one of these! In statting these up, focus on Supernatural Strength, Toughness, and Recovery; and don't forget Hulking Size, Claws, and Breath Weapon. (That's –16 on the refresh cost, maybe knocked down to –15 by a Catch involving the thing's underbelly. And that's without considering any possible shapeshifting abilities…)

Weaknesses: Unknown, but legend often speaks of dragons having soft underbellies or vulnerable "Achilles' Heel" areas in their armor.

Faeries

Description: The appearance of a fae varies by what sort of type of faerie it is—there's a vast range of different sizes, shapes, and distinguishing features. They are all remarkable in some way, though—be it remarkably beautiful, remarkably ugly, or remarkably odd.

First Appearance: Storm Front.

What We Know: Most fae start off their existence as "wyldfae"—that is, they're not aligned with either of the major faerie "nations" (the Summer Court and the Winter Court). While many fae declare allegiance to one or the other, an equal number choose not to declare. The aristocrats of the fae are called Sidhe (see below) and are slightly different than the typical fae (who are often called "the Little Folk"). The highest aristocrats rule the Courts; these include the six Faerie Queens and their mortal emissaries, the Winter and Summer Knights.

Little Folk don't tend to keep memories long. Nor is logic their strong suit. A promise given three times is binding upon them. They are not methodical or organized, nor do they tend to be impatient (though the lesser fae may get antsy when pizza is offered)—however, they are often vindictive. Debt and obligation make up a huge part of what they are, and they constantly trade gifts and favors, jockeying for power and position. Mortals shouldn't give or receive gifts from fae or strike bargains with them: anything but an equal exchange is either enticing or insulting.

See also "*Entities of the Nevernever*" on page 27.

Powers: Functional immortality and glamours are pretty common, especially Invisibility and Blending (of varying potency). Most types of fae have natural skill and power with a particular type of magic. They can pass from their lands

in the Nevernever (called Faerie) to the mortal world through specific points close to their particular nature (nixies through water, or cobbs through a shoe store, etc.). Most Little Folk have a few hoarded bargains or gifts or favors they can call upon. Breaking an oath to a fae gives that fae power over you, power that passes directly through any magical defenses. Little Folk are also very good at learning a lot of information really quickly and make great reconnaissance scouts.

Fae are notoriously difficult to command via magic, thanks in great part to their tricky and deceptive natures.

They are also not fully spiritual beings: when killed in the mortal world, they leave some sort of residue.

Weaknesses: The standard fae weaknesses include:

- Iron (which they call "the Bane") burns them with its touch. This is more than simple discomfort—it is a poison, affecting both body and spirit.
- Fae must speak the truth (though they can still deceive).
- Their magic doesn't tend to last long outside of their immediate presence.

Additionally, fae aren't used to enduring pain. Like children, they get scared and wound-up about even relatively minor pains, like getting a shot or skinning a knee.

As far as broken oaths go — that's less a power that the faeries have, and more the nature of a magically-bound oath. Magic comes from who you genuinely are, at the core. Break your oath and you break YOURSELF. You're cracked open—that's what lets the faeries in.

All things considered, I like the Little Folk. You can generally deal with them equitably without a real problem. However, the Sidhe—especially the Queens—are a whole other story. Stay away, especially if you think you know what you're doing.

Traditionally, many of the Little Folk have strong cravings for human food items like bread, milk, and cheese. In the modern world, pizza has replaced the older fare in a gigantic way—almost to the level of a drug. Many Little Folk will take unusual risks for a single pizza.

Some fae have additional specific weaknesses due to their type.

The Summer Court

Description: Fae associated with Summer often have coloration (skin, hair, eyes) that corresponds to the colors of the summer season—shades of scarlet, gold, green, or white.

First Appearance: Summer Knight.

What We Know: The Summer Court (also known as the Seelie) is associated with summer, life, and fire. It is more subtle than Winter and more emotionally warm/sympathetic. However, it cannot simply be termed "good"—faeries are more complex than that.

Harry speaks truth. I know from personal experience.

One of these days, you're going to have to tell me why Mab wants to kill you.

No way, no how.





The Faerie Queens of the Summer Court are Mother Summer, Titania (Summer Queen), and Lily (Summer Lady); the Summer Knight is Fix.

Powers: Vary wildly by type. Summer is usually stronger during the day and during the summer season.

Weaknesses: Winter ice is dangerous and painful to members of the Summer Court.

The Wild Hunt

I worry about these guys—the Erlking has a mad-on against me. It's my own damned fault.

Description: The Wild Hunt is composed of the Erlking, his mount (a gigantic black stallion), and a number of black hounds the size of horses with glowing red eyes.

First Appearance: Dead Beat.

What We Know: A gathering of some of the more predatory beings of Faerie, the Wild Hunt is associated with both autumn and winter storms, as well as any sort of rough weather. It is led by the Erlking, who is a heavyweight-class Sidhe.

Appearing once every 5 or 6 years, anywhere in the world, it kills anything or anyone it runs across. No one has met it and survived, though some few hunters or predators have met it and joined rather than be torn apart. Usually, the Hounds are formed from the spirits or energy of fallen hunters.

Powers: Without facing the Hounds of the Wild Hunt, it's hard to say how nasty they are. Start with the things that make a good predator—start with a couple picks from Inhuman Strength/Speed/Toughness, Claws, Echoes of the Beast, etc., if you're going to put these into play, but it's possible they're much nastier than that. If you're bringing in the whole pack, led by the Erlking, they are of "plot device" potency.

Rumor has it that the members of the Wild Hunt can run across anything (water, smoke, the air itself), even across the boundaries of worlds, in pursuit of their prey.

Weaknesses: Unknown, but it's possible that individual Hounds retain the weaknesses of their initial type (ghost, fae, vampire, werewolf, etc.)

The Winter Court

Description: Fae associated with Winter often have coloration (skin, hair, eyes) that corresponds to the colors of the winter season—shades of blue, silver, green, or white.

First Appearance: Grave Peril.

What We Know: The Winter Court (also known as the Unseelie) is associated with winter, death, and ice and snow. It is more pitiless and lacking remorse than Summer and more emotionally cold and ruthless. However, it cannot simply be termed "evil"—faeries are more complex than that.

The Faerie Queens of the Winter Court are Mother Winter, Mab (Winter Queen), and Maeve (Winter Lady); the Winter Knight is Lloyd Slate.

Powers: Vary wildly by type. Winter is usually stronger during the night and during the winter season.

Weaknesses: Summer fire is dangerous and painful to members of the Winter Court.

Faerie Queens

Description: See the individual *Who's Who* entry for each Queen.

First Appearance: Summer Knight.

What We Know: There are three Faerie Queens per Court: Queen Who Was (the Mother), Queen Who Is (the Queen), Queen Who Is to Come (the Lady).

The Ladies are closest to the mortal world and are the weakest of the three.

The Queens live completely in Faerie and rule their Court. The power of the Queens has existed since the dawn of life and will until its end; it is power to rival Archangels and lesser gods—but the power of the Queens of Summer and Winter cancel each other flawlessly. They are in the heavyweight class of supernaturals.

The Mothers live together in deep Faerie (which is odd, given the usual animosity between the Courts) and seem to be involved in maintaining the natural order. Their power is *an order of magnitude* over that of the Queens. (Mother Summer or Mother Winter can hear you *thinking* and could kill you with a stray thought!) However, the Mothers cannot interfere with the Queens or the Ladies.

When a Faerie Queen is running around "backstage" and sneakily making bargains, the weather in the mortal world often reflects her presence.

The Sidhe Knights have different duties to each Faerie Queen of their Court; however, the precise nature of these duties as regards Mother, Queen, and Lady is currently unknown. (They seem to be most often found in the company of the Lady of their Court, possibly because both Knight and Lady are closer to the mortal world than the others.)

Powers: A Lady is easily as powerful as a Senior Council wizard.

A Queen is as powerful as an old god, an Archangel, or the entire White Council while in Faerie; plot device territory. Outside of Faerie, they're probably only as powerful as the entire Senior Council.

A Mother is *really most sincerely* a plot device.

Weaknesses: No Faerie Queen can kill anyone who isn't attached to the Courts through birthright or bargain (that's what the Sidhe Knights are for; see page 50). Nor can they act in affairs that are not directly related to the fae and Faerie.

A Lady often cannot interfere in the workings of the Court in Faerie.

A Queen often cannot interfere with the workings of the mortal world or the overall natural order maintained by the Mothers.

A Mother cannot interfere with the Queens or the Ladies.

Changelings

Description: Essentially human-looking, changelings often have one or two unusual features—odd hair color, unusual musculature, weird facial features, that sort of thing. But, frankly, in today's world, they don't stand out all that much in a big city.

First Appearance: Summer Knight.

What We Know: A changeling is the child of a mortal and a fae; it's a type of scion (see page 76). Although born a normal mortal baby, a changeling's fae traits begin to express themselves around puberty. These traits vary, depending upon the type of the fae parent, but usually involve Inhuman Strength or Toughness. This is accompanied by physical changes (color of hair, gaining inches of height or pounds of weight) that start out as only cosmetic, but the more the changelings draw on their fae natures, the more pronounced these changes are. Unusual anger, hunger, and loss of temper reinforce the temptation to draw upon their fae traits more deeply.

At some point, a changeling must Choose whether to become totally fae or totally mortal. If they go fae, they get all the powers of their type, but lose a lot of their free will. If they go mortal, they lose a lot of their inborn powers, but retain free will and mortal agency.

See also Meryl (page 192), Fix (page 143), Ace (page 143), and Lily (page 171).

Some of my best friends are changelings, you know.

Actually, no, they're not anymore.

Meryl's dead, Lily essentially Chose fae when she became the Summer Lady, Fix essentially Chose mortal when he became the Summer Knight, and Ace...well, Ace wasn't really your friend, now was he? He sicced the Tigress on you!

I wonder what happened to him?

COBB

High Concept: Faerie Cobbler

Skills

Athletics: Good (+3)
Craftsmanship: Great (+4)
Stealth: Good (+3)
Most other skills default to Mediocre.

Stunts

Cobbler (Craftsmanship): +2 to work on shoes.

Powers

Diminutive Size [–1]
Glamours [–2]
Ritual [–2] "shoe magic" and other craftwork aids

Stress

Mental OO **Physical** OO **Social** OO

Notes

These guys repair shoes. Not so much with the fighting. "Ritual" is the closest fit for approximating their shoe magic. In practical terms, it means they have the magic and tools to do extremely fast, magically-perfect work on shoes, probably using Craftsmanship in place of Discipline.

Total Refresh Cost: –5

I hooked some cobbs up with a place at the Carpenters'. There are enough shoes in that house to keep 'em busy for years!

ELF

High Concept: Elf

Skills

Bows (Guns): Great (+4)
Athletics: Good (+3)
Deceit: Fair (+2)
Stealth: Fair (+2)
Most other skills default to Mediocre.

Stunts

Archer (Bows): +1 to attacks using a bow.

Powers

Glamours [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is cold iron and the like.

Stress

Mental OO **Social** OO **Physical** OO(OO), **Armor:1**

Notes

Great skill with the bow (**Weapon:2**, likely), Great defense (boosted Athletics), Great initiative. Plus lots of Glamour-ous trickery.

Total Refresh Cost: –6

Powers: Lesser versions of the abilities and magic of their fae parent's type. The more they draw on those abilities, the more they get. Statswise, you start with a regular Joe or Jane mortal, and then layer on Inhuman Strength or Toughness or Speed at first.

Weaknesses: At least initially, changelings aren't affected by standard fae weaknesses. However, as they draw on their abilities, those weaknesses start affecting them at an irritant level, growing in effect as their supernatural powers increase.

Cobbs

Description: Cobbs are Little Folk who generally stand about 10" tall and sport puffs of hair (often white).

First Appearance: "It's My Birthday, Too."

What We Know: The shoemakers of the fae, they are adept at repairing, creating, and enhancing footwear of nearly any sort. They are wise in the ways of minimizing damage to themselves from iron (possibly from long association with the tools and workshops of mortal cobblers).

The leader of the cobbs of Shoegasm (Woodfield Mall, Chicago) is named Keef.

Powers: Cobbs can bring basic faerie mojo to bear, largely as glamours. They tend to come in "swarm" quantities and have some pretty potent, if narrowly focused, "shoe magic."

Weaknesses: Standard fae weaknesses, plus small size, a horror of damage to shoes and threatening to throw broken shoes away, as well as an obsession to repair shoes.

Elves

Description: Three foot tall archers, usually aligned with the Summer Court. That's all we know.

First Appearance: Small Favor.

What We Know: Preternatural archers.

Powers: Standard fae.

Weaknesses: Standard fae weaknesses.

I left off the Seelie/Unseelie Magic stuff, though that's debatable given their seemingly enchanted "elf-shot" ammunition.

Fetches

Description: In their natural form, fetches appear to be vaguely humanoid, black wavering shadows with ghostly white eyes. Otherwise, they tend to look like their victim's worst fear.

First Appearance: Proven Guilty.

What We Know: These fae are usually aligned with the Winter Court; many serve as Queen Mab's elite spies and assassins. They feed on fear—it makes them stronger. They can easily cross over from the Nevernever through mirrors, and they are rather intelligent.

Powers: Standard faerie jazz, plus shapeshifting, the usual strong/tough/fast boat of powers, the ability to sense and feed on fear, and some nasty immunities that kick in when the target is particularly afraid. Their ability to step through the veil to and from Faerie is strongly affiliated with mirrors.

Weaknesses: Standard fae weaknesses, plus the courage or general lack of fear in the victim may downgrade abilities.

Fetch: Bucky

Description: An ugly, almost humorous, demon-doll.

What We Know: Bucky the Murder Doll is an example of a weak fetch.

Powers: Inhuman Speed. Feed on fear. Mirror-gates. Shapeshifting.

Weaknesses: Standard fetch weaknesses, small size (and rather comical appearance).

Fetch: Hammerhands

Description: Insane farmer with sledgehammer heads in place of hands.

What We Know: Hammerhands is an example of a normal fetch.

Powers: Inhuman Strength and Toughness. Feed on fear. Mirror-gates. Shapeshifting.

Weaknesses: Standard fetch weaknesses, plus no hands or thumbs!

Fetch: The Reaper

Description: 7' tall, slabs of muscle, overalls, blue shirt, hockey mask, sickle.

What We Know: The Reaper is an example of a strong fetch. (Eleven Suburban Slasher movies made! Character is supposedly unkillable!)

Bucky

High Concept: Faerie Fetch
Other Aspects: Murder Doll

Skills
- **Fists:** Fair (+2)
- **Deceit:** Fair (+2)
- **Intimidation:** Good (+3)
- **Stealth:** Fair (+2)
- **Weapons:** Good (+3)

Most other skills default to Mediocre.

Stunts
- **Smell Fear (Investigation):** +2 to Investigation rolls to home in on or locate a source of fear.

Powers (Standard Weak Fetch)
- **Glamours** [–2]
- **Emotional Vampire** [–1] (Fear)

Powers (Bucky Form)
- **Inhuman Speed** [–2]
- **Inhuman Recovery** [–2]
- **The Catch** [+1] is cold iron and the like.

Stress

Mental OO **Physical** OO **Social** OO

Notes

Carries a comically big knife (**Weapon:2**, probably). Great initiative, Fair attacks & defense. Fast little bugger, and dangerous in a dark room. Shapeshifting abilities aren't listed here, as most fetches tend to "lock in" on one particular form when they enter this world. If you want to represent this as one of many forms of a Fetch, you'd be looking at a fetch with True Shapeshifting [–4] & Modular Abilities [–5] to encompass this form's listed powers. As a weak fetch, Bucky doesn't have a resistance to magic.

Total Refresh Cost: –7 (or –13 as a shapeshifter)

Powers: Inhuman Strength or Toughness. Superhuman Strength or Toughness. Feed on fear. Mirror-gates. Shapeshifting.

Weaknesses: Standard fetch weaknesses.

Some of the worst phobophages you'll ever meet. This is why I don't have mirrors in my apartment.

Fetch: The Scarecrow

Description: 8-foot-plus tall scarecrow, with a jack o' lantern head, wrapped in rags and pumpkin vines.

What We Know: Scarecrow is a very old and strong fetch—lots of experience and very cunning.

Powers: Superhuman Strength and Toughness. Its size lets it cover a lot of ground—but *maybe* it has a boost beyond that. Feeds on fear and sloughs off magic. Mirror-gates. Shapeshifting.

Weaknesses: Standard fetch weaknesses.

You know, Boss, given how scruffy you can get, you might want to rethink that.

HAMMERHANDS

High Concept: Faerie Fetch

Other Aspects: Hands Made Of Hammers

Skills

Alertness: Fair (+2)
Fists: Great (+4)
Deceit: Fair (+2)
Endurance: Fair (+2)
Intimidation: Good (+3)
Investigation: Average (+1)
Stealth: Average (+1)
Weapons: Good (+3)
Most other skills default to Mediocre.

Daniel Carpenter escaped this guy by climbing a ladder.

Stunts

Smell Fear (Investigation): +2 to Investigation rolls to home in on or locate a source of fear.

Powers (Standard Fetch)

Glamours [–2]
Emotional Vampire [–1] (Fear)
Physical Immunity [–8]
The Catch (Stacked) [+5] is that it's only immune to magic, and only when the creature using magic is afraid of the fetch (determined by the fetch using its Intimidation vs. the caster's Discipline; if the caster doesn't beat the roll, the immunity is in effect). External power-sources (such as Hellfire or Summer Magic) may bypass this as well.

Powers (Hammerhands Form)

Inhuman Strength [–2]
Inhuman Toughness [–2]
Claws [–1] (Hammers)
Inhuman Recovery [–2]
The Catch [+3] is cold iron and the like.

Stress

Mental OO **Social** OO **Physical** OOO(OO), **Armor:1**

Notes

Weapon:3 hammer hands, Fair initiative, Great melee attack & defense. Goes down hard. If you want to represent this as one of many forms of a Fetch, you're looking at True Shapeshifting [–4] and Modular Abilities [–6] to encompass the listed powers of Claws plus Inhuman Strength, Toughness, and Recovery.

Total Refresh Cost: –11 (or –17 as a shapeshifter)

THE REAPER

High Concept: Faerie Fetch

Other Aspects: Death Incarnate

Skills

Alertness: Fair (+2)
Fists: Good (+3)
Deceit: Fair (+2)
Endurance: Good (+3)
Intimidation: Good (+3)
Investigation: Average (+1)
Stealth: Good (+3)
Weapons: Great (+4)
Most other skills default to Mediocre.

I'm pretty sure we killed The Reaper at least twice, maybe three times. I sincerely hope he doesn't come back again.

Stunts

Smell Fear (Investigation): +2 to Investigation rolls to home in on or locate a source of fear.

Powers (Standard Fetch)

Glamours [–2]
Emotional Vampire [–1] (Fear)
Physical Immunity [–8]
The Catch (Stacked) [+5] is that it's only immune to magic, and only when the creature using magic is afraid of the fetch (determined by the fetch using its Intimidation vs. the caster's Discipline; if the caster doesn't beat the roll, the immunity is in effect). External power-sources (such as Hellfire or Summer Magic) may bypass this as well.

Powers (Reaper Form)

Claws [–1] (Sickle)
Inhuman Strength [–2]
Inhuman Toughness [–2]
Supernatural Recovery [–4]
The Catch [+3] is cold iron and the like.

Stress

Mental OO **Social** OO
Physical OOOO(OOOO), **Armor:1**

Notes

Fair initiative, Great melee attack & defense. Use the stress bonus of the claws and strength as a layer on top of the sickle weapon it carries (**Weapon:2** itself, upgrading to **Weapon:5**), rather than as a Fists attack—the equivalent of a sword or similar blade. If you want to represent this as one of many forms of a Fetch, you're looking at True Shapeshifting [–4] and Modular Abilities [–10] to encompass the powers listed for this particular form.

Total Refresh Cost: –13 (or –19 as a shape-shifter)



GIANT SCARECROW

High Concept: Faerie Fetch

Other Aspects:

Gigantic Freaking Scarecrow

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Fists: Great (+4)
Endurance: Good (+3)
Intimidation: Superb (+5)
Might: Good (+3)

Most other skills default to Average or Fair.

I toasted this guy BUT GOOD. ... But he just kept coming.

Stunts

Smell Fear (Investigation): +2 to Investigation rolls to home in on or locate a source of fear.

Powers (Standard Fetch)

Glamours [–2]
Emotional Vampire [–1] (Fear)
Physical Immunity [–8]
The Catch (Stacked) [+5] is that it's only immune to magic, and only when the creature using magic is afraid of the fetch (determined by the fetch using its Intimidation vs. the caster's Discipline; if the caster doesn't beat the roll, the immunity is in effect). Unlike the lower-powered fetches listed so far, Hellfire does not appear to pierce the immunity this one has.

Powers (Scarecrow Form)

Claws [–1]
Hulking Size [–2]
Supernatural Strength [–4]
Supernatural Toughness [–4]
Supernatural Recovery [–4]
The Catch [+3] is cold iron and the like.

Stress

Mental OOO **Social** OOO
Physical OOOOOO(OOOO), **Armor:2**

Notes

Good initiative, Great attack & defense (though folks get a +1 to attack it due to its size when that's a factor), **Weapon:5** clawed hands. Very, very hard to kill. If you want to represent this as one of many forms of a Fetch, you're looking at True Shapeshifting [–4] and Modular Abilities [–14] to encompass its Claws, Strength, Toughness, Recovery, and Hulking Size.

Total Refresh Cost:

–19 (or –25 as a shapeshifter)

GOBLINS

Description: Goblins are lantern-jawed and burly, with wide batlike ears.

First Appearance: Summer Knight.

What We Know: Goblins are associated with hunting. The Erlking is a powerful Sidhe of goblin-kind.

Powers: They have the usual boat of faerie mojo going on. Due to their association with the Erlking, they also have what works with a hunting orientation: they're probably strong and tough, and in some cases might have some other magic (maybe like Seelie/Unseelie Magic, even—only drawing from the Erlking instead of the Courts).

Weaknesses: Standard fae weaknesses.

GOBLIN

High Concept: Hunter Goblin

Skills

Alertness: Fair (+2)
Athletics: Fair (+2)
Bows (Guns): Good (+3)
Fists: Good (+3)
Survival: Great (+4)
Weapons: Good (+3)

Most other physical skills default to Average, the rest to Mediocre.

Stunts

Hunter (Survival): Use Survival instead of Investigation when tracking prey.

Powers

Echoes of the Beast [–1] (Hunting Hound)
Glamours [–2]
Inhuman Strength [–2]
Inhuman Toughness [–2]
Inhuman Recovery [–2]
The Catch [+3] is cold iron and the like.
Pack Instincts [–1]

Stress

Mental OO **Social** OO
Physical OOO(OO), **Armor:1**

Notes

Fair initiative, Good close up and at range with attacks, Good defense, **Weapon:2** strength.

Total Refresh Cost: –8

ELDER GRUFF

High Concept: Elder Gruff
Other Aspects: Sense of Honor, Sword as Long as a Car

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Endurance: Good (+3)
Fists: Superb (+5)
Guns: Good (+3)
Survival: Great (+4)
Weapons: Good (+3)
Most other physical skills default to Fair, the rest to Average.

Stunts

Hunter (Survival): Use Survival instead of Investigation when tracking prey.
Old Or New Doesn't Matter (Guns): May use archaic weapons with Guns just as easily as modern weapons, and vice-versa.

Powers

Claws [–1]
Echoes of the Beast [–1] (Goat)
Glamours [–2]
Hulking Size [–2]
Supernatural Strength [–4]
Supernatural Toughness [–4]
Inhuman Recovery [–2]
The Catch [+3] is cold iron and the like.
Pack Instincts [–1]

Stress

Mental OOO **Social** OOO
Physical OOOOOO(OOOO), **Armor:2**

Notes

Weapon:5 strength & hooves, Fair initiative, Superb melee attack & defense. Not so much a *can* of whup-ass as a *keg*.

Total Refresh Cost: –14



HELLHOUND

High Concept: Hellhound
Other Aspects: Once Man, Now Beast

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Endurance: Fair (+2)
Fists: Good (+3)
Intimidation: Fair (+2)
Presence: Average (+1)
Survival: Fair (+2)
Most other physical skills default to Average, the rest to Mediocre (or worse).

Stunts

Catch the Scent (Alertness): Use Alertness instead of Investigation when tracking prey.
Unflappable (Presence): Armor:1 against Intimidation attacks.

Powers

Claws [–1]
Echoes of the Beast [–1] (Hound)
Inhuman Speed [–2]
Pack Instincts [–1]

Stress

Mental OO **Physical** OOO **Social** OOO

Notes

Epic initiative, **Weapon:1** teeth, Good attack, Great defense, and fast on its feet. Individually survivable—but deadly as a pack.

Total Refresh Cost: –7

I've always suspected that my godmother Lea had some connection to the Wild Hunt, given her penchant for turning those that offended her into Hellhounds, but I've never been able to remember to ask her about it. Not that I'd get a straight answer.

Gruffs

Description: Gruffs usually stand between 5' and 6' tall (though some are much, much larger). Usually white-furred, they are packed with muscle. Their heads are goatlike, with forward-curling horns. Their eyes are usually yellow, with rectangular pupils. Their hands are three-fingered and clawed. Their legs are reverse-jointed, and they have hooved feet. Alas, they also give off a scent that smells something between a skunk and a barrel of rotting eggs.

Gruffs and trolls are historic (folkloric?) enemies, and gruffs are known for killing trolls; all gruffs are related as "brothers."

First Appearance: Small Favor.

What We Know: They kill trolls. Gruffs tend to be smart and are also high in the Summer hierarchy. They are equally adept at using oaken cudgels or submachine guns.

Powers: They have the usual faerie stuff, plus claws/hooves and varying levels of strength.

For simplicity, we'll rate Gruffs in three categories: standard gruffs, elder gruffs, and the eldest gruff. The first two have varying levels of strength and toughness. The third, which apparently has only one member, seems to be an incredibly powerful spellcaster—possibly on the level of being more plot device than stattable threat, seeing as one casually whacked a few Denarians as a warm-up to the main event of taking on Harry Dresden. With that in mind, we're leaving the Eldest Gruff out here, but see page 140 for more details.

Standard gruffs are practically indistinguishable from Goblins (see page 43) in their writeup, save that they're just as good with guns as they are with any other mode of killing. Add Claws [–1] to the mix and give them a Summer instead of Wyld affiliation, and you're off to the races.

Elder gruffs are as shown on the facing page.

Weaknesses: Standard fae weaknesses—however, their hooved feet may be more vulnerable than one would expect.

Hellhounds

Description: Hellhounds are faerie beasts that appear like mastiffs made from shadows and soot; their eyes are flat and black.

First Appearance: Grave Peril.

What We Know: Despite their name, hellhounds appear to be fae—or possibly transformed humans, warped by magic into a dog-like form. They may be associated with the Hounds of the Wild Hunt. They have some connection to Leannansidhe—she thinks of them as "hers" and can command them.

Powers: They might have some standard faerie stuff going on, but primarily we're looking at a boosted beast here—fast and strong and made with pointy bits.

Weaknesses: Unknown, but it's probable that they have the standard fae aversion to cold iron.

Hobs

Description: Hobs are fae, five feet tall (more or less), with a squat, baboonish build; they are covered in thick, rubbery muscle. They possess shark-like teeth. Interestingly, they have no eyes.

First Appearance: Small Favor.

What We Know: Their armor and their weaponry depend upon their ranking in the Court. The least wield stone implements, while the higher wield bronze. In Faerie, they almost always live in lightless tunnels.

Powers: Standard fae, plus at least Inhuman Strength, Claws, long ropy tails, and can conjure myrk (tangible matter from the Nevernever that absorbs light; see page 46).

Weaknesses: Standard fae weaknesses, plus they are harmed by light.

Kelpies

Description: Usually Summer-aligned, kelpies are masses of animated wet weeds, with gaping mouths and glittering pinpoints of silver light for eyes. They tend to weave long, brown, fibrous, slimy strands together into a nebulous—vaguely humanoid—body.

First Appearance: Small Favor.

What We Know: Not much.

Powers: Standard fae, plus "tentacles." Kelpies are almost more "hazardous terrain" than creatures. They lurk in the water, tangle up boats and prevent them from going anywhere, and yank the occupants out and drown them if they can. But they're generally amorphous and not too hard to fight off if you can get a sword or spell swung at them. Unless you're going for an underwater-centric setup, just set a difficulty target for skill rolls (say, Good) and dish out some stress when folks fail, and you're cool.

Weaknesses: Standard fae weaknesses.

CAN I JUST SAY THAT IT'S PROBLEMATIC WHEN YOU FIND YOURSELF PITTED AGAINST THE NOMINAL "GOOD GUYS" IN CLASSIC FAIRY TALES?



Myrk (Power)

Myrk is a power created just for this creature. Hobs can conjure or exude myrk, a tangible, foggy substance that absorbs light, casting the zone they occupy into total darkness (and placing a Lightless aspect on that zone). When two or more hobs are in the same zone, they may cause the myrk to spread out to adjacent zones, one additional zone per hob. The myrk dissipates only once all of the hobs have been driven off or are otherwise taken out. If skill rolls to oppose the conjuration or manipulation of myrk become necessary, use the hobs' Discipline skill.

Hob

High Concept: Dark-Dwelling Hob

Skills

Alertness: Fair (+2)
Athletics: Average (+1)
Discipline: Good (+3)
Fists: Good (+3)
Stealth: Good (+3)
Weapons: Good (+3)
Most other physical skills default to Average, the rest to Mediocre.

Stunts

Strike in the Dark (Weapons): Hobs gain a +1 to their Weapons attacks when making an attack veiled within a zone of myrk.

Powers

Cloak of Shadows [–1]
Glamours [–2]
Myrk [–1] (see text box)
Inhuman Strength [–2]
Inhuman Toughness [–2]
The Catch [+1] is cold iron and light.

Stress

Mental OO **Social** OO
Physical OO(OO), **Armor:1**

Notes

Fair initiative, Good attack & defense with **Weapon:2** strength. Great attacks when concealed in Myrk.

Total Refresh Cost: –8

Malk

High Concept: Faerie Feline (Malk)

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Fists: Good (+3)
Might: Good (+3)
Stealth: Great (+4)
Most other physical skills default to Average, the rest to Mediocre.

Powers

Claws [–1]
Cloak of Shadows [–1]
Echoes of the Beast [–1] (Cat)
Glamours [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is cold iron and the like.

Stress

Mental OO **Social** OO
Physical OO(OO), **Armor:1**

Notes

Weapon:1 claws, Epic initiative, Good attacks, Superb defense. These are more faeries of the "one of them might just be trouble, but a pack of them are absolutely terrifying" type.

Total Refresh Cost: –8

Malks are to cats what Hannibal Lecter is to people.

They eat cats?

It's times like these where I can't tell if you think you're being funny or if you're just being obtuse.

Malks

Description: Malks are bobcat-sized feline creatures, with weirdly-shaped (not cat-like) heads, rougher fur, and wide paws that have an extra digit.

First Appearance: Summer Knight.

What We Know: Malks are mean fae that typically associate with Winter. They congregate in packs of twenty or so and leave clumps of grey hair and claw-scratches to mark their territory. Often found in Chicago's Undertown. Malks are sentient, even smart, and their voices are truly inhuman.

Grimalkin (see page 152), of Maeve's Court, may be a Sidhe of malk-lineage.

Powers: Enhanced senses (via Echoes of the Beast), strength greater than natural animals (possibly to Inhuman level), Inhuman Speed, nigh-Invisibility.

Weaknesses: Standard fae weaknesses, plus especial aversion to fire.

Nixies

Description: Almost always female humanoids, very attractive, with green hair.

First Appearance: Summer Knight.

What We Know: Nixies are notably vicious and like to drown mortals for fun. They often interact with shellycobbs. They are associated with water.

Powers: Aquatic, quick to heal, and pretty flipping strong. Add to that an ability to beguile or entrance a victim over and above what faerie glamours provide, and the use of those glamours to take on the appearance of others, and you've got a nasty faerie package here.

Weaknesses: Standard fae weaknesses.

Ogres

Description: Ogres are 8' to 12' tall humanoids with curly hair, flattened gorilla-like features, and ears that stick out.

First Appearance: Summer Knight.

What We Know: Ogres are the thugs of Faerie. Big, strong, dumb, tractable: perfect legbreakers.

The skins of those that select Summer turn scarlet; the skins of those that select Winter turn blue. There's also a variant with shaggy white fur, called Snow Ogres, connected to Winter.

Powers: These things are really big and strong, but more than anything they're durable—mostly bulletproof, and naturally magic-resistant (at least with mortal magic—Seelie or Unseelie Magic might be a different ball game). Their fingernails can cut steel.

Weaknesses: Standard fae weaknesses, and not known for their brains or initiative.

Pixies

Description: Pixies are pale humanoids that range from ant-sized up to a foot tall; they have silver dragonfly wings and oddly-colored manes of hair and are often surrounded by a colored nimbus of light (often silver).

First Appearance: Storm Front.

What We Know: Pixies are the dockworkers, scouts, and messengers of the fae.

Of all the fae, I think I like pixies best. Like me, they're blue collar Joes and they appreciate a good pizza.

Nixie

High Concept: Nixie Temptress

Skills

Alertness: Fair (+2)
Deceit: Good (+3)
Athletics: Great (+4)
Fists: Great (+4)
Stealth: Good (+3)
Most other physical skills default to Average, the rest to Mediocre.

Stunts

At Home in the Water (Athletics): +2 when using Athletics while swimming.

Powers

Aquatic [–1]
Glamours [–2]
Incite Emotion (Lasting Emotion, At Range) [–3] Beguile/Attract
Inhuman Strength [–2]
Inhuman Recovery [–2]
The Catch [+1] is cold iron and the like.

Stress

Mental OO **Physical** OOO **Social** OO

Notes

Fair initiative, Great attack with **Weapon:2** strength, Great defense. Plus can use its Good Deceit (vs. Discipline) to lay a **Weapon:2** mental stress psychic whammy on you & get you to let your guard down.

Total Refresh Cost: –10

Nixies make awful wedding guests, and worse hors d'oeuvres.

Billy, you need to stop reminding me that you fight crime by eating it.

What Goes Bump (Faeries)

Pixies are the inverse of the heavy-hitter fae we've written about so far. They may be small and usually ineffective in combat, but they're giants of social interaction and networking.

Elidee (see page 141) is an example of an ant-sized pixie, while Toot-toot (see page 235) is a more typical specimen.

Powers: Wings. Light Source. Found in swarms.

Weaknesses: Standard fae weaknesses, plus proud, very small, and tend to leave glittering dust everywhere (that evanesces like all ectoplasm, eventually).

Rawhead & Bloody Bones

Description: A physical body (weightlifter's build) constructed of lots and lots of bones, held together with gelatinous, drying blood. Traditionally, the head of a Rawhead and Bloody Bones is a longhorn bull's, with carnivore fangs filling its jaws. Its hands end in sharp claws.

The rawhead I fried during the "Jungle" case seemed to have no fear of crawling around all the iron and steel in that trainyard.

First Appearance: "Welcome to the Jungle."

What We Know: An Appalachian/Ozarkan boogeyman—an evil fae. They start on rats, then work their way up to household pets and, eventually, humans.

Powers: These things start out stronger than a man and scale up to much, much stronger once they grow past human-sized. For stats, especially given the way they "eat," use the writeup for a standard ghoul (page 56). Add Hulking Size and step up to Supernatural Strength if you have one that's had enough time to consume its way to larger than man-sized, increasing the refresh cost by 4.

Weaknesses: Standard fae weaknesses (?), plus a voracious appetite.

Ogre

High Concept: Hulking Ogre

Skills

Alertness: Fair (+2)
Athletics: Fair (+2)
Deceit: Average (+1)
Fists: Great (+4)
Endurance: Good (+3)
Intimidation: Good (+3)
Might: Great (+4)
Presence: Fair (+2)

These buggers are tough, particularly for a spellcaster. Since magical fire doesn't faze them, I went with a really heavy iron pipe.

Most other physical skills default to Average, the rest to Mediocre.

Powers

Glamours [–2]
Hulking Size [–2]
Inhuman Strength [–2]
Supernatural Toughness [–4]
Inhuman Recovery [–2]
The Catch [+3] is cold iron and the like.
Physical Immunity [–8]
The Catch (Stacked) [+5] is that ogres are only immune to (mortal?) magic, not mundane sources of harm.

Stress

Mental OO **Social** OOO
Physical OOOOOO(OOOO), **Armor:2**

Notes

Fair initiative, Great attacks & defense (but +1 to be hit due to size), **Weapon:2** strength. Big as a pickup truck, and hits like one.

Total Refresh Cost: –12

Pixie

High Concept: Wee Pixie

Other Aspects:

Insatiable Appetite for Pizza

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Good (+3)
Deceit: Good (+3)
Rapport: Fair (+2)
Presence: Fair (+2)
Stealth: Good (+3)
Weapons: Fair (+2)

Some of them might even know a bit of Seelie or Unseelie Magic, though I haven't seen evidence of it yet.

Most social and mental skills default to Average, the rest to Mediocre.

Stunts

Ear to the Ground (Contacts): +2 Contacts when working the faerie info network.

Powers

Diminutive Size [–1]
Glamours [–2]
Light Source [–0] (see notes)
Wings [–1]

Stress

Mental OOO **Physical** OO **Social** OOO

Notes

Light Source is a zero-refresh power that means what you'd expect: the creature is a low-wattage light source, usually of one particular color. It's enough to overcome mundane darkness in one zone, at least enough to read by—about what you'd expect from a flashlight.

Total Refresh Cost: –5

Shellycobbs

Description: Shellycobbs are crablike things with slick black shells and pincers that are as big as basketballs.

First Appearance: Summer Knight, although more details surface in "Something Borrowed."

What We Know: A water-dwelling fae type that often interacts with nixies.

Powers: These aquatic creatures are nearly all shell, giving them a natural armor against most attacks. While strong, their most potent strength resides in the vise-like grip of their giant pincers.

Weaknesses: Standard fae weaknesses.

Sidhe

Description: The nobles of the fae, who often—but not always—look human, except extremely beautiful or handsome with canted, feline eyes.

First Appearance: Grave Peril.

What We Know: Much like the Little Folk, only moreso. Sidhe is a state of being, partially political and partially based on the fae's original type. That is, they share the basic traits of their type, taken to an extreme degree. Also, they tend to have better memories than their smaller kin, and other powers besides. Sidhe are almost always bound to one of the Courts—though there are exceptions, like the Erlking.

See also Jenny Greenteeth (page 151), Leannansidhe (page 167), and Lord Talos (page 231).

Powers: Sidhe have more general magical power than Little Folk. They can open gates to and from the Nevernever anywhere, not just at specific points. Most are adept at shapeshifting (at least by way of Glamours) and have a lot more favors owed to them (and a lot more skill in dealing with those who have made bargains with them). Some combination of Inhuman Strength, Speed, and Toughness are common.

A Sidhe is often as magically potent as a strong wizard, with the most powerful equal to a Senior Council member of the White Council.

Many Sidhe in the highest echelons possess countermagic abilities and are able to block or obviate mortal spellcasters' efforts.

Sidhe are as widely varied as the various other faerie creatures we've listed in this section. In general, if you want to turn a regular faerie writeup into a Sidhe version, add Unseelie or Seelie Magic and improve their social and mental skill-set to better support it. You may also want to consider Greater Glamours, and in some rarer cases a Physical Immunity to mortal magic. Don't forget the Swift Transition power, either, to represent that ability to cross into and out of the Nevernever with ease.

Weaknesses: Sidhe have the standard fae weaknesses as well as those of their original type, but they are additionally bound to the will and orders of the leaders of their Court. They may also gain the weakness of their Court against its opposite. If a Sidhe prevents a vassal from fulfilling an oath or bargain, that oath or binding falls upon the Sidhe.

Sidhe can't lie, but never trust that they're telling you the truth.

SHELLYCOBB

High Concept: Faerie Crab-Beast (Shellycobb)

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Endurance: Good (+3)
Fists: Good (+3)
Might: Good (+3)
Most other skills default to Mediocre.

Jenny Greenteeth led a group of these things during the Faerie War a couple years ago.

Stunts

Vise Grip (Might): When clenching or crushing something with its pincers (usually in terms of grapples), a shelly-cobb is at +2 to its Might rolls.

Unfeeling Crab-Creature (Endurance): Use Endurance instead of Presence for calculating social stress capacity.

Powers

Aquatic [–1]
Claws [–1] (Pincers)
Echoes of the Beast [–1] (Crab)
Inhuman Strength [–2]
Supernatural Toughness [–4]
The Catch [+3] is cold iron and the like. In addition, the armor benefit does not apply if you can manage to get under their shell.

Stress

Mental OO **Social** OOOO
Physical OOOO(OOOO), **Armor:2**

Notes

Fair initiative, Good attack & defense, **Weapon:3** pincers & strength.

Total Refresh Cost: –8

More Sidhe Knights

An idea that might be interesting for your own *Dresden Files RPG* campaign is the idea of empowering more than two mortals in service to the fae Courts. There are a couple of ways this could happen:

Just Plain More: Maybe the Courts have multiple Sidhe Knights, not just one. So long as the numbers are balanced, no problem. (This is unsupported by what we currently know, but for gaming purposes, why not?)

The "Wyld Courts": There are a couple powerful Sidhe on par with the Faerie Queens—the Erlking is one of them, and it's rumored—DON'T LAUGH!—that Santa Claus (a brownie Sidhe) may be another. Also, if there's a Summer Court and a Winter Court, shouldn't there be a Spring Court and an Autumn Court? Why shouldn't those Courts have Sidhe Knights of their own?

Sidhe Squires: Maybe after the little fiasco of the War Over Chicago, the Faerie Queens mutually decided it might be a good idea to have a couple "spares" on tap in case one of their Knights gets kacked and the mantle of power needs to be taken up. Therefore, the Summer and Winter Knights have been recruiting "squires" (who may receive some fraction of power from their Court) to train in Knightly duties. (This is the Captain Marvel-Mary Marvel-Captain Marvel Jr. option).

(See also Valkyries, page 81, for more ideas in this vein.)

My theory is that the mortal Knights of the Faerie Courts are actually all over the map in terms of power, though the Queens show signs of recruiting their Knights from amongst the already supernaturally talented.

Sidhe Knights

Description: See the individual entries for Fix (the Summer Knight) on page 143 and Lloyd Slate (the Winter Knight) on page 227.

First Appearance: Summer Knight.

What We Know: The mortal that takes up the mantle of power of a Sidhe Knight becomes the champion of one of the Courts of Faerie. There are only two Sidhe Knights: one for the Summer Court and one for the Winter Court. They tend to come and go rather quickly, from the fae perspective. (From a mortal perspective, over time, the Sidhe Knights seem to get more and more Sidhe-like.)

They are trusted with a considerable amount of power, the sort of "mystical weight" that only a free-willed mortal can possess; thus, they end up with more Sidhe-style power than most Sidhe!

They are a critical element of the balance between the Courts. Faerie Queens cannot kill anyone who isn't attached to their Court through birthright or bargain, but the Knights can. The Knights can also act in affairs not directly related to Faerie (unless they are ordered by a Faerie Queen not to interfere).

The Sidhe Knights are considered an extension of the wills of their Faerie Queens. They have different duties to each Faerie Queen of their Court, but what these are as regards Mother, Queen, and Lady is currently unknown. (However, they seem to be most often found in the company of the Lady of their Court, possibly because both Knight and Lady are closer to the mortal world than the others.)

When a Knight dies, his mantle returns to the nearest vessel of the Court, and thus to the Queen, who then chooses the next Knight.

Powers: Sidhe Knights have powers in line with their particular Court (mostly attack and defense powers), plus a heaping helping of raw power and combat skill.

We've never seen Lloyd Slate in action, though we know he was sneaky enough to do in the previous Summer Knight. Fix hasn't given away a lot, either.

So what powers to give them? You might consider some of the Inhuman Strength/Toughness/Recovery/Speed set; definitely Unseelie or Seelie Magic; maybe an Item of Power, possibly some form of Glamours. There are too many options to provide a straight up one-size-fits-all writeup of a Knight here.

That said, the trick is to build a Knight that has some essence of mortal free will, so it's probable you can't crank the power dial *too* high…

Weaknesses: They are bound by obedience and duties to the Faerie Queens of their Court.

Sylphs

Description: Sylphs look like young human girls with claws and razor-edged dragonfly wings.

First Appearance: Summer Knight.

What We Know: Sylphs are notably vicious. They are associated with the air.

Powers: Claws, Wings (with razor edges!), Inhuman Speed.

Weaknesses: Standard fae weaknesses.

SYLPH

HIGH CONCEPT:
Razor-Edged Dragonfly Girl (Sylph)

SKILLS
Alertness: Fair (+2)
Athletics: Great (+4)
Endurance: Fair (+2)
Fists: Good (+3)
Most other skills default to Mediocre, with a few standouts at Average.

STUNTS
Strafe Attack (Fists): +1 to Fists to make an attack when in flight.

POWERS
Claws [–1]
Inhuman Speed [–2]
Inhuman Recovery [–2]
The Catch [+1] is cold iron and the like.
Wings [–1]

STRESS
Mental OOO **Physical** OOO **Social** OOO

NOTES
Fantastic initiative, Superb defense, Good attack w/ **Weapon:1** claws. The flying is the real problem, though.

TOTAL REFRESH COST: –6

Harry—this is all I was able to glean about sylphs from the files. I remember seeing them at the War over Chicago, but the Alphas and I were more tied up with the ground-based stuff. Can you get Bob to provide some more info?

That'll depend on what Bob has time for and, frankly, patience to explain. He gets a little squirrelly around things having to do with the fae.

Trolls

Description: Trolls have rubbery muscles, warty skin, hairy arms, sharp claws, lumpy shoulders, malformed heads, lantern jaws, hideous faces, and tiny hate-filled eyes. They range between 12' and 15' tall. They don't walk so much as stomp.

First Appearance: "Restoration of Faith" (but more details surface in Proven Guilty).

What We Know: Many trolls live under bridges, sometimes even in the mortal world. Naughty children (those that cross bridges at night, at least) are apparently still lawful prey for bridge trolls under the Unseelie Accords.

Also found on message boards everywhere.

Huh?

Internet joke, boss.

Some trolls seem to be a strange sort of collective organism, composed of many tiny trolls living in one gigantic troll skin.

Many trolls are aligned with Winter—several of the strongest are used by Queen Mab as guards at her stronghold of Arctis Tor.

It is rumored that troll-kin smiths created that bane of wizards: the Thorn Manacles.

Trolls and gruffs are historic (folkloric?) enemies; gruffs are known for killing trolls.

Powers: They're huge and supernaturally strong, they can climb pretty much anything, and they're hard as hell to kill. (From a system perspective, the tendency for "killed" trolls to dissolve into a scattering horde of mini-trolls is basically just a colorful way of handling a "taken out" result, peculiar to trolls.)

Weaknesses: Standard fae weaknesses.

Other Faeries

Description: Varies.

First Appearance: Summer Knight.

What We Know: Brownies, centaurs, and gnomes; faerie horses and dogs; giant bumblebees, spiders, and bats; mountain lions made out of shadow, tree-spirits, unicorns, etc.

Powers: Two of Inhuman Strength or Toughness or Speed, plus at least one special power. (Very potent fae, like centaurs or unicorns, may have more than two Inhuman qualities, maybe even Supernatural ones, and additional powers.) Most humanoid faeries have Glamours, and a few have access to Seelie or Unseelie Magic; transformed and giant beasts, not so much (though this trade-off usually means they're not as vulnerable to things like cold iron).

Weaknesses: Standard fae weaknesses, individual types may have additional weaknesses.

BRIDGE TROLL

High Concept: Bridge Troll

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Deceit: Average (+1)
Fists: Great (+4)
Endurance: Good (+3)
Intimidation: Good (+3)
Presence: Average (+1)
Weapons: Great (+4)
Most other physical skills default to Average, the rest to Mediocre, with a few Fair standouts.

Stunts

Territorial (Alertness): Trolls gain +2 to their Alertness when acting on their home turf (usually a small area they have a personal claim to—like a bridge).

Powers

Claws [–1]
Glamours [–2]
Hulking Size [–2]
Superhuman Strength [–4]
Inhuman Toughness [–2]
Superhuman Recovery [–4]
The Catch [+3] is cold iron and the like, and they're vulnerable to their own weapons (which look like large meat-cleavers—treat as a sword) if you can get it away from them.
Spider Walk [–1]

Stress

Mental OO **Social** OOO
Physical OOOOOO(OO), **Armor:1**

Notes

Fair initiative, Great attack & defense (but to be hit), **Weapon:5** strength & "claws" (great cleavers).

Total Refresh Cost: –14

The Fallen

Description: Unknown, but probably humanoids with bestial aspects (such as the demonic forms of the Denarians).

First Appearance: Death Masks.

What We Know: The Fallen are former angels, cast out of Heaven. (In other words: *serious* heavyweights in the spirit world.) They are not the same things as regular demons, though the Fallen might rule over the demons in the World Below/Hell in the Nevernever. The Fallen are *very* interested in the mortal world, but they are not free to act unless given permission (see the Order of the Blackened Denarius, below).

Powers: The Fallen are in the heavyweight class of supernaturals, but—given that they lost the War in Heaven—they are slightly weaker than the Archangels. They have access to Hellfire.

Weaknesses: There are rules that bind the actions of the Fallen in the mortal world. They are almost certainly vulnerable to faith magic.

The Order of the Blackened Denarius

Description: In their human form, Denarians look like their hosts. In their shapeshifted, demonic form, they usually look like humanoid or semi-humanoid beings with bestial and unnatural features. Many have two sets of eyes that glow (one human and one devilish) and a shining tattoo or sigil on the forehead that is their particular sign.

First Appearance: Death Masks.

What We Know: Thirty Fallen have found a way into the mortal world by being bound to the thirty Roman silver coins paid to Judas for his betrayal of Jesus Christ: the Order of the Blackened Denarius. Each coin bears a symbol in tarnish that is the sigil of the Denarian bound to it.

A mortal who picks up the coin almost always becomes the host of the Denarian; usually, the Denarian simply overwhelms the human personality and takes over. However, this nigh-permanent possession must be consensual. The Denarians are not above using drugs, dark rituals, and so forth to ease the process. Some Fallen work in tandem with their hosts (to a greater or lesser degree) and these partnerships are *particularly* dangerous—human ambition melded with the power of a Fallen angel. The mortal hosts sought by the Order are generally assassins, poisoners, warriors, or sorcerers.

All Denarians have over *two thousand years* of observing mortal history (and the mortal mind) to draw upon. Masters of deception, it sometimes takes the Knights of the Cross (their direct enemies) literally hundreds of years to figure out if they are lying.

They seem to be divided into two factions: one beholden to Nicodemus Archleone (see page 100), and one to his wife Polonius Lartessa—AKA "Tessa" (see page 165). Nicodemus' faction focuses on the long-term and targets coin-bearers based on talent or potential talent. Tessa's faction focuses on the short-term and targets coin-bearers based on raw desire. (Tessa's faction goes through coin-bearers much more rapidly than Nicodemus' faction.)

Recently, the Knights of the Cross had thirteen Blackened Denarii in safekeeping, leaving "only" seventeen out in the world. During the *Small Favor* case, they gained eleven more coins, lost them, and collected one back at the end of the case. Currently, the Knights have fourteen in safekeeping, Thorned Namshiel's coin is in the hands of the Monoc Corporation, and fifteen coins are unaccounted for.

The Fallen are just impossible to stat out. They're immensely powerful, but since they can't act in the mortal world, if you encounter them it'll be by proxy. Cultists ahoy!

"Ahoy"? Is it Talk Like a Pirate Day already?

When one of these things dies, the Denarian monster-form dissolves into ectoplasmic goo, then evaporates. The human body ages and withers extremely rapidly. It's kinda gross.

That's a theory. It's my BEST theory right now, but it's only a theory.

Rule of thumb: if a Nickelhead is called by a human-sounding name rather than an angelic one (listen for the "-el"), be very afraid. These hosts have either joined completely with their Fallen or otherwise managed to retain their identity. Think — Nicodemus, Tessa, Deirdre...

Meaning pretty much that they alternate hiding behind or subverting the law (but what signatory doesn't?)

The Order of the Blackened Denarius is a signatory of the Unseelie Accords (see page 12).

See Nicodemus Archleone/Anduriel (page 100), Tessa (page 165), Ursiel (page 237), Lasciel (page 165), Quintus Cassius/Saluriel (page 125), Rosanna (page 220), Thorned Namshiel (page 231), Magog (page 179), and Deirdre (page 129).

Powers: It may be impossible to fully enumerate the possibilities here. They have, in varying combinations and degrees, shapeshifting, immortality, a perfect memory, some degree of magic resistance, and access to centuries of spellcraft (and Hellfire). It all adds up to lots of power, knowledge, skill, practice, and experience. They feed on pain and suffering (especially that of the Knights of the Cross and other people of faith). The forms they take have varying amounts of Inhuman Strength, Speed, Toughness, and Recovery—or worse—plus powers and natural weaponry related to their demonic form.

Nickelheads have more control over their demonic forms than I initially thought. While they follow tendencies and habits in their choice of shape, they do have a bit of play in adjusting to situations on the ground. Be warned!

These guys are so varied that there's no point in providing a generalized stat block. Take a look at the specific ones over in *Who's Who*. Rule of thumb? Take a normal mortal, then raise his skill cap, add in 10-20 skill points, spend 12-24 refresh on the powers we're talking about here, and you've probably got a workable Denarian recruit.

Weaknesses: First and foremost, a Denarian is bound to its coin.

In demon form, a Denarian's human eyes are still vulnerable (say, to pepper spray).

They're vulnerable to faith magic and people of faith (the Knights of the Cross were specifically founded to combat them). Denarians don't like to go into churches, because it makes them feel and remember; it makes them sad (at least in one case).

Given their long experience of the mortal world and their expectations of "how things work," the Nickelheads can be blindsided by spontaneity and improvisation.

Lastly, the mortal host of a Denarian can willingly reject the Fallen and give up the coin, resulting in freedom from the monster.

There's no point in taking on a ghost unless you can get it to acknowledge you—and unless you have something like Ghost Dust, "killing" it only forces it back into the Nevernever.

Ghosts

Description: Ghosts are usually invisible; when they do appear, ghosts are typically transparent, insubstantial, and shaped like the original person they came from, though their ability to reshape their ectoplasmic form can lead to exaggerated or unnatural features.

First Appearance: Grave Peril.

What We Know: Mortals have everything inside them to make a ghost—all they need is the right set of circumstances. Ghosts are beings that live in the spirit world; they are the impression left by a personality at the moment of death. A strong imprint—due to either the strength of the personality or the situation around the person's death—makes a strong ghost. While they appear to be self-aware and capable of feeling emotion, they are not.

Ghosts' home turf is the Nevernever, though they often skirt the borders of the mortal world. Shades tend to linger in graveyards more than anywhere else, especially in older cities. The boundary between the mortal world and Nevernever is thinnest on Halloween; ghosts formed at this time of spiritual turbulence are often more impressive. Strong ghosts can have their own demesne or bailiwick in the Nevernever, where they make the rules and are more powerful.

While ghosts don't usually inhabit a construct or magical body, they can manifest one if desired.

See also Agatha Haggelthorn (page 154), Demons (page 32), Ectomancy (YS285), Kravos (page 160), Mavra (page 189), Morty Lindquist (page 172), Necromancers (page 63), Spirits (page 79), and the Wild Hunt (page 38).

See also "*Entities of the Nevernever*" on page 27.

Powers: If they don't acknowledge you, you can't affect ghosts in the mortal world. Requirements for getting acknowledged: the speaker must possess some form of magic, know the ghost's identity, and speak its name aloud.

Exceptions to the magic requirement can and do exist, usually via a personal connection with the deceased.

Ghosts are strongest just after the sun goes down, at the witching hour, and just before the sun comes up. Spiritual turbulence between the mortal realm and the Nevernever not only gives rise to the formation of stronger ghosts but also tends to increase the powers of existing ones.

Common ghost abilities include telekinesis (minor to major), causing enchanted sleep, reforming their ectoplasmic shape, manifesting visually or materially through an ectoplasmic construct (though these abilities, especially forming a construct out of ectoplasm, appear to cost power), cold spots, sound generation, and weather control. A ghost can possess a mortal, but this takes a tremendous amount of power.

When building a ghost, the big things to focus on are the powers under "*Nevernever Powers*" starting on YS170, and a fairly costly version of Physical Immunity (operating only in the mortal world, and requiring acknowledgement of the attacker). Skillwise, look at Conviction, Stealth, and attack skills. Perception skills almost never rank above default—ghosts are too wrapped up in their own story to pay much attention to the real world. For a good prebuilt example of a powerful poltergeist, see the University of Chicago Library Ghost on page 56.

Weaknesses: Ghosts are usually limited to a certain time, place, or event, most often related to their death. Ghosts are not people or sentient spirits; they do not change or grow, they simply exist, experiencing whatever feelings they had when they died. They are not terribly observant—indeed, ghosts barely notice the mortal world except in how it relates to their limited purpose or existence. That being said, old spirits are often attracted to objects related to their nature—this might be possessions they owned while living, their mortal remains, or items of great personal importance.

Faith magic works best when simply fighting ghosts, but necromancy can do so much more to them: enslave, control, or even destroy them. Ghosts sense necromantic energy, and it drives them into paroxysms of terror.

They can usually only manage to move things in bursts; the average ghost doesn't seem to have much of a magical "reserve tank." Perhaps due to this, ghosts absolutely cannot cross a threshold unless invited.

In the mortal world, they can be locked into place through the use of Ghost Dust (YS304).

Spectre

Description: Transparent, faintly glowing, semi-corporeal figures.

First Appearance: Dead Beat.

What We Know: Spectres may not be naturally occurring ghosts. They may actually be ghosts "modified" via necromancy into a manifested construct form. Necromancers often use spectres as troops in mass conflicts.

Powers: Spectres seem to trade the bulk of their ghostly powers in favor of manifesting a translucent, semi-corporeal, ectoplasmic construct that's stronger than a man and quick to heal (thanks to easily reconstituted ecto-flesh).

Weaknesses: Standard ghost weaknesses plus—due to being forced into a semi-material form—spectres don't seem to have the luxury of being able to ignore mortal reality and can be affected by anyone (not just those who have magic, know their identity, and speak the ghost's name aloud).

Bob, did Sue count as a construct, ghost, spectre, or zombie?

Ultimately, I think it was somewhere between spectre and zombie. Quite impressive, boss. And it was incredible to take her wheel for a bit.

Can we do that again sometime?

I hope not.

Spectre

High Concept: Spectral Footsoldier
Other Aspects: Necromantic Bindings
Skills
Conviction: Average (+1)
Athletics: Fair (+2)
Fists: Good (+3)
Endurance: Fair (+2)
Intimidation: Good (+3)
Presence: Average (+1)
Weapons: Good (+3)
Most other skills default to Mediocre.
Powers
Inhuman Strength [–2]
Inhuman Recovery [–2]
The Catch [+0] is that they can't heal from stuff that specifically disrupts ectoplasm (like Ghost Dust).
Stress
Mental OOO **Physical** OOO **Social** OOO
Notes
Mediocre initiative, Good attack & defense, **Weapon:2** strength.
Total Refresh Cost: –4

Does that –4 refresh mean that I could play a spectre with free will or something?

Not really. These things are low refresh-cost, but don't take that as an indication that they have free will. They're tools, wielded by a binding necromancer.

Listen! Do you smell something?

You know, there are some useful thaumaturgical ideas in that movie.

Do you really want me walking around with an unlicensed nuclear accelerator on my back?

... Point taken.

University of Chicago Library Ghost

Description: "A big bestial thing."

What We Know: A ghost taken down by Harry Dresden and Michael Carpenter; a fairly typical poltergeist.

Powers: Standard ghost powers, with emphasis on telekinesis (via the Poltergeist upgrade on Spirit Form).

Weaknesses: Standard ghost weaknesses.

Library Ghost

High Concept: Library Ghost
Other Aspects: Shhhh!
Skills
Conviction: Great (+4)
Fists: Good (+3)
Intimidation: Great (+4)
Presence: Good (+3)
Scholarship: Good (+3)
Most other skills default to Mediocre, with any academic ones defaulting to Fair.
Powers
Demesne [–1]
Spirit Form (Poltergeist) [–5]
Swift Transition (No Mortal Home) [–1]
Inhuman Strength [–2]
Physical Immunity [–8]
The Catch [+2] is that the ghost can only be hurt in the mortal realm by those it has acknowledged (see page 54). If confronted in the Nevernever, the ghost still has Armor:2 against attacks that aren't specifically structured as countermeasures against ghosts (like Ghost Dust).
Stress
Mental OOOO **Physical** OO
Social OOOO
Notes
Mediocre initiative, Good attack & defense, **Weapon:2** strength, and impossible to touch unless you've done your homework or are very good at getting its attention.
Total Refresh Cost: –15

1. Really. Hate. These. Guys.

Ghouls

Description: When blending, ghouls appear completely human. In ghoul form, they look like a Japanese horror cartoon: hunch-shouldered, grey-skinned fiends, covered in short wiry hairs. They have the worst features of mankind, hyena, and baboons, all mixed together: stunted strong legs, too long arms, and hands that have spurs of bone.

First Appearance: Mentioned in Grave Peril, seen first in Summer Knight.

What We Know: Ghouls are probably scions—crossbreeds between uber-ghouls (see next page) and humans in the long-ago past—that breed true.

Ghouls can go through 40 to 50 lbs of meat a day, preferably human. Most ghouls existing outside of the society of clans (one of the largest being the LaChaise clan) don't live very long. Maybe one in ten actually makes it to adulthood. These specimens are extremely dangerous. The rest get eaten by other supernatural predators, killed by animals (who really despise them), sicken and die, get run over by cars, or end their own miserable existence in fits of despair. Intriguingly, despite not being the brightest critters, many ghouls speak ancient Sumerian—likely their "household tongue."

Many of the ghoul clans provide cheap muscle for various nasty supernaturals. Both the Red and White Courts of vampires have utilized the LaChaise clan of ghouls for private vendettas in the past, the former using them as footsoldiers in the Vampire War.

See also Li Xian (page 169), the Tigress (page 233), and Scions (page 76).

Powers: Like cockroaches, ghouls can recover from just about anything short of decapitation or a similar mortal trauma; they scar when they heal, but this may or may not last. They're inhumanly strong, and in many cases faster than any mortal. They have claws and can appear human at will.

Weaknesses: Affected by holy water. Unwavering inability to control their appetites for long. Most are kind of dumb.

Shattering their spine can take them out, too.

Uber-Ghouls

Description: Uber-ghouls look like 8' monsters. They're more like man-hyena-gorilla than the man-hyena-baboon of typical ghouls. They have a heavier brow ridge, serrated ridges on their cheekbones, and more massive jaws. Their forearms are longer, and their fingers are tipped with claws backed with knobbed ridges of bone.

First Appearance: White Night.

What We Know: Uber-ghouls are stronger, faster, and tougher than regular ghouls. They may even be functionally immortal. On the upside, they are a remarkably rare sight, don't seem to live in the mortal world, and they cannot blend.

They may have bred with humans to produce the usual ghouls seen in the mortal world.

Ghoul

High Concept: Cannibal Ghoul
Other Aspects: Insatiable Appetites
Skills
Alertness: Good (+3)
Athletics: Great (+4)
Endurance: Good (+3)
Fists: Great (+4)
Intimidation: Good (+3)
Presence: Good (+3)
Most other skills default to Mediocre, with any physical ones defaulting to Fair.
Powers
Claws [–1]
Human Guise [+0]
Feeding Dependency (Meat) [+1], affecting:
Inhuman Strength [–2]
Inhuman Speed [–2] (some lesser ghouls may not have this)
Supernatural Recovery [–4]
The Catch [+2] is wounds from holy objects. Also, dead is dead with a ghoul; if you inflict enough massive trauma (e.g., decapitation), it's not something they come back from.
Stress
Mental OO **Physical** OOOO
Social OOOO **Hunger** OO
Notes
Weapon:3 strength & claws, Great attack, Superb defense, and an Epic initiative make these bad boys extra bad.
Total Refresh Cost: –6

Powers: Mythic Recovery (can be beheaded, and it's only a temporary setback; spilled blood/ichor flows back into their bodies). Superhuman Strength, Inhuman Speed. The largest of these might even qualify for Hulking Size.

Weaknesses: Unknown, but probably exaggerated versions of typical ghoul weaknesses.

Uber-Ghoul

High Concept: Crazed Uber-Ghoul
Other Aspects: Pure Killing Machine
Skills
Alertness: Good (+3)
Athletics: Great (+4)
Endurance: Great (+4)
Fists: Great (+4)
Intimidation: Great (+4)
Presence: Good (+3)
Most other skills default to Average, with any physical ones defaulting to Fair.

Simply terrifying. There has to be a better way to kill these things besides collapsing a couple thousand tons of rock on them.

Powers
Claws [–1]
Feeding Dependency (Meat) [+1], affecting:
Supernatural Strength [–4]
Inhuman Speed [–2]
Inhuman Toughness [–2]
Mythic Recovery [–6]
The Catch [+2] might be wounds from holy objects, but we have precious little data on that.
Stress
Mental OOO **Social** OOOO **Hunger** OO
Physical OOOO(OO), **Armor:1**
Notes
Unkillable by almost any means. Or more accurately, you can kill them, but it tends not to stick with these guys. Epic initiative, **Weapon:5** strength & claws, Great attacks, Superb defense. Do not try to take one of these on alone. Do not try to take on a cavern full of them without lots of explosives and a personal army.
Total Refresh Cost: –12



Mortal Practitioners

Another weakness: According to Corpsetaker the White Council's training in mental defense sucks.

Description: Varies by individual.

First Appearance: Storm Front.

What We Know: Mortal practitioners have something that permits them to access the power of magic, to a greater or lesser degree. (Note that even mortals with *no* talent for slinging mojo can use ritual magic effectively; see Sponsors, page 64.)

It's important to keep in mind that *only* mortals can summon demons or Outsiders to the mortal world.

Being a Warden isn't any protection from being an evil bastard.

Lastly, a practitioner of any degree who has broken one of the White Council's Laws of Magic is called a warlock (see *"The Laws of Magic,"* YS232).

Powers: Mortal practitioners can work magic. Some, perhaps many, also have slight differences in their biology from other mortals (see *"Wizard Biology,"* YS222).

After all, my former mentor Justin DuMorne used to be one, and we all know how that worked out.

Check out the various player character templates in *"Types and Templates"* (YS72) for a variety of starting-points for mortal practitioners, ranging anywhere from the Focused Practitioner (YS76) to the full blown Wizard (YS86). But at the end of the day, once you have the core powers in place for these guys, the variations are really broad; it's not about the tools they bring to the job, it's about the *way* they use those tools. There's also a sidebar (YS77) with the templates that gives you a recipe, if not a fully baked result

Weaknesses: Mortal practitioners suffer from the hexing of technology (see *"Hexing,"* YS228).

The White Council

Description: Varies by individual.

First Appearance: Storm Front (via Wardens), Summer Knight (proper).

What We Know: Only members of the White Council are properly termed "wizards." Being a member is like having a black belt—a mark of respect and status.

Powers: Power, skill, and knowledge regarding magic. Access to other powerful, skilled, knowledgeable wizards; mutual aid and protection. Can notify the Wardens if something big is going down.

Rather than provide stats here, let us point our dear reader to the several examples we have in *Who's Who*: Harry Dresden, Peabody, and Carlos Ramirez, just to name three—but there are plenty more.

Weaknesses: White Council wizards abide by the rules of the Council and the decrees of the Senior Council members. A wizard is obligated to represent the White Council if it becomes necessary when there is a clash of Unseelie Accords signatories.

They have an unyielding policy of not dealing with terrorists.

Wardens

Description: Varies by individual, but look for the grey cloak.

First Appearance: Storm Front.

What We Know: Wardens are the enforcers/soldiers/police of the White Council; they wear grey cloaks and carry special swords. They hunt down necromancers, sorcerers, and warlocks to behead them. They are dangerous in a face-to-face confrontation.

Warden security is comprised of some of the best magical countermeasures in the world; they are trained in the use of wardhounds in this work and also have access to voluminous (if incomplete and sometimes outdated) dossiers on various supernatural players.

Wardens get a monthly paycheck/stipend from the White Council: while the amount of money is not great, it is still nothing to sneer at.

Regional commanders are in charge of security and operations for a large area (like, up to half a continent—though this vast demesne is certainly due to the current Vampire War; before this, four regional commanders for North America was the norm).

See Morgan (page 194), Luccio (page 174), and Ramirez (page 213).

These days, there are a lot of warlocks to kill. Captain Luccio refuses to assign any of that to me (she understands my feelings on the subject).

Unfortunately, the other Wardens have to take up my slack.

Powers: Wardens have combat training and are usually extremely talented and/or powerful evocators. They also usually have a decent basic knowledge of investigation methods and can run newfound practitioners through the White Council's standard tests to see if they're powerful or skilled enough to be offered membership.

Back in the day, most Wardens rated as hardcore evocators, like Morgan (page 194)—but their numbers have been whittled down by the Vampire War, so they're flush with new recruits. This means they're lower in power, but potentially more varied, as the Wardens can't afford to be as choosy as they once were.

Additionally, some Wardens also have access to special equipment:

- **Grey Cloak:** A Warden's cloak is a symbol of his or her role within the Council. Conveniently, blood leaves no stain upon it—it washes out as soon as the cloak hits water.
- **Warden's Sword:** Another symbol of authority, a Warden's Sword can cut through magical spells and enchantments, usually with a chiming surge and an explosion of magical force as the enchantment unravels. Even when used as a basic sword, it seems that there's more than simple physics behind these blades; they can slice through a sizable live tree and cause it to char from the heat of the blow. Swords are tailored specifically to each Warden; interestingly, Commander Luccio could use hers even after being body-switched. At the moment, no new Swords can be created. See YS303 for system details.
- **Wardhounds:** See Constructs, page 32.

Again, looking at the specific Wardens in *Who's Who* is better than providing some generic write-up.

Weaknesses: Overwhelming duty and obligations to the Senior Council, the White Council, wizardkind, and the mortal world (apparently in that order).

Is this a fair assessment of the Wardens, Harry?

LET'S CALL THAT, UH, "CLASSIFIED." HECK, I'M STILL NEW TO THIS STUFF.

The Black Council

Description: Varies by individual.

First Appearance: Possibly Storm Front, but not identified as such until Proven Guilty.

What We Know: AKA the Circle, the Black Hats.

Although their existence has not been officially confirmed, this rumored group is seemingly behind a lot of the dark goings on over the past several years.

It's suspected that they have an agent in the White Council…possibly even on the Senior Council itself. Known members and/or allies include Cowl, Vitto Malvora, and Kumori.

It is known that Nicodemus Archleone (see page 100) is *not* a member of the Black Council, but there is a strong suggestion that Thorned Namshiel (see page 231) *is*.

Powers: Many and varied—at least two mortal wizards, a White Court vampire, and a Denarian are connected to the Circle.

Weaknesses: Unknown at this time.

Mavra seems like she...it... has the kind of power and perspective for Circle membership.

MAVRA? I DON'T KNOW YET. MAYBE.

Cultists

Description: Varies by individual, but cult members and leaders display great egotism in their own importance and the importance and power of their sponsors.

First Appearance: Storm Front.

What We Know: Some unscrupulous sorcerers use drugs, sex, psychology, and blackmail to get followers. They then lead these followers into activities to raise energy—rites, ritual murders, orgies, etc.—and channel this energy to do magic.

Victor Sells, Leonid Kravos, and Gregor all had cults (Gregor had a sponsor, too; see page 64). Sells used his cult in the creation of the mystical drug ThreeEye, Kravos used his to assemble power to summon big and impressive demons, and Gregor used his as food/tribute for his sponsor to gain personal power.

Powers: Sponsored magic is a big deal with most cultists, allowing them a conduit to easy power. There are also various benefits conferred by henchmen. (See "*Using Help*" in *Spellcasting*, YS272, for an idea of how henchmen contribute to spellcasting.) You can follow the other caster write-ups for cult leader stats, applying the appropriate power level. Servitor cultists are normal mortals, but some might have the Ritual ability.

"Henchmen" are questionably classified as powers, William. Cultists are just... people.

VICTIMS. USUALLY OF A CON JOB.

Elsewhere in the text, I call most of these hedge wizard guys "Focused Practitioners" (see YS76) or "Minor Talents" (see YS80). That's a game-terminology way of looking at them, and lacks some of the White Council bias inherent in referring to these guys as "hedge wizards," like they're somehow primitive.

That's fair. Some of these guys are very talented specialists. All they lack is the breadth necessary for White Council membership.

William, a note for your cultist entry —

The "benefits" you're referring to occur more when the sorcerer treats his henchmen like material components of a spell, the way Victor Sells did with the Beckitts. And as with them, it doesn't leave them in very good shape afterwards.

Regardless, neither is an intrinsic "power" enjoyed by the cultists.

While there's a temptation to call the Ordo Lebes the "junior varsity team" for the White Council, many of the Ordo's members wouldn't take that too kindly.

Technically, classic werewolves—like the Alphas of Chicago—could be considered hedge wizards, in that they know a single spell extremely well.

I don't think every werewolf experiences it quite that way, Bob. I get why spellcasters want to look at everything as a spell, but... Meh, I'll save that rant for a later time.

I wonder if you can have a "good cult"? A bunch of people can certainly raise a lot of energy...

If you try, can I watch?

How do you waggle your eyebrows like that when you don't have eyebrows?

It's a gift.

"Laypeople" in the cult might not have any mojo at all—just a variety of skills they're willing to use to accomplish the cult's aims.

Weaknesses: Many cultists have an obligation to a sponsor. Additionally, any cult leader can be manipulated through other cult members—a leader has to hold power somehow, and the more followers one has, the harder it is to maintain control. Servitor cultists are usually not that magically gifted, and they are often not so far gone that they can't be reached—convinced to leave the cult, contact the authorities, and so on.

Hedge Wizards

Description: Varies by individual.

First Appearance: Fool Moon.

What We Know: Mortal practitioners who do not have the skill, power, or knowledge required to join the White Council by passing their standard tests are usually called hedge wizards. Some hedge wizards have very limited powers, while others have more rounded abilities.

In Chicago, many of the local hedge wizards hang out at McAnally's, looking for fellowship, training, or an edge.

Recently, a group calling itself the Ordo Lebes (Order of the Cauldron) has begun organizing as a mutual aid and information society amongst these so-called "second class" practitioners.

See also Kim Delaney (page 130), Mortimer Lindquist (page 172), and Abby (page 97).

Powers: There are numerous kinds of hedge wizards in the world, often with interesting specialties:

- **Ectomancers:** Very sensitive to spirits of the dead and spirit energy.
- **Kinetomancers:** Basically, telekinetics—they can move things around with their minds.
- **Kitchen Witches:** Usually female practitioners with a well-rounded mystical portfolio, if not all that powerful. Many are Wiccans as well.
- **Prescients:** People whose Sight is overclocked, allowing them to see anywhere from a few seconds to a few minutes into the future—along with all of the branching possible timelines. (Prescients who see further than a couple minutes are usually completely insane.)

- **Sensitives:** Extremely high empathy for all other living beings or some subset (people, animals, plants, dogs, one's identical twin, etc.). This can extend even to true mental communication, within limits.

Weaknesses: Hexing, and often a lack of infrastructure or support.

Prescients often have issues in social situations, and epilepsy is a common aliment many prescients suffer. It's possible that other hedge wizards suffer ailments related to their limited abilities.

Necromancers

Description: Varies by individual, but they tend to be pale.

First Appearance: Dead Beat.

What We Know: Necromancers use the power of death to muck about with all sorts of things. They are almost always considered warlocks for breaking that "Thou shalt not reach beyond the borders of life" Law of Magic. They have dealings with demons, vampires, and other nasties.

Ghosts fear them because necromancers can enslave, control, or destroy them; ghosts can sense a necromancer's power in the vicinity, and this drives them into a state of terror.

See also Ghosts and Zombies (pages 54 and 93, respectively), and the Disciples of Kemmler immediately below.

Powers: Necromancers can do all sorts of creepy things like animating and controlling corpses, manipulating ghosts, accessing the knowledge stored in dead brains, inhabiting corpses with their consciousness or possessing other mortals, bringing folks back from the dead, and numerous freaky things involving the soul.

Plus, using the dead as henchmen.

They also tend to be powerful. While it doesn't preclude the study of other types of magic, a known practitioner of necromancy will quickly find himself hunted by the Wardens, and every right-thinking wizard is supposed to be turned against them. (Unfortunately, the White Council's zero-tolerance policy for necromancers has led to the Council not having appropriate defensive training for its members.)

These guys are all over the map, and rough work to stat. Naturally, they have a Lawbreaker stunt, and all so far appear to have the full boat of true magic powers, but with a focus on necromancy and mind- and spirit- magic rather than the usual classics. Build them like wizards; it'll fit 90% of the cases.

Weaknesses: Powerful necromancy often requires a bit of pre-work, apparently moreso than average thaumaturgy. (If nothing else, they have to get their hands on dead bodies or historical artifacts a lot of the time.)

Also, when the White Council isn't distracted by wars with the Vampire Courts, necromancers are hunted down with prejudice by the Wardens.

I should really steal a page from that other magic-slinging Harry over in England and start up my own "Defense Against the Nastybad Arts" club.



Necromancers: Disciples of Kemmler

Description: Varies by individual.

What We Know: Two—possibly three?—former apprentices of the ridiculously powerful necromancer Heinrich Kemmler came to Chicago a couple years ago to create a Darkhallow: using the power of death and fear to become a god. This was stopped in the nick of time by Harry Dresden and a number of Wardens.

I'm really not sure if Cowl was one of Kemmler's apprentices/disciples, though. Do you know, Bob?

How about them Cubs? (Sorry, boss. I don't and can't know the answer to that anymore.)

See Kemmler (page 159), Grevane (page 152), Corpsetaker (page 127), Cowl (page 128), and Kumori (page 162).

Powers: The Disciples of Kemmler are probably the most knowledgeable and dangerous necromancers left on the planet. (At least, so long as Kemmler doesn't come back. Again.)

Weaknesses: Their greatest weaknesses are incredible egotism and difficulties in working with each other.

Also, they're *seriously* hunted by the White Council. Taking them on is typically a job for the Senior Council itself.

Sorcerers

Description: Varies by individual, but they tend to favor reversed pentagrams, feathers, and blood as accoutrements.

First Appearance: Storm Front.

What We Know: "Sorcerer" is a term the White Council uses for practitioners who spend all their energies in a destructive fashion. In many cases, it's a fair assessment. Typically not as strong as the average White Council wizard, sorcerers may supplement their power through the use of cults (see page 61) and sponsors (see below), though those that do are typically going off the deep end and into the black.

White Council members use the word "sorcerer" as a mark of contempt, but they also use it as recognition that the individual is possibly dangerous.

Just because you have the keys to a car doesn't make you personally as strong or as fast as a car.

It's a good bet that the average sorcerer is also a warlock (i.e., a black magician).

Powers: Sorcerers have access to some of the same magics as wizards, but rarely have the training, experience, or maximum potential to finesse their magic as finely or potently as a full wizard of the White Council might.

Sorcerers dabbling or delving in black magic may cut deals to get raw power boosts from a sponsor or build cults to tap the energy of the members. Other power boosts come from killing things, most potently from human sacrifice. They tend to do a lot of demon summoning—perhaps having (seeming) control of a powerful mystical entity makes them, in turn, feel powerful.

Kravos and Victor Sells are the big examples of black magic sorcerers. But this write-up is for a sorcerer who's *not* instant archvillain material—simply a class of spellcaster somewhere between Focused Practitioner (YS76) and full Wizard (YS86)

Weaknesses: Remarkable egotism and trust in the power they've stolen from their disciples or been given by their sponsors. Sorcerers tend to denigrate skill and knowledge in favor of raw power. Also, hunted by the Wardens of the White Council.

Sponsors & the Sponsored

Description: Varies by individual.

First Appearance: Blood Rites.

What We Know: A good chunk of ritual magic can be done by vanilla mortals if the ritual has a sponsor. (This makes casting ritual spells much like dropping a quarter into a jukebox: the participants offer up some sort of sacrifice to the sponsor, and the sponsor makes the magic happen.) The biggest limitations here seem to be finding the correct ritual formula and hoping that not too many people are already using it, since sponsors usually have a limited amount of energy to send into the mortal world.

A few sorcerers seek out sponsors to grant them power, knowledge, or skill; this can range from a sort of apprenticeship to a simple investiture of ability.

An example of the first type is the ritual entropy curses of the Evil Eye Franchise (see page 226) empowered by He Who Walks Behind; an example of the second type is Gregor, who had the dragon Siriothrax as his sponsor—see page 152.

The one question most of these morons never seem to ask themselves (or answer correctly) is "Why is this extremely powerful supernatural entity bothering to help me out?"

In this game, we decided to treat the first type mostly as a "plot device." Such "common rituals" are few and far between, often unable to muster any juice; when they can, they're not so much an outgrowth of the caster's capabilities (beyond a few Lore rolls, perhaps) as an event the caster happens to trigger.

For the second type, and for more on sponsored magic, see YS287 in *Spellcasting*.

Powers: (for the Sponsored) Possibly power, skill, or knowledge boosts, but…

Weaknesses: (for the Sponsored) …the need to satisfy the sponsors' wants.

Mortals

Description: Varies by individual.

First Appearance: Not applicable—mortals are everywhere!

What We Know: Mortals live in the mortal world, natch. They're the people that you meet, the people on the street, the people that you greet each day.

Powers: Mortals can learn, grow, and change over time—an advantage of free will that many supernatural critters do not have. This is the primary strength and power of mortals in the Dresdenverse, and it should not be treated lightly.

Mortals have a bunch of other things going for them:

- There are a lot of them in the mortal world, far outnumbering the supernaturals running around.
- Mortals work together extremely well, possibly moreso than any other intelligent being.
- Mortals have developed technology that can do wonderful things, paralleling and often outpacing a substantial amount of the nifty stuff that magic can do.
- Mortals have access to the power of faith, in a way denied to most supernaturals. Faith magic is apparently orthogonal to typical magic, and less is known about it overall.

Only mortals can summon demons and Outsiders to the mortal world. All mortals have access to the very basics of magical power—things like setting up protective magical circles.

For a GM that's winging it, the easiest way to build a mortal is to pick three skills that represent what the mortal does for a living or is otherwise particularly good at, and rate them at Good. A Good rating in a skill means they'll be a solid ally or enough of a threat to make them "matter" to the PCs. Give them an aspect, maybe a stunt or two, and you're pretty much ready to go.

Mortals without a lot of stunts should show up on the scene with at least 2 fate points, if they're more than just "bit part" or "throwaway" characters. This stands in contrast to most of the monsters and other creatures in this chapter that have sewn up most of their fate point potential in their powers.

Weaknesses: Other than being slower and weaker than most supernatural beings, humans also have a nasty habit of ignoring the weird stuff that doesn't fit their rational worldview—or worse, confabulating bizarre justifications to "explain" that the demon that ate seven people downtown was really an escaped bear from a traveling carnival. This willful ignorance allows supernatural critters to move and act nearly undetected in the mortal world.

The Authorities

Description: The Authorities usually have at least two of a badge, a gun, or a uniform.

First Appearance: Storm Front.

What We Know: Before the Vampire War, calling the mortal authorities into a supernatural fracas was like pulling out nuclear weapons—mortal technology, numbers, and organization can easily make short work of even really dangerous critters, if only by blowing the aura of secrecy needed for their machinations in the mortal world. However, this may be changing, as recent Red Court attacks in the Vampire War have killed thousands of unsuspecting mortals in the Third World.

Powers: Most authorities are well armed with guns, discipline, training, and a dedication to the public good.

Weaknesses: Many authorities are completely unused to the very concept of supernatural beings, and a lot of them tend to die before the rest clue-in.

Bear in mind that a cop putting things such as "werewolves" or "vampires" in his reports is going to get psychiatric attention and early retirement in short order.

Michael once told me that God generally seems to be on the side of mortals in this universe. That might be true, but often it really doesn't appear that way. Father Forthill has a bunch of explanations for this, but I gotta admit that they don't quite make sense to me.

Among supernatural folk (be they wizard, vampire, or fae), bringing in the mortal authorities is bad news—because that way lies pitchforks and torches.

It's true. I try to remember that whenever I get upset about people refusing to believe in the supernatural. That reaction protects folks like us, even though it draws the wool over the public's eyes.

I "enjoy"—if the word can be used—working with SI, and not just for the paycheck. (Heck, since the higher-ups in the Chicago PD have decided they're not all that fond of me, SI has been pooling their "coffee money" to pay my fees when they need to call me in on a "weird one." For them, I waive my two-day minimum fee and go hourly.)

Special Investigations

Description: Chicago cops, represent!

First Appearance: Storm Front.

What We Know: Most cities' police departments have a unit or precinct where the weird cases get sent. This can be unusual crimes, sewer alligator sightings, grave robbing, or genuine supernatural stuff.

In Chicago, that used to be Precinct 13, the "black cat" investigations, but the department finally formalized it into a unit called "Special Investigations." The Commissioner tends to dump problem cases and inconvenient cops into SI. Most SI officers landed there due to some failing. While known as a cruddy assignment, these outcasts develop a certain camaraderie. They tend to work together, play together, and fully understand that unnatural beings are outside of the normal procedure.

Currently under the command of Lt. Stallings, SI has tangled with and taken down several half-assed spellslingers, six or so vampires, seven or eight ravening trolls, and a demon made out of compost-heated garbage in Chinatown.

Police Detective

High Concept: Police Detective

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Fair (+2)
Investigation: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts

Police Ties (Contacts): +2 with Contacts when dealing with other cops.

Stress

Mental OO **Physical** OOO **Social** OO

Notes

Carries around a sidearm (**Weapon:1** or **2**), used with Good skill. Defense ranges from Fair to Good, initiative on Fair. Effective as a contact or adversary in noncombat situations.

Total Refresh Cost: +1 (Pure Mortal)

Historically, they've retained the wizard Harry Dresden to pitch in on the really weird cases; when he's involved, they have a 90% likelihood of resolution.

Powers: Decent number of guns, understanding that they're "off the grid" for normal procedure, and a ridiculous amount of loyalty and *esprit de corps*. Unlike most mortals, they're trained to deal with life-or-death issues under fire. Only the military does it better.

Weaknesses: A general lack of knowledge of the supernatural, as well as limited access to magical responses.

EMTs

Description: Your typical ambulance drivers and emergency medical technicians.

First Appearance: Dead Beat.

What We Know: EMTs see a bunch of weird things on the ground. Possibly not as much as the cops or the medical examiners, but definitely more than most people.

Powers: Lifesaving techniques and technologies often give insight into traumas and deaths associated with supernatural events. Also, they're trained to react in dangerous situations, which is always a plus.

Weaknesses: General lack of knowledge of the supernatural, as well as limited access to magical responses.

Forensics

Description: Coroners, medical examiners, maybe even morticians.

First Appearance: Death Masks.

What We Know: The people who deal with the aftermath of a deadly supernatural event often pick up clues on the unnatural nature of some of their "clients." Unfortunately, pointing the weirdness out to one's supervisor is a quick trip to the booby hatch.

Powers: Smart—most MEs or coroners are essentially medical doctors and can distinguish oddness in physiology. Morticians have vast experience with corpses and can often tell if something is "off" about a body they have on the slab.

Weaknesses: General lack of knowledge of the supernatural, as well as limited access to magical responses.

S. I. OFFICER

High Concept:
Special Investigations Officer

Other Aspects:
Nobody Else For The Job But Us

Skills
Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Fair (+2)
Investigation: Good (+3)
Lore: Average (+1)
Most other skills default to Mediocre, with a few at Average.

Other than the Alphas, the cops of SI are the most clued-in folks around... Many of them are personal friends.

Stunts
Weird Informants (Contacts): +2 with Contacts when looking into "weird cases."

Stress
Mental OOO **Physical** OOO **Social** OOO

Notes
Carries around a sidearm (**Weapon:1** or **2**), used with Good skill. Defense ranges from Fair to Good, initiative on Fair. Effective as a contact or adversary in noncombat situations, with access to unusual facts (Average Lore).

Total Refresh Cost: +1 (Pure Mortal)

These guys can handle the weird better than any other city officers out there. I gave them stress tracks that are a little more robust, and rated their Lore at Average. After working a few weird cases, it's hard not to know at least **SOMETHING** about the supernatural.

FORENSIC EXAMINER

High Concept: Forensic Examiner

Skills
Craftsmanship: Fair (+2)
Guns: Average (+1)
Scholarship: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts
Forensic Eye (Scholarship): May use Scholarship instead of Investigation to examine evidence.
Forensic Training (Scholarship): +2 with Scholarship when performing autopsies, analyzing crime scene evidence, etc.

Stress
Mental OO **Physical** OO **Social** OO

Notes
Less helpful as a healer, but real good (Superb, even) at turning corpses into clues.

Total Refresh Cost: +0 (Pure Mortal)

No disrespect to you, boss, but Waldo Butters is the most interesting fleshy sort I've had a chance to talk to in a long time. What a brain on that guy!

EMT FIRST RESPONDER

High Concept: EMT First Responder

Skills
Driving: Good (+3)
Empathy: Fair (+2)
Might: Fair (+2)
Rapport: Fair (+2)
Presence: Fair (+2)
Scholarship: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts
EMT Training (Scholarship): +2 when using Scholarship to administer medical care.

Stress
Mental OO **Physical** OOO **Social** OOO

Notes
Not usually seen as a combat ally, but damned useful after a fight. Can administer medical care with Superb skill.

Total Refresh Cost: +1 (Pure Mortal)



I figure the government must have something similar to Chicago PD's SI unit, at least through the FBI. There's probably a real world X-Files unit somewhere, but I haven't heard anything about it. Maybe the Senior Council knows, or the Venatori Umbrorum.

The Government

Description: Much as for other authorities, depending upon the particular area of interest (i.e., the FBI is more like cops, while the CDC would be more like medical examiners…)

First Appearance: Fool Moon.

What We Know: It is unknown how deeply the US government is clued-in about the supernatural nature of the world. As pure speculation, one could consider the "black cat" policework done by numerous cities as an example: short-term units put together to study various weirdnesses, which eventually fall prey to staffing and or budget concerns. That is, there seems to be little continuity or coordination between government units dealing with the weird.

On the whole, it seems that the Government suspects little, and knows less, about the supernatural. What it *does* know is filed away as paranoid delusions and cultist behaviors for profilers to research, or as gang wars and serial killings. The few supernatural beings or wizards who have posts of authority in the government work to make sure it stays that way.

See also FBI Hexenwolves, page 131.

Powers: A lot more resources and manpower than typical cops, plus federal authority. For an FBI agent, just use the Police Detective on page 66 as a starting point, then give him some extra authority, maybe even a Resources skill.

Weaknesses: General lack of knowledge of the supernatural, as well as limited access to magical responses (but maybe not as limited as local police units).



Academics

Description: While academics vary, "tweedy" is a common adjective.

First Appearance: Death Masks.

What We Know: Some mortals specialize in the history, folklore, and psychology of the supernatural—Father Vincent of the Vatican being a prime example (at least before his untimely demise). Whether believers or skeptics, they might hold important information—however sketchy—on various paranormal effects or beings.

Some supernaturals—like Don Paolo Ortega of the Red Court—use their positions as notable skeptics and debunkers to help cloak the existence of the supernatural from the mortal world.

Powers: Academic sorts have substantial knowledge of the occult, though their information is often spotty and unreliable regarding the true magical nature of the world. (Any knowledge of the paranormal that has survived in the mortal world is probably tainted by the mortal tendencies of confabulation, willful ignorance, and misinterpretation.)

Weaknesses: Often, lack of belief in their subject of interest.

Professor

High Concept: Professor of Occult Studies

Other Aspects: "It's Entertaining, But It Can't Possibly Be Real"

Skills

Investigation: Fair (+2)
Lore: Good (+3)
Performance: Fair (+2)
Rapport: Fair (+2) (or instead give the NPC Deceit half the time; depends on method)
Scholarship: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts

Experienced Researcher (Scholarship): Perform all academic research two time increments faster.

Stress

Mental OO **Physical** OO **Social** OO

Notes

An entertaining mix of knowledgeable and skeptic—it's only the exceptions that actually think their field of study is on to something.

Total Refresh Cost: +1 (Pure Mortal)

Dreamers

Description: Everybody!

First Appearance: Grave Peril.

What We Know: Nearly all mortals, if they have a strong enough dream, have the chance of creating a dreamscape within the Nevernever—a tiny pocket domain of their very own.

Powers: Within your own dreamscape, you are amazingly powerful—if you only realize it. A skillful dreamer could glean many benefits from having a tiny world where they are a demigod.

Weaknesses: Unfortunately, if a dreamer is dreaming hard enough to form a dreamscape, their consciousness is reaching out from the mortal world into the Nevernever…and bypassing all defenses in the waking world (like thresholds), making them vulnerable to powerful spiritual entities.

Made Men

Description: Usually tall, broad bruisers in nice suits. In a word: gangsters.

First Appearance: Storm Front.

What We Know: Most gangsters (like Marcone's men at the beginning of Harry's association with Gentleman Johnny) are simply mortal criminals.

See also Tommy Tomm (page 234), "Gimpy" Lawrence (page 167), "Spike" (page 227), Hendricks (page 156), Franklin (page 145), and "Bony Tony" Mendoza (page 191).

Powers: Made Men are generally criminals with professional levels of skill in their specialties (smuggling, leg-breaking, assassination, etc.) and given to violence—both with fists and with guns.

Many Made Men also have an interesting specialty of skill or knowledge—for example, among Marcone's Made Men, Tommy Tomm was a trained bodyguard, Bony Tony was a carnival-taught smuggler, and Hendricks is a former college linebacker.

This is just a starting point for stats. Intimidation might swap out with Deceit; one of the three Good combat skills might drop down a level, while a "specialty" lower skill steps up. Might will show up for the bruiser-types. Even when building just a mob of goons, consider giving each of them a single change off of the baseline to give them some personality—as well as some cues for nicknames, such as "Gimpy."

Weaknesses: Most Made Men suffer from having limited knowledge of and understanding of the supernatural. Exceptions to this are rare; even crime bosses who are versed in the supernatural don't often spread their information around too much.

Mercenaries

Description: Usually, athletic and disciplined badasses—who wear black BDUs and come loaded for bear when going into combat.

First Appearance: White Night for mortal mercenaries; Kincaid, a slightly more mystical sort, shows up during Death Masks.

What We Know: Soldiers-of-fortune, selling their combat services to the highest bidder. In the Dresdenverse, this group is best represented by the paramilitary mercenaries that John Marcone hired for the assault on the Deeps during the recent unpleasantness involving the White Court.

Powers: As for Made Men (above), with maybe upping their Alertness and additional military training, discipline, connections, and gear… plus some knowledge of very basic occult countermeasures.

Weaknesses: As of yet, most mercenary companies don't seem to have any actual practitioners on staff.

A couple years ago, I would have worried more about this little magic-savvy army Marcone's been building. I'll probably start worrying at full worry levels again when the vamps are under control.

Made Man

High Concept: Made Man

Skills

Fists: Good (+3)
Guns: Good (+3)
Weapons: Good (+3)
Intimidation: Fair (+2)
Alertness: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Stunts

Connected (Contacts): +2 to Contacts when networking within organized crime.

Stress

Mental OO **Physical** OOO
Social OOO

Notes

These guys have guns (**Weapon:1** or **2**, sometimes something nastier), and they know how to use 'em, along with their fists (Good attacks). Fair initiative, Good defense, and plenty of dangerous friends.

Total Refresh Cost: +1 (Pure Mortal)

Reporter

High Concept:
Reporter for the Midwestern Arcane

Skills
Alertness: Fair (+2)
Deceit: Fair (+2)
Empathy: Good (+3)
Investigation: Good (+3)
Lore: Average (+1)
Rapport: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Note — call Lydia re: Will o' Wisp sighting @ Addison Street El Station.

Stunts
Ear to the Ground (Contacts): Difficulty of any Getting the Tip-Off roll is reduced by 2.

Stress
Mental OOO **Physical** OO **Social** OOO

Notes
Excellent contact to have, and a good starting point for a PC.

Total Refresh Cost: +1 (Pure Mortal)

Occult Proprietor

High Concept:
Occult Bookstore Proprietor

Skills
Alertness: Fair (+2)
Contacts: Fair (+2)
Lore: Good (+3)
Rapport: Fair (+2)
Resources: Fair (+2)
Scholarship: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts
All Kinds of Books (Resources): Bookstore is treated as an Arcane Library of quality equal to Resources skill (instead of Resources – 2).

Stress
Mental OO **Physical** OO
Social OOO

Notes
Similar to a Professor of Occult Studies (page 68), but more likely to buy into some of the ideas their books are pushing. If you don't have your own arcane library, these stores can be invaluable for spell research—at a price.

Total Refresh Cost: +1 (Pure Mortal)

Billy, can you pick up an extra copy of McCoy's Elementary Magic from Bock's for Molly?

Occult Journalists

Description: Varies by individual, but usually pretty perceptive or nosy.

First Appearance: Storm Front.

What We Know: Occult Journalists generally work for tabloid rags like the Midwestern Arcane. Any actual supernatural info they can transmit to the world via their columns is often lost alongside celebrity dirt, Elvis sightings, and UFO reincarnation diets.

See also Mort Lindquist (page 172), Susan Rodriguez (page 217), and Lydia Stern (page 231).

Powers: Occult Journalists are one step closer to the magical world than typical mortals, but one step away from individuals like Occult Proprietors (see below).

Their investigative skills and wide knowledge of local weird events can often come in handy for the wizard who needs more info…but they may only give up such details in exchange for an interview.

Weaknesses: Occult Journalists are often disrespected or derided by their mainstream fellows in the media.

Also, they tend to know just enough about the supernatural to get into trouble and not enough to protect themselves.

Occult Proprietors

Description: Varies by individual.

First Appearance: Storm Front.

What We Know: A few mortals operate businesses catering to the supernatural set. Good examples of this include Mac (of McAnally's pub) and Artemis Bock (of Bock Ordered Books).

Powers: While often not practitioners themselves, they generally have connections with a substantial number of local hedge wizards (and even a few actual wizards), serve as a great source of information on the local occult underground, and have very basic knowledge of magical theory. In addition, their line of business usually functions as an arcane library or workspace.

Also, they may take magical wards or charms in trade for their goods or services instead of money.

Weaknesses: Since they're often not real practitioners, and many of their customers are only hedge wizards, their information and mystical

defenses—while impressive compared to vanilla mortals—are limited in the face of real supernatural threats. (For example, the magical defenses of McAnally's pub aren't a bomb shelter—more like a beach umbrella.)

Venatori Umbrorum

Description: Varies by individuals; they undoubtedly have some sort of identifying regalia, but they're probably not always wearing it and, additionally, we've never heard what it is.

First Appearance: First mentioned in Fool Moon.

What We Know: The Venatori Umbrorum (translated as "the Hunters of the Shadows") is often characterized as "the Masons with machine guns" or "the Masons with flamethrowers." They are an ancient secret brotherhood of primarily academic sorts (although some of them are military) who specialize in human legal systems and intelligence analysis. In normal times, they often help provide information and analysis to the White Council; under the auspices of the Vampire War, their help has become even more important—the Venatori Umbrorum are even participating in field combat to help slow down the vampires.

There are more members of the Venatori Umbrorum than there are of the Fellowship of St. Giles (see page 87). These two organizations may have had some interaction in the past; currently, they are working in unison with each other and the White Council due to the Vampire War.

Powers: Mortals with skills and networks in business, espionage, finance, military, history, folklore, and analysis skills. Probably a decent grasp of basic mystical countermeasures and supernatural entity identification.

Weaknesses: The Venatori Umbrorum's biggest weakness is the lack of powerful practitioners in their ranks.

Alternately, this can be translated as "the Shadows of the Hunters."

I should probably meet these guys, at least any local ones, in my capacity as Regional Commander of Wardens for the Midwest. Also, I'm curious as hell.

People of Faith

Description: Varies by individual and faith (as well as if they're secular or are actual members of the clergy).

First Appearance: Grave Peril.

What We Know: Mortals have access to the power of faith—miracle-working power, said to be related to the Almighty, which is protective and empowering. While the effects of potent faith often resemble magic, they are somewhat orthogonal to magical power…A source close to Harry suggests that faith power is on a "different frequency" than magic.

Powers: Protection and synchronicity seem to be the most regular effects of the power of faith. Faith can hold off or injure nasties that attempt to harm the faithful. Lucky breaks often fall into place for the faithful.

On rare occasions, a faithful individual who calls for aid in a righteous cause may receive some sort of empowering boon (for example, Charity destroying the door of adamant ice in Arctis Tor with a single blow).

True people of faith universally have a strong rating in their Conviction skill, if not outright dipping into some of the True Faith powers on YS187. (This would make them powerful spellcasters if they also had the gift for magic along with it…but we haven't seen any highly religious wizard types.)

Weaknesses: Faith has two big weaknesses: the strength of belief vs. doubt in the faithful (if a believer's faith begins to waver, so do the benefits). Furthermore, the fact that the plans of the Almighty are unfathomable to the mere mortal is cold comfort when the faithful are beaten within an inch of their lives and left for dead.

This variability is disturbing to many people in the modern rational world; thus, the faithful are rarer than ever.

From a game standpoint, I've got nothing to go on with the Venatori…but I'm betting these guys have a mix of pure mortals and minor talents, at least.

I think this might be due to that "orthogonality" issue—faith in a higher power and faith in a **personal** power of magic just might not mix.

I'm pretty sure God exists, but I'm really not on board with some of the bad stuff He lets happen.

The Eye of Thoth

Description: Catholic clergymen who all have an Eye of Thoth tattoo on the inside of their right arms.

First Appearance: Death Masks.

So, they call my friend Michael "the Fist of God" sometimes. If this epithet is applicable for all the Knights, does that mean God has three fists? Weird.

What We Know: This organization existed between 20 and 30 years ago; today, only one member—Father Anthony Forthill—survives. When a vampire killed two people in their town, a group of young men who were taking Holy Orders together stopped it. After their victory, they went out, got drunk, and got tattoos to celebrate. They swore to be always watchful against the forces of darkness and to help each other out when needed.

(In your game, perhaps the Eye of Thoth still exists, as the non-empowered adjunct to the Knights of the Cross, or as a component of the Venatori Umbrorum.)

See also Father Vincent (page 238) and Father Anthony Forthill (page 145).



Powers: The power of faith, knowledge of Catholic ritual, some occult knowledge.

Weaknesses: Members of the Eye of Thoth need to keep their participation secret from the more worldly members of the clergy; also, they are often constrained by churchly duties, making it difficult to go out monster-hunting.

The Knights of the Cross

Description: The big, thrumming Holy Sword is generally a clue.

First Appearance: Grave Peril.

What We Know: Properly, the Knights of the Cross are three righteous mortals who hold one of three Holy Swords (thus, also known as Knights of the Sword). They also have some sort of (possibly unofficial) support structure within the Catholic Church, as represented by Father Anthony Forthill, which provides a base of operations, advice, coordination, and storage of the Knight's archives on various foes. (The Knights may also be the ones behind the "Supernatural Witness Protection Program" found within the Catholic Church.)

The Knights were founded to counter the Denarians; their purpose is to save the humans who have picked up a denarius. They protect the freedom of the mortal soul. To that end, they aid any mortals under the oppression of dark forces, trying to help that person to win free of them.

See also Michael Carpenter (page 123), Sanya (page 221), and Shiro Yoshimo (page 240).

Powers: A Knight is naturally already a person with extremely strong faith. When holding one of the Swords, however, this faith power is magnified a thousandfold. Thus, the typical benefits of protection, synchronicity, and empowerment are likewise enhanced. (See the True Faith powers on YS187.)

Knights can also sense things related to morality—that is, good and evil—often as a feeling, a smell, or some other sensory effect; this ability can be used to track nasties.

They also get direct angelic aid—messengers bearing prophecies and magic-like wards or protections (like those on the Carpenters' Panic Room).

Lastly, a Knight can take the place of someone under the Barabbas Curse and die in their stead.

The Denarian Nicodemus makes a point of destroying the Knights' archives every century or so.

There's no easy way to present a "generic" Knight of the Cross. They'll have strong Weapons and Conviction skills, and a full boat of True Faith powers, plus a Sword of the Cross…but outside of that, each knight is strongly individual. Hit the known Knights' *Who's Who* entries to get a look at each of them.

Weaknesses: Many of the Knights' powers are unreliably under their control; they have limited access to them when not pursuing the enemies or goals they "should." (For example, when Michael helps Harry on cases not directly related to his work with the Knights, he is much more often injured.)

They cannot harm the innocent. When a Sword of the Cross is vulnerable, using it to shed the blood of an innocent can unmake it.

Himalayan Temple Monks

Description: Generally, bald Asian men in sunset-colored robes.

First Appearance: Blood Rites.

What We Know: Some mystical organizations in the East are allied with the White Council in the Vampire War.

It is unknown how much mojo they bring to the table, but an entire area of the Himalayas around Brother Wang's (see page 238) particular temple is warded, and they have access to Temple Dogs (see page 77).

It's likely they deal with the mysterious Jade Court of vampires (see page 85) more than the wizards of the West do.

Powers: The extent of the magical abilities of Temple Monks is unknown.

A good rule of thumb might be to assume they're a combination of the abilities of hedge wizards with either the Venatori Umbrorum or the Eye of Thoth.

Weaknesses: Unknown, but probably obligations similar to that of the Eye of Thoth combined with that of the White Council.

Indian Monasteries

Description: Unknown, but probably similar to the Himalayan Temple Monks.

First Appearance: White Night.

What We Know: Some mystical organizations in the East are allied with the White Council in the Vampire War.

It is unknown how much supernatural mojo they bring to the table.

It is known that they fought a powerful Red Court-allied rakasha and its forces in India.

Powers: The extent of the magical abilities of Indian Monks is unknown.

A good rule of thumb might be to assume they're a combination of the abilities of hedge wizards with either the Venatori Umbrorum or the Eye of Thoth.

Weaknesses: Unknown, but probably obligations similar to that of the Eye of Thoth combined with that of the White Council.

Old Ones and Outsiders

Description: It's unknown what Old Ones look like, but they're probably in that "Cthulhuoid" area. Outsiders might be mistaken for very powerful demons.

First Appearance: Dead Beat.

What We Know: The Old Ones are an ancient race of gods or demons that once ruled the mortal world, but they have been cast down and locked away from reality behind the Outer Gates. The White Council has instituted an "instantly punishable by death" Law of Magic against contacting them.

Outsiders are the servants and foot soldiers of the Old Ones. Only mortal magic can call up Outsiders, but somehow the Red Court is summoning a few (along with demons) in the Vampire War. Indeed, Vitto Malvora—a White Court vampire—was possessed by an Outsider; that entity powered his mega-mental attack.

It is likely that Old Ones and Outsiders have abilities involving entropy and destruction.

It seems that vampires can only summon Outsiders into the Nevernever, not the mortal realm. It's possible that the fact that Vitto could be possessed or empowered by an Outsider during the recent duel in the Deeps could be chalked up to the big honking gate Cowl had open to the Nevernever at that moment. Unless vampires count as "mortal" for the purposes of calling up Outsiders… and I don't like the sound of that.

Are the temple monks mystic kung fu masters? Isolated pacifists that breed Temple Dogs? All I can tell from the casefiles is that they needed Harry to retrieve their pups from the clutches of the demonic shen—an adventure that left Harry with Mouse. Intentional? The hand of fate?

You Americans need to get out and see the world more often.

He Who Walks Behind

High Concept: Outsider Assassin

Other Aspects:

He Who Walks Behind; Lord of the Slowest Terror

Skills

Discipline: Great (+4)
Fists: Superb (+5)
Endurance: Great (+4)
Intimidation: Superb (+5)
Stealth: Great (+4)
Most other skills default to Good.

Powers

Claws [–1] (Spines)
Domination (Possession) [–5]
Gaseous Form [–3]
Supernatural Sense (Senses) [–2] May "impossibly" track its prey, assuming it has access to a fresh ritual component from its target—fresh blood or hair, its True Name, etc...
Supernatural Strength [–4]
Supernatural Toughness [–4]
Supernatural Recovery [–4]
The Catch [+2] is a weakness to holy items and expressions of genuine faith.
Physical Immunity [–8] (speculative!)
The Catch (Stacked) [+0] is...honestly, I don't know. Swords of the Cross and Harry Dresden have managed to get past it, but we have no idea what else could.
Zone of Silence [–1] (see box)

Stress

Mental OOOO **Social** OOOO
Physical OOOO(OOOO), **Armor:2**

Notes

Good initiative, Superb attack & defense, **Weapon:5** pointy bits & strength. Bad news. And that's just a starting point.

Total Refresh Cost: –30

What can you tell us about this thing's powers, Harry? Am I on the right track?

You're in the ballpark, at least. But honestly? I was young and desperate—I didn't really stop to take an inventory. For all I know He could have just been toying with me and I surprised him.

Powers: Statting up an Outsider is hard: we just don't know much about them. Even the weakest Outsider (assuming it takes a physical form) has a full or nearly-full selection of Inhuman powers, not to mention any sort of weird Outsider powers individuals probably have. Old Ones are probably in the supernatural heavyweight class.

Weaknesses: Because of the restrictions on seeking knowledge beyond the Outer Gates (or even of the Outer Gates themselves), the weaknesses of Outsiders are unknown—though the Knights of the Cross seem to be able to handle them.

It is rumored that there are mortals born under a particular complex confluence of events, energies, and circumstances who have the potential to wield power over Outsiders. Unfortunately, we have little information on what this means.

The Walkers

Description: Varies by individual.

First Appearance: Dead Beat.

What We Know: The Walkers are a class of powerful "knights" among the Outsiders and are among the ruling entities.

Powers: A Walker has Supernatural Strength, Supernatural Toughness, and Inhuman Speed, not to mention any sort of weird Outsider powers individuals probably have.

They are also said to be unkillable (which may indicate a Physical Immunity).

He Who Walks Behind

Description: Whole appearance unknown, though he is said to have an inhuman face…and spines.

What We Know: AKA The Hunter of the Shadows, Lord of Slowest Terror.

Long considered by Harry Dresden just to be a major-league hunter demon or spectral hit man sent to kill him by Justin DuMorne, it turns out that He Who Walks Behind is the most powerful of all of the Walkers.

He Who Walks Behind has an "anti-sound" scream—a noise that absorbs other noises.

He sponsored the Evil Eye Franchise's ritual entropy curse targeting Arturo Genosa's female associates and can apparently possess mortal corpses for at least a short time.

Powers: As far as we can discern, He Who Walks Behind has tons of supernatural strength and toughness, can track nearly anything anywhere, can possess people once summoned, might be able to turn into a gaseous cloud, is covered in spines, can emit an "anti-scream" that eats sound, and can even be called upon to empower rituals without fully entering into our world. Except for evidence that he's been beaten before, this creature looks to be practically undefeatable.

Weaknesses: Since He Who Walks Behind is the Lord of the Slowest Terror, it's possible that his normal speed is slower than even a mortal's usual top speed—this would indeed make He Who Walks Behind *glacially slow* compared to most other supernatural entities, but still fast enough to walk up to you and kill you proper. Or it could be a reference to something else—how he toys with his prey, making the agonies he administers last a long time.

Harry Dresden somehow managed to kill his temporary shell for a time. It apparently took quite a few years for He Who Walks Behind to regenerate a shell, or perhaps just to regain access to the mortal world again.

Otherwise, as per other Outsiders.

Zone of Silence (Power)

He Who Walks Behind may emit an "anti-scream," placing a Silenced aspect on a zone that prevents any sound from being heard within. EACH creature in the zone may tag the aspect once per scene when making a Stealth roll. The zone dissipates at He Who's whim, or when He Who exits the zone in question.

Tentacled Horrors

Description: Horrors with tentacles. Duh.

First Appearance: Proven Guilty.

What We Know: These seem to be the typical (possibly weak) Outsiders that the Red Court can summon into the Nevernever for use against the White Council in the Vampire War. (None have been seen recently in the mortal world, however.)

Powers: A Tentacled Horror has Inhuman Strength, ~~Inhuman~~ Toughness, Inhuman Speed, Inhuman Recovery, and Tentacles.

Tentacled Horror

High Concept:
Tentacled Horror From Outside

Skills
Fists: Great (+4)
Endurance: Great (+4)
Intimidation: Great (+4)
Might: Great (+4)
Most other physical skills default to Good, the rest to Average.

Stunts
Made of Tentacles (Might): +2 when using Might to grapple.

Powers
Claws [–1] (Nasty Tentacles)
Inhuman Strength [–2]
Mythic Toughness [–6]
Inhuman Recovery [–2]
The Catch [+2] is a weakness to holy items and expressions of genuine faith.
Spider Walk [–1]
Swift Transition (No Mortal Home) [–1]

Stress
Mental OOO **Social** OOO
Physical OOOO(OOOOOO), **Armor:3**

Notes
Swift Transition: Unlike the normal version of this power, this represents the transition back to the Outside from the Nevernever. Tentacled horrors are too alien to be able to cross into the mortal world.
Average initiative, Great attack & defense, **Weapon:3** crushing tentacles, and Fantastic Might in a grapple.

Total Refresh Cost: –12

HWWB's weaknesses are all highly speculative, Billy. I couldn't say if you're right one way or the other.

You might be underselling these things a bit, Billy. The battlefield reports we heard around the time of Molly's trial suggested that the White Council's best offensive line from the Wardens were having trouble denting these things until the Knights of the Cross showed up.

Hmm, okay. I'll give these things Supernatural or maybe even Mythic Toughness instead, but for the purpose of the game we can otherwise roll with these as written.

Weaknesses: As per other Outsiders.

Massive trauma to their current spiritual body is probably also a good bet for getting rid of them.

Scions

Description: Varies by type.

First Appearance: Summer Knight.

What We Know: Scions are the product of a union between a supernatural being and a mortal one. They're more common in the Dresdenverse than one would think.

Scions often are born with—or express during puberty—traits of their partially supernatural nature. Usually, continuing to utilize those traits brings a scion closer and closer to a supernatural state of being.

Changelings (the children of fae and human)—see page 39—are definitely scions; one could even consider "nascent" White Court vampires as a sort of scion.

I've fought one. One was enough. Mostly it involved standing around looking dumb and getting thrown around a cave like a rag doll.

Grendelkin

High Concept: Scion of Grendel

Skills

Fists: Great (+4)
Endurance: Great (+4)
Intimidation: Great (+4)
Weapons: Great (+4)
Most other physical skills default to Fair, the rest to Average.

Powers

Cloak of Shadows [–1]
Glamours [–2]
Hulking Size [–2]
Inhuman Strength [–2]
Inhuman Speed [–2]
Supernatural Toughness [–4]
Inhuman Recovery [–2]
The Catch [+0] is a vulnerability to non-mortal weaponry, be it a possibly enchanted axe swung by a valkyrie, or the claws of a mob of malks.
Physical Immunity [–8]
The Catch (Stacked) [+5] is that it's only immune to "standard" mortal magic (or perhaps just fire). Less common magics appear to slip right past this defense.

Stress

Mental OOO **Social** OOO
Physical OOOOOO(OOOO), **Armor:2**

Notes

Fantastic initiative, Great attack & defense, powered with **Weapon:2** strength, and hard as hell to kill. Practically immune to conventional magic.

Total Refresh Cost: –18

Powers: Varies depending upon heritage.

Weaknesses: Unknown, but it's probable that magic and faith would affect them; they could have *all* the weaknesses of their human and fae parents at once.

*There are mortals walking around that are inextricably tied to the Nevernever. Changelings are the best example here; note that faeries aren't the only ones who can breed with humanity. The scions of such unions often have a lot of power. These scions are usually malformed, freakish, and insane. But sometimes—**sometimes**—the child looks human.*

Grendelkin

Description: Grendelkin are shaggy (with human hair, not fur), flabby, quarter tons of muscle standing 8' or 9' tall. They have fangs, long and dangerous black claws, and bleed black ichor.

First Appearance: "Heorot."

What We Know: Scions of Grendel spawned on the women taken from Heorot, grendelkin are solitary and extremely rare creatures. This is due to their difficulties in breeding—only mead (and a lot of it!) makes them fertile; even then, they need a human female virgin to successfully procreate. The spawn then rip out of their mother's womb. Cheery.

Given these difficulties, grendelkin usually just abduct, rape, rip to shreds, and consume their victims.

Grendelkin might have other supernatural henchmen that they've overawed (at least one has convinced, tricked, or bargained a pack of malks to serve as the door-wardens to his lair).

Powers: Immune to fire (perhaps this could just be countermagic). Supernatural Strength and Toughness, some Immunities, Inhuman Speed.

Can bend minds: often used for Veiling, but can sometimes fool technology as well. Use Glamours to do the heavy lifting for this ability—though that's not an indication that these things have any tie to faerie. (There's a lot of guesswork in this writeup.)

Very hostile, but not dumb—they may actually have better than human intellects.

Weaknesses: Unknown.

Half-Demons

Description: Half-demons appear essentially human to mortal eyes—but to the Sight, all kinds of bad.

First Appearance: Death Masks.

What We Know: A half-demon is the scion of a demon and a human. By all accounts, they are scary individuals (Vlad Drakul is one example and it's *extremely* possible the mercenary called Kincaid is another, a generation or two down the line; see page 159). They may or may not share their demonic parent's lack of understanding of human morality.

Powers: Stats-wise, we know almost nothing about half-demons, so just some speculative guidelines here. Functional immortality (with the added knowledge and skills stemming from a long life). Otherwise, they're apex humans, potentially shading into the Inhuman in a few categories, possibly with some degree of Supernatural Senses.

Weaknesses: Unknown.

DRAKUL'S NAME HAS BEEN COMING UP MORE OFTEN RECENTLY. I DON'T LIKE IT.

Speaking of half-demon types, I took a stab at statting out Kincaid over in **WHO'S WHO** *(on page 159). But we're really light on info so far — as usual!*

Jann

Description: Appears human, but often the jann's facial features are "off."

First Appearance: Proven Guilty.

What We Know: The scion of a mating between a djinn (some say the djinni are air spirits, the Koran calls them "spirits of smoke-less fire" or "subtle fire") and a human.

Powers: They're smart and fast, with big pointy teeth. Give 'em Inhuman Speed, Claws (those sharky teeth), and maybe a Supernatural Sense, then call it a day.

Weaknesses: Unknown.

JANN AREN'T SO FAST THEY DON'T GET THEIR HEADS RIPPED OFF BY THINGS HIGHER UP IN THE FOOD CHAIN, THOUGH.

Temple Dogs aka Dogasaurus Rex

Description: Temple Dogs are a large, flop-eared breed, with a broad chest and powerful muzzle. Their coats are almost solid grey, marked with black on the tips of the ears, the tail, and the lower legs.

They look something like the Caucasian breed, raised in the Soviet Union to guard secured military installations, only they're much less aggressive.

First Appearance: Blood Rites.

What We Know: Temple Dogs are a scion bloodline, springing from the union of Foo Dog (page 80) and mortal canine stock. They are used as guardian dogs for at least one monastery in the Himalayas (see the Temple Monks on page 73). They serve as sentinels versus dark spirits and energies, guard people and places, and alert others to the presence of danger.

Temple Dogs are smarter than a typical dog: they are at least "Lassie" smart ("What's that, boy? Little Timmy fell down the well?"), if not at full human intellect. They're also extremely loyal and good-natured, unless there's supernatural nastiness about.

It's said that Temple Dogs inspired Ancient Mai to create the wardhound golems for the Wardens (see page 32).

Powers: Nigh-human Intellect. Supernatural Sense (possibly only supernatural creatures and energies, see below). Fast healing.

The Bark—a loud, steady, painfully low, metronomic WOOF WOOF WOOF—can be heard 50-60 miles away, wake up an entire temple (or apartment building) from a dead sleep and leave them alert but not panicked. The Bark carries into the Nevernever—it can be heard clearly by non-corporeal entities (which startles them and drives them away).

Temple Dogs seem capable of injuring supernatural creatures in combat, and exhibit enhanced strength and toughness in those situations. When a Temple Dog is actively using its power, an effect similar to St. Elmo's Fire surrounds its jaws, forepaws, and (sometimes) whole body.

Weaknesses: Unknown, but using their overtly mystical abilities (the Bark and Sacred Guardian) seems to take a lot out of them, leaving them hungry, thirsty, and tuckered out.

AS MUCH AS I COMPLAIN ABOUT MY DOGASAURUS REX, I'M GLAD MOUSE STOWED AWAY IN THE BEETLE. HE'S SAVED MY LIFE A BUNCH OF TIMES. AND ALL HE ASKS FOR IN RETURN IS A LITTLE KIBBLE.

OKAY, A LOT OF KIBBLE.

FINE, A HUUUUGE AMOUNT OF KIBBLE.

This may be like a Sword of the Cross' ability to injure the supernatural.

Yeah, all we've really seen of these guys is a goon that shortly became a corpse.

TEMPLE DOG

HIGH CONCEPT: Temple Dog

SKILLS

Best stowaway ever!

Alertness: Good (+3)
Athletics: Good (+3)
Conviction: Fair (+2)
Fists: Good (+3)
Endurance: Good (+3)
Intimidation: Good (+3)
Most other physical skills default to Average, the rest to Mediocre, with a few exceptions.

STUNTS

Unity of Senses (Alertness): Use Alertness instead of Lore to pick up on the presence of the supernatural.

POWERS

Claws [–1]
Inhuman Recovery [–2]
Supernatural Sense (Senses) [–2] Temple dogs can detect unnatural presences & supernatural influences, with enough detail to know whether it's time to attack or just growl.
Sacred Guardian [–1] (see box)
The Bark [–2] (see box)

STRESS

Mental OOO **Physical** OOOO **Social** OOO

NOTES

Good dog! By which we mean Good initiative, Good attack, Good defense, **Weapon:1** bite, boostable attacks due to Sacred Guardian ability (see box).

TOTAL REFRESH COST: –9

SACRED GUARDIAN (POWER)

A temple dog may gain a boost to its attack or defense roll by inflicting a mental stress hit upon itself, gaining a +1 for each point of stress in the hit. The bonus cannot be greater than the maximum length of the temple dog's mental stress track. Alternatively, on a single attack the temple dog may take a 2-stress hit to temporarily satisfy the "Catch" on the toughness abilities of a spiritual creature.

THE BARK (POWER)

The temple dog may bark clearly and audibly in an area including its current zone and all adjacent zones. The radius may be doubled for each point of mental stress the dog takes when barking. Those within the affected area are protected from mind-clouding supernatural effects by a block (see YS210) based on an Intimidation roll made by the dog. This same roll is used as a maneuver against any non-corporeal entities to startle them and drive them off.

The funny thing here is that with 30 skill points and a Refresh cost of –9, Mouse may well be a playable PC in a Submerged-class game. Bit of an RP challenge, but some folks might be up for it!



Spirits

Description: Varies; could include constructs, homunculi, minor manifestations, or possession of mortals.

First Appearance: Storm Front.

What We Know: Like demons, most spirits are beings from the Nevernever; unlike demons, many pay attention to mortals and the mortal world.

While most spirits have no sense of right and wrong, many seem to understand friendship, love, and sacrifice—unlike demons.

Furthermore, it seems that, like fae and ghosts, spirits can cross over from the Nevernever without mortal help (again, unlike demons).

See also "*Entities of the Nevernever*" on page 27.

Powers: Varies by the type of spirit, but there seem to be several standard abilities, like:

- Possession of mortals, animals, or material objects.
- Sensing magic.
- Spell-like powers.
- Knowledge and experience from a long life.
- Functional immortality.
- Feed on some sort of energy (for example, spirits that feed on human fear are called "phobophages").
- Manifestation in the mortal world (affect objects).
- See into/through material objects.
- Precognition.

Weaknesses: Sunlight can kill or destroy an unprotected spirit. They are blocked by magic circles, and are vulnerable to exorcism (magical and faith-based).

Most spirits don't seem to be as straight-up powerful as demons, and they rarely have the juice to build anything other than a limited construct.

Also, it seems that many must return to the Nevernever regularly to rest, "eat," and recuperate. They burn energy just to be able to stay in the mortal world.

They are usually blocked by running water, lines of salt, and thresholds. It's probable that being immersed in running water could destroy an unprotected spirit. If spirits cross a threshold, entering a home without an invitation, they must spend most of their energy just to hold themselves together—that means no freaky magic, just physical capabilities, which they might not have. (However, spirits possessing a mortal host may be able to work some weird mojo anyway, since they don't constantly have to spend power to maintain their integrity.)

They can be bound by agreements with mortals and can in turn bind (within the limits of their abilities).

Black Dogs

Harry first saw the Black Dog in his rear-view mirror; could point to mirrors as a possible point of entry into our world, or at least as a component of the manifestation.

CHECK OUT THE BIG BRAIN ON BILLY!

Description: A huge dog (often a mastiff), matte black in color (natch!), with large, evil, glowing (red, green, or yellow) eyes and sharp fangs.

First Appearance: "Welcome to the Jungle."

What We Know: A Black Dog is a Celtic malevolent spectral being, usually encountered at night—especially at crossroads, places of execution, and ley lines—and during storms. In the past, they were ancestral guardians, but today they are essentially supernatural hitmen. A Black Dog is often a portent of death, revenge, or great strife—a general harbinger of doom.

The Hecatean Hag (see page 58) calling herself Dana Watson (see page 239) summoned one into the backseat of the Blue Beetle to kill Harry Dresden (see page 132) during the "Welcome to the Jungle" case. Also, prior to the *Small Favor* case, someone was being stalked by a Black Dog in Dallas and got word to Harry via the Paranet (see page 181).

Powers: Strong, tough, and fast. They aren't mortal; they're beings of the spirit world. Blasting one into thousands of pieces might not stop it, if its body (manifestation, really) can be rebuilt. (See Constructs on page 29.)

Give it Good Fists, a few boxes of stress, plus some combination of Inhuman Strength, Toughness, and Speed, some Claws. A lot like a standard werewolf (page 90), really, save for the bit where it dissolves into goo after you fry it.

Weaknesses: No special weaknesses.

Concept Spirits

I'm somewhat offended at the comparison, but I can see why you mortal types might classify spirits of Reason alongside spirits of Rage and Hunger. We might all look the same to you lot—but from where I sit, it's night and day.

Description: Varies, but generally in the "nebulous cloud of light" area.

What We Know: A number of spirits seem to represent mental, emotional, or sensory concepts, and this somehow composes their entire being. Because they are so focused on their particular nature, it's nearly impossible for them to think "outside the box" or consider other points of view.

They may be related to the spirits of Rage that empower hexenwolves and lycanthropes, and the spirits of Hunger that empower White Court vampires (this is one of those areas where the distinction between "spirit" and "demon" seems to be muddy).

Powers: Varies by spirit, but most have versions of the standard spirit powers above, plus special abilities that can be pegged at a slightly-more-than-human power level. For example, a spirit of Reason probably has a supernaturally enhanced intellect, a spirit of Rage might have Inhuman Recovery or Strength, a spirit of Hunger has Inhuman Speed, etc.

Weaknesses: Varies by spirit type; often related to their very nature. (For example, spirits of Intellect, Reason, and Logic cannot grasp or interact with issues, items, or situations of faith.)

Foo Dogs

Harry, you haven't actually encountered one of these, right?

Nah.

Description: Foo Dogs look like living versions of those statues often found outside of Chinese restaurants.

What We Know: Foo Dogs are divine spirit animals: specifically, they are celestial guardian spirits. Some crossbred with mortal dogs to create the mystical bloodline of Temple Dogs.

Powers: Supernatural Sense, strength, resilience, intellect, speed…you name it.

Weaknesses: Really incredibly rare.

Loas

There is just not the vocabulary to properly explain the difference to you fleshy sorts.

Description: Unknown, but probably varies by "mount" (person they possess, or constructed body they inhabit); many loa have traditional personalities, likes, habits, and clothing choices that express themselves through the mount.

What We Know: Bob claims the loa are generally good guys, but they do have their darker aspects.

Hmmm. Could whatever Kravos did to himself as a ghost—that is, becoming the Nightmare—have made him into a loa?

Loa may have a moral sense, which is rare among spiritual entities. While entirely speculative on our part, voodoo folklore *does* say that the Ghede loa are the spirits of the dead…perhaps the loa are some sort of merging between a pure spirit and a ghost?

Powers: Unknown, but various ghost or spirit powers seem likely, plus skill in Possession of (willing) mortals.

The loa probably work best as "non-statted" personalities. A wizard might summon one to have a conversation, learn some info, that sort of thing, but it's unlikely they'll emerge as an actual *combatant*. No need to go deep on system, in that case.

Weaknesses: Unknown.

Thralls

Description: Varies by individual.

First Appearance: Blood Rites.

What We Know: Thralls are mortals who have come under the influence of mind control magic, typically that of either a fae, a vampire, or a wizard.

With the proper skill, therapies, care, and time, thralls can recover from their thralldom, but this always carries a burden of mental issues sparked by the violation of their minds (recurring nightmares, numerous phobias, personality changes, etc.).

See also Renfields (page 84).

Powers: No additional. (Want a writeup? Make a normal human.)

Weaknesses: No additional (other than the whole "being mind-controlled" thing).

Rough Thralls

Description: To mortal eyes, rough thralls look like people, though they are kind of docile, unresponsive, and stare off aimlessly into space.

To the Sight, rough thralls look like blindfolded sheep with their throats already slit.

What We Know: Rough thralls have been given a quick and dirty treatment of mind control. They stand around looking blank until given orders. Some have called them "zombies that still have to go to the bathroom."

Basic Black Court mind control, quickie fae enchantment, and elementary wizardry seem to fall under the "rough thrall" category.

Heartbreaking. Simply heartbreaking.

Powers: None. Rough thralls, at best, retain one or two of their skills at full value—usually the ones used for killing. Precious few mind-mojo malefactors find much use in a rough thrall's (former) skills as a schoolteacher.

Weaknesses: None, other than being a slave to another's will.

Fine Thralls

Description: Fine thralls look just like normal people. In the Sight, the effect of their enthrallment is much more subtle—they might appear with bonds or chains wrapped around them, a collar of thorns, or something similar.

What We Know: Fine thralls are so controlled, they might not even realize they're a thrall at all.

Creating a fine thrall requires a much more subtle hand than a rough thrall.

The effects of the narcotic Red Court vampire venom and the White Court vampire mental "whammy" are much like limited, often temporary, versions of fine enthrallment. Advanced wizardry or a bargain with a fae is needed for the long-term versions, though prolonged exposure to the vampiric versions may have long term effects.

Powers: None.

Weaknesses: None, other than being a slave to another's will.

Valkyries

Description: Generally, a fairly young-looking woman of Nordic type.

First Appearance: Technically Death Masks, though more information is available in "Heorot."

Harry, even though you've seen Miss Gard in action, there's a lot left to be figured out. Like that rune magic stuff: is it magic she does herself, or is it a collection of expendable magic items handed down from a patron? I'm gonna chew on this, but I think I have a workable version for Miss Gard on page 146. Harry, check it out and tell me what you think.

Mind control is a violation of the Laws of Magic. If you change others, you change yourself. Don't do it. Period. (Huh, I sounded like a real Warden there for a sec.)

Perish the thought.

Justin DuMorne made Elaine a thrall and wanted to do it to me, too.

Spellcasters make for tempting fine thrall material, I figure. For the malevolent mentalist, it's like getting a second brain that can do more spellcasting on your behalf. Nasty stuff.

"Malevolent mentalist"? Billy, you're overdosing on the comic book lingo again.

What We Know: AKA "Chooser." Valkyries were Norse demigoddesses who brought the souls of the brave to Valhalla for their lord Odin.

While rumored to have gone the way of the dodo, it's entirely possible that there are a couple valkyries out there kicking around (according to our sources). If so, it's likely that they're connected with the Monoc Corporation.

It's also been hinted that "valkyrie" might be a position (with certain benefits, much like a Sidhe Knight) rather than a type of entity.

Powers: Some of the extrapolated abilities of a valkyrie include: berserker strength and resilience; the ability to cast magic (if known/trained); sense fate/destiny, "Chooser of the Slain" type stuff; access to some kind of rune magic; an insanely long lifespan.

Weaknesses: Unknown.

Apparently valkyries do freelance security work. And they might have Thorned Namshiel's nickel!

Yay?

Vampires

Description: When not "vamping out," vampires tend to look like people, though there are some variations by Court. For instance, Black Court vampires tend to look like *dead* people.

First Appearance: Storm Front.

What We Know: There are four different Courts of vampire-kind; while detailed separately below, there are some commonalities among them.

Vampires feed on humans, usually on blood or life energy. They have a bunch of powers which make this easier to do, as well as giving them functional immortality. They get more powerful as they get older. Increased physical strength, speed, and toughness are part of the package.

Vampires have incredible senses (especially smell). They don't use magic the same way most mortals do, but they can apparently tap into the nauseating power of black magic.

If a vampire feeds on you, it can get into your head in various ways; never look into a vampire's eyes (see also Renfields, page 84, and Thralls, page 80). They can tell when a victim is starting to "go under" their spell. The Black Court seems to be the best at it, and the White Court is the sneakiest about it.

Vamps can enter and exit the Nevernever at points that are close to their nature (graveyards for Black Court, strip-clubs for White Court, etc.). If a vampire does magic in the Nevernever, it's stronger than it would be in the mortal world.

Powers: Vampires can feed on humans. Each type of vampire is able to achieve some kind of enthrallment to aid its feeding, whether it's with narcotic saliva, mind control, or emotional manipulation. Like most supernatural creatures, they can crossover to the Nevernever in locations that match their "affinity" (sex, death, etc.). Long-lived, they're functionally immortal. Also on the list: enhanced senses (via powers like Cloak of Shadows and Echoes of the Beast). A rare few have magical talent.

Weaknesses: True faith and holy objects can burn vampires. Most vampires have a creepy aura, especially when using their powers. Sunlight is often a problem (but not always, depending upon the Court and strength of the vampire).



Black Court Vampires

Description: Black Court vampires look like dead people. If newly dead, they can be kind of juicy. If long dead, they're kind of dried up and withered. They tend to have long black fingernails, flaking skin, and no fangs, as well as charnel house scent, rheumy eyes, brittle hair, no heartbeat. They might be covered in moss, worms, mold, etc.

First Appearance: Grave Peril.

What We Know: Since the dawn of human memory, Black Court vampires have hunted mortals. The collective noun for Black Court vampires is "scourge" and powerful old ones are called "Rukhs."

They kill frequently and propagate the fastest of all vampires. Any Black Court vamp can reproduce, but the spawn created by the rank-and-file tend to just be feral animals that usually can't create spawn of their own.

Black Court vampires have acres of funky vampire powers. Even "newborns" are very powerful. They feel no pain from most physical damage, and bits of them can keep going even after being separated from their bodies.

BLACK COURT VAMPIRE

High Concept: Black Court Vampire

Skills

Alertness: Average (+1)
Athletics: Good (+3)
Discipline: Good (+3)
Fists: Good (+3)
Endurance: Fair (+2)
Intimidation: Fair (+2)
Stealth: Fair (+2)
All other skills vary depending on the abilities and experience the vampire enjoyed in life.

Powers

Claws [–1]
Echoes of the Beast [–1]
Living Dead [–1]
Supernatural Toughness [–4]
The Catch [+3] is Bram Stoker style weaknesses.
Blood Drinker [–1]
Feeding Dependency [+1] affecting the following powers:
Cloak of Shadows [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Domination [–2]
Gaseous Form [–3]

Stress

Mental OO **Social** OO **Hunger** OOOO
Physical OOO(OOOO), **Armor:2**

Notes

These things will mess you up. Given time and opportunity, they can crawl inside your head in a Discipline vs. Discipline contest dealing mental stress and with consequences that indicate some amount of mental control. Most of the time they opt instead to rip opponents apart—Great initiative, Great defense, Good attacks with **Weapon:3** claws & strength. They don't heal particularly well from major damage, though.

Total Refresh Cost: –14

Black Court vamps must have some form of healing, otherwise they'd fall apart from extremely rough handling. It must take some time, though—longer than a couple days—because One-Ear's ear didn't come back between the two times I saw him on the Genosa case.

My money's on them working more like machines: they get repaired rather than "heal." I'm thinking maybe they have some taxidermist thralls?

Eugh. Billy, do me a favor real quick: stop thinking.

MASTER BLACK COURT VAMPIRE

High Concept: Master Black Court Vampire

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Discipline: Great (+4)
Fists: Great (+4)
Endurance: Good (+3)
Intimidation: Good (+3)
Stealth: Fair (+2)
All other skills vary depending on the abilities and experience the vampire enjoyed in life.

Powers

Claws [–1]
Echoes of the Beast [–1]
Living Dead [–1]
Supernatural Toughness [–4]
The Catch [+3] is Bram Stoker style weaknesses.
Blood Drinker [–1]
Feeding Dependency [+1] affecting the following powers:
Beast Change [–1]
Cloak of Shadows [–1]
Supernatural Strength [–4]
Inhuman Speed [–2]
Domination (Master Dominator) [–4]
Gaseous Form [–3]

Stress

Mental OOO **Physical** OOOO(OOOO), **Armor:2**
Social OOO **Hunger** OOOO

Notes

All of the warnings for the garden variety kind (above) apply here. They can also turn into bats and wolves and clouds of gas, their strength is greater providing **Weapon:5** attacks, and their attack and defense rolls are made at Great.

Total Refresh Cost: –19

Despite all this, they've fallen on hard times; Bram Stoker's *Dracula* is "The Big Book of How to Kill Black Court Vampires" and it details their powers and weaknesses extremely well.

As a consequence of this, the Black Court vampires currently around are either old and experienced, or comparatively young and weak.

Powers: Walking corpses with mind-control mojo. They can get very strong, very fast, and their dead bodies mean they can take punishment that would stop a living creature cold (often ignoring gunshots). Mist-form. Pieces continue moving even when separated, though that's of limited use.

Extrapolated additional powers from *Dracula*: Control nocturnal animals (wolves, rats, bats). Weather control. Transform (bat, wolf, dust, fog) in unholy places. Rejuvenation by blood. Many of these may be more the province of *master* Black Court types—see below.

Weaknesses: Standard vampire weaknesses, plus:

Black Court vampires are affected—usually burned—by garlic, tokens of faith, sunlight, running water, and fire. Any of these things can cause them pain (unlike most other damage).

Staking them causes spastic seizures. Decapitation can kill them. Most of them are helpless during daylight hours (unless very old and strong).

They weigh as much as a corpse of their appropriate age. This means that old vamps are desiccated and light…and proper application of force and leverage can take advantage of this.

Especially when they're new and haven't gotten the hang of their powers yet, Black Court vampires may be "clumsy." (In those cases, drop their skill ratings down from Good to Fair or lower. That effective –1 or –2 on their nastiest of rolls should hit the mark.)

Extrapolated additional weaknesses from *Dracula*: sacred or blessed bullets. Communion wafers. No shadow or reflection. Must sleep in native earth.

Although Renfields aren't "people" because of the mental assault they've suffered, I'd really recommend against using magic to kill them...A grey area in the First Law of Magic, sure, but they still look like people, and that's a slippery slope.

Master Black Court Vampires

Description: As for a typical Black Court vamp, but probably better preserved.

What We Know: "Master" vampires can spawn other thinking vampires, though it is unclear whether or not this is a result of some trait or quality of the person who has been turned into a vampire, or some aspect of the vampire's age or bloodline or number of "siblings" (how many vampires have already been made by the same master) or whatever. Masters can apparently communicate mentally with their spawn, though this is fairly short-range.

Powers: Standard Black Court powers, plus: Spawning. Mental communication with (and control of?) spawn.

"Spawning" is really a power only from a story perspective…there's not much point in creating an actual on-sheet power that covers it. (It's a convenient excuse for the character to be able to add some henchmen mid-game, though.)

For added "fun," go the Mavra route and add at least 6 to 8 points' worth of spellcasting to this spread.

Weaknesses: Actually, master vampires might suffer slightly less from the standard Black Court weaknesses.

Darkhounds

Description: Naked bloody shells of dogs, filled with horrible rage.

What We Know: Darkhounds are animals—usually dogs—that have been infused with the same dark power of Black Court vampires. They are stronger, faster, crazier, and don't feel pain.

Powers: Fanatic strength, speed, and toughness.

Weaknesses: Standard Black Court weaknesses, and they're still just animal-minded.

These are really just Renfields that aren't humans.

Renfields

Description: Their name is taken from the pages of Bram Stoker's *Dracula*. Renfields look much like normal people, maybe a little twitchy, until they "go off" and become foaming wild crazy people.

To the Sight, Renfields have a twisted, deformed face and hideous swollen muscles with blackened veins and unnatural power. A band of shimmering vile energy circles their throats like

an animal collar. Their eyes appear to have been clawed out by tiny scalpel-sharp talons. Simply: there's nothing there anymore.

What We Know: A Renfield is a victim of mind control magic, specifically the sort practiced by Black Court vampires. The victim is crushed into total thralldom by brute psychic force; this destroys the victim's mind, leaving him no good for anything but gibbering violence. In many ways, Renfields aren't people anymore.

Unlike most thralls created via mind control magic, being turned into a Renfield may be irreversible. (Even the original Merlin was unable to undo the damage.) Renfields get more and more deranged and violent over the course of a year or two, and eventually self-destruct.

Powers: Fanatic strength and pain ignorance. These are normal folks, built along the lines of rough thralls (see page 80). Add Inhuman Strength and Inhuman Recovery, and you've got the package.

Weaknesses: As noted, Renfields aren't good for anything but crazy violence. They're also notably unobservant.

Jade Court Vampires

Description: Unknown.

First Appearance: Mentioned in Death Masks, but have yet to appear.

What We Know: All we know is that former Knight of the Cross Shiro Yoshimo has tangled with them, they're vampires, and they're based in southeast Asia.

Powers: Unknown.

Weaknesses: Unknown.

Red Court Vampires

Description: While wearing their "ectoplasmic skin" they look like people—usually attractive people.

When they vamp-out, they look like black flabby creatures, with horrible bat faces, fangs, bellies tight with blood, and fingers and grasping toes that end in black claws. Slimy wing-like membranes stretch between their arms and flanks, but they are not functional as wings.

First Appearance: Storm Front.

What We Know: Red Court vampires generate an "ectoplasmic skin" (like a construct) that resembles an idealized version of their formerly mortal body to disguise the bat-like creatures they've been turned into.

Red Court vampire saliva is a narcotic which affects victims instantaneously through mucous membrane or blood contact, or within 1 to 3 seconds through unbroken skin. Vampire venom is the best drug ever (even better than morphine)—causing euphoria, arousal, relaxation. It also slows the victim's heart rate tremendously; it is suspected that this is to help prolong feeding.

Luckily, exposed venom burns away in sunlight, and direct sunlight can even help victims shake off the effects. Several alchemical formularies include a handy recipe for an anti-venom potion that can help if taken right before or right after exposure to the venom.

Powers: Flesh mask, narcotic venom. Plus a full spread of nastiness: strong, tough, fast, and quick to heal.

Weaknesses: Standard vampire weaknesses, plus:

Sunlight doesn't just burn them; it also shreds their flesh-masks and strikes them like a physical blow. Additionally, their bellies are a vulnerable point; strike them correctly and hard enough, and all the blood they've consumed spills out, often leaving them too weak to fight.

The Jade Court: Even I know nothing about these.

So long as they stay out of Chicago and out of the War, I can live with that.

Red Court Nobles

Description: As per Red Court vampires.

First Appearance: Grave Peril.

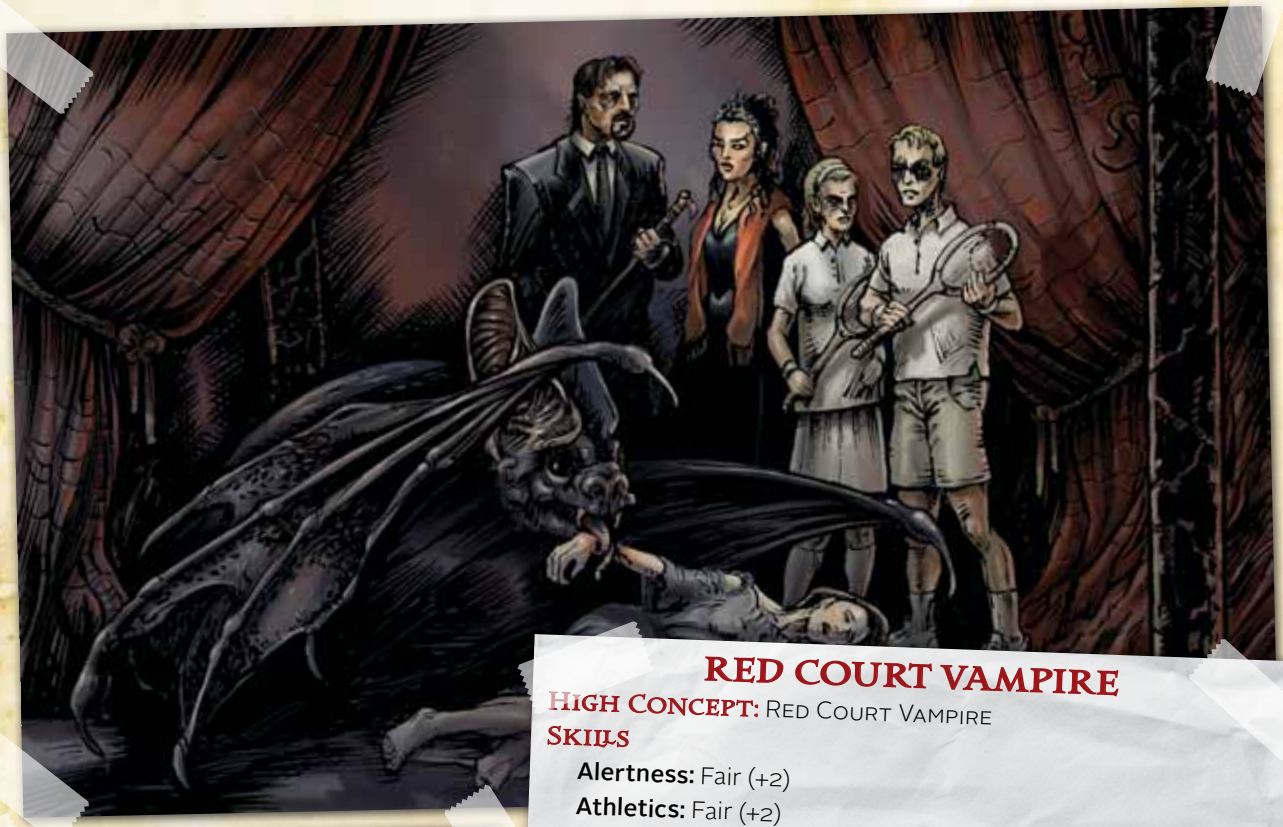
What We Know: For Red Court vampires, only certain bloodlines are capable of turning people into new vampires. Furthermore, only the nobility is actually *allowed* to do so.

Powers: Standard Red Court powers, plus spawning. See Red Court "Infected," below.

We don't really know what makes a noble all that different from the, uh, freeman (?) variety of Red Court vamp. At the least, bump one of those Inhumans up to a Supernatural when making the switch. (Also, Bianca was making noise about learning some spellcraft right before she died…but that could have just been her.)

Weaknesses: Standard Red Court weaknesses.

Bianca's promotion to the nobility was both a legal one and a metaphysical one—that's why Duke Ortega was there: to let her taste of his blood, giving her the power and the authority to make new spawn.



Red Court Infectee

High Concept: Red Court Infectee

Skills

Discipline: Good (+3)

Skills vary depending on the individual. A strong Discipline is perhaps the only given; those who are infected don't tend to last long before becoming full on vamps, unless they have some solid self-control.

Powers

Addictive Saliva [–1]
Blood Drinker [–1]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Recovery [–2]

Stress

Mental OOO **Physical** OOO **Social** OO
Hunger OOOO

Notes

Addictive Saliva allows the use of Fists to make a mental attack (by licking the hands) at **Weapon:0**; physical attacks can be made with **Weapon:2** strength.

Total Refresh Cost: –5

Red Court Vampire

High Concept: Red Court Vampire

Skills

Alertness: Fair (+2)
Athletics: Fair (+2)
Deceit: Fair (+2)
Discipline: Fair (+2)
Fists: Good (+3)
Endurance: Fair (+2)
Intimidation: Fair (+2)
Stealth: Good (+3)

All other skills vary depending on the abilities and experience the vampire enjoyed in life.

Powers

Addictive Saliva [–1]
Blood Drinker [–1]
Claws [–1]
Echoes of the Beast [–1]
Flesh Mask [–1]
Feeding Dependency [+1] affecting the following powers:
Cloak of Shadows [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
Inhuman Toughness [–2]
The Catch [+2] to both is sunlight, holy stuff; no armor on belly.

Stress

Mental OO **Social** OO **Hunger** OOO
Physical OOO(OO), **Armor:1**

Notes

Fantastic initiative, Good attacks, Good to Great defense. Can do physical stress with **Weapon:3** strength & claws, or set aside the weapon bonus to make it a mental stress attack with their narcotic saliva.

Total Refresh Cost: –11

injury from handling a wedding ring or a rose exchanged between lovers). A prospective victim experiencing these emotions limits the effect of a vampire's enthrallment powers.

White Court Virgins

Description: Essentially human, with no "vamping out" changes.

What We Know: White Court vampires start out as normal humans, more or less; but in their teenage years, the Hunger starts. If they feed, their first feeding is lethal, and they become full White Court vampires. (White Court victims do not become vampires—they recover, become thralls, or die.)

If the potential vampire has sex for the first time with someone she loves (and who loves her in return), this can kill the Hunger and leave her fully mortal—at least for those of House Raith. It can be speculated that feeling True Courage or True Hope at some point before using Fear or Despair to feed for the first time would work similarly for Houses Malvora and Skavis. (Then again, since it seems that a White Court vampire can select the type of life energy they feed upon, maybe it's just sex with love across the board… or it could be all of these at once, giving the potential vampire three outs.)

Powers: It's hinted that potential vampires have the merest hint of White Court presence and a "come hither" vibe. Give them Emotional Vampire and Incite Emotion. Otherwise, they "stat up" just like any mortal.

Weaknesses: None, really, but the Hunger can actually take them over and force them to feed the first time. (House Raith encourages this by not educating their Virgins on what they actually are, letting nature take its course.)

House Malvora

Description: As per typical White Court vampires.

What We Know: House Malvora vampires primarily feed on fear.

Powers: Standard White Court powers.

Weaknesses: Standard White Court weaknesses, plus injury from the expression or trappings of True Courage.

Madrigal Raith hung around with House Malvora quite a lot and picked up their taste for fear.

House Raith

Description: As per typical White Court vampires.

What We Know: House Raith vampires primarily feed on lust.

Powers: Standard White Court powers.

Weaknesses: Standard White Court weaknesses, plus injury from the expression or trappings of True Love.

House Skavis

Description: As per typical White Court vampires.

What We Know: House Skavis vampires primarily feed on despair.

Powers: Standard White Court powers.

Weaknesses: Standard White Court weaknesses, plus injury from the expression or trappings of True Hope.

Warped Animals

Description: Sort of like a normal animal, but with many weird and disturbing features.

First Appearance: Death Masks (Nicodemus' Guard Beasts). (Arguably, the hellhounds of Grave Peril could be considered to be Warped Animals—in this case, humans.)

What We Know: Magic can warp animals into chimerical beasts with additional abilities, often for less than savory purposes.

So far, we've only seen a few critters like this (Nicodemus' guard beasts)—but the similarities between darkhounds, transformed werewolves, Leannansidhe's hellhounds, and the Wild Hunt should be obvious.

Powers: Usually, warping an animal means adding on a few Inhuman abilities, or grafting traits from several mundane animals onto one creature.

Weaknesses: Still just an animal.

Nicodemus' Guard Beasts

Description: These monsters are nightmarish critters used by Nicodemus. They have four catlegs, wrinkly leathery mottled skin, heads that look like a cross between a jaguar and a wild boar (tusks and fangs), and nasty claws.

What We Know: They are probably some sort of magic-warped mountain lions or cougars.

When considering Leannansidhe's hellhounds, I'm a little unnerved that "humans" count as "animals" here. The Laws of Magic draw a distinction between animals and humans, after all.

I sometimes wonder why Nicodemus uses these things, rather than one of his followers in the Nickelheads, a summoned demon, or some of his mortal cultists.

Seriously, though ... Werebuffalo?

Werebuffalo!

Speaking of which... William, you should probably just call this section "Theriomorphs;" there's no need to focus solely on your lupine brethren.

On the other hand, when I say "werewolf," it has the advantage of people knowing what the frak I'm talking about.

My fuzzy friend here has a point, Bob.

Sigh. Mortals.

WARPED BEAST

HIGH CONCEPT: Warped Beast

SKILLS

Alertness: Good (+3)
Athletics: Fair (+2)
Fists: Great (+4)
Might: Good (+3)
Stealth: Good (+3)
Most other skills default to Mediocre, if they exist at all.

POWERS

Claws [–1]
Inhuman Speed [–2]
Inhuman Strength [–2]

STRESS

Mental OO **Physical** OOO **Social** OO

NOTICES

Epic initiative, Great attacks with **Weapon:3** strength & claws, Good to Great defense.

TOTAL REFRESH COST: –5



WEREWOLF

HIGH CONCEPT: Werewolf

SKILLS

Alertness: Good (+3)
Athletics: Good (+3)
Fists: Good (+3)
Stealth: Good (+3)
While in wolf-form (shown here), most physical skills fall into the Average or Fair range, with other skills defaulting to Mediocre.

POWERS

Beast Change [–1]
Echoes of the Beast [–1]
Human Form [+1] affecting:
Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Pack Instincts [–1]

STRESS

Mental OO **Physical** OOO **Social** OO

NOTICES

Epic initiative, Great defense, Good attack with **Weapon:3** strength & claws. And they travel in packs.

TOTAL REFRESH COST: –7

Luckily, they don't seem to be as tough as a typical demon.

Powers: Inhuman Strength. Inhuman Speed. Fangs. Claws. Controlled by Master/Maker.

Weaknesses: Still just an animal.

Werewolves

Description: As a person, looks like a person. As a wolf, looks like a wolf—often a big and scary one. (Usually, there's continuity between human hair and eye color and wolf fur and eye color.)

First Appearance: Fool Moon.

What We Know: Simply, mortals that can change or have been changed into a wolf (except lycanthropes, see below).

There are plenty of other types of theriomorphs (animal shapeshifters), including werebears, werebuffaloes, weretigers, and many more.

Despite what Hollywood movies tell us, the majority of the forms of lycanthropy/theriomorphism detailed herein are *not* caused by infectious bites.

Powers: Varies by type.

Weaknesses: Varies by type.

Classic Werewolves

Description: As for werewolves.

What We Know: A classic werewolf is a person who uses magic to transform himself into a wolf; the magic reshapes the human body to a lupine body.

Unfortunately, classic werewolves have to learn how to do everything in wolf-form—they're still a human mind in a wolf body and lack lupine instincts and experience.

Powers: Transformation into wolf-form and (potentially) all the abilities that come with it. This generally takes anywhere from a few seconds to a couple minutes.

Skills are reprioritized to reflect the different abilities of the animal and human forms. The write-up shown here is the wolf-skilled version; for the human version, just rearrange the skills to resemble the experience of the person in question.

Weaknesses: Classic werewolves are just big and tough wolves, with no extra defenses. Plus, there's also a long learning period where they cannot take full advantage of their wolf-form.

Clothes do not transform along with the body, so, for the clothing budget, it's best to start naked. And remember where you leave your clothes for when you change back to human-form.

That sounds like knowledge hard-won through experience.

Let's just say I didn't plan to include streaking on my long list of college experiences.

The Alphas

Description: As for werewolves.

What We Know: The Alphas are a pack of classic werewolves that patrol the campus and surrounds of the University of Chicago. They are fairly skilled and experienced werewolves (individually and as a hunting pack) that have fought everything from vampires to hexenwolves to ghouls to fae to zombies.

The Alphas are also good at collecting occult info and serve as an important part of Chicago's supernatural grapevine.

Powers: As per classic werewolves, plus thanks to their training under Tera West in how to use their wolf bodies and several years of dangerous patrolling, it's not unfair to give the Alphas extremely quick Transformation, access to Supernatural Sense (they learn to sniff out monsters), and some skill bonuses in hunting, tracking, and combat—an experienced Alpha will probably bump a skill or two up into the Great area.

Weaknesses: Still just wolves.

Transformed Werewolves

Description: As for werewolves.

What We Know: If someone else uses magic to turn you into a wolf, you're a transformed werewolf. However, this violates one of the Laws of Magic, because it's mucking about with the mind.

Furthermore, a forced transformation wears away at the mind and personality. If the target is strong-willed, it might survive in a damaged form; if not, it can be wiped out entirely, leaving just a wolf.

Powers: As per classic werewolves, except…

Weaknesses: …the transformed person has no control over their transformation. There's also the potential for loss of human mind/personality.

Hexenwolf

Description: As for werewolves.

What We Know: A hexenwolf (or *hexenwulf*, in the original German) effectively uses someone else's magic to transform to a wolf, with a talisman (generally a belt) serving as an anchor for a spirit of bestial Rage. The spirit insulates the human's mind and personality during the transformation and runs the wolf-body, while the human mind controls the spirit (in theory).

In practice, however, the human mind's unconscious desires come to the fore, with all conscious inhibitions gone. This makes it tough to control the talisman-spirit unless the human is very strong-willed.

The crucial difference between a hexenwolf and a classic werewolf is that the hexens are getting their power from something *external* instead of themselves…and those sorts of bargains *always* come with a price tag.

Powers: Transform into a huge wolf with human-level intelligence and animal-level ferocity, with full access to all of the abilities of the wolf-form without extensive training.

To build a Hexenwolf, take a werewolf, add in Item of Power (YS167) and a Demonic Co-Pilot (YS175), and maybe "cheat" a little and raise the skill cap on any beastly skills to Superb while in the transformed state: those skills are coming more from the Rage spirit than the transformed individual.

Weaknesses: A hexenwolf's powers are linked to the talismanic belt; remove the belt from the wolf and it reverts to human.

Additionally, the talisman-spirit is difficult to control (and is quite bloodthirsty), and the release of inhibitions and violent expression of unconscious desires can lead to the corruption of the soul.

Seriously, kids, don't put one of these on. Just say no to Hexenwolfitude.

I hereby revoke your license to neologize.

The "werewolf spell" is a single complex form of ritual thaumaturgy boiled down and refined into an evocation requiring only an effort of will. Harry, you realize that you could learn to do something similar, only easier and faster, due to your magical talent?

Really? Cool. But why would I want to?

Whenever either of you get to talking about this thing, you describe it in terms of spellcraft. It has that "When what you know is spellcraft, everything looks like a spell" feeling to it.

LOUP-GAROU

HIGH CONCEPT: Accursed Loup-Garou

SKILLS

Alertness: Great (+4)
Athletics: Superb (+5)
Fists: Superb (+5)
Endurance: Great (+4)
Intimidation: Great (+4)

If I never run into another one of these, I...will be extremely content.

POWERS

Beast Change [–1]
Echoes of the Beast [–1]
Human Form (Involuntary Change) [+2] affecting:
Claws [–1]
Hulking Size [–2]
Supernatural Strength [–4]
Supernatural Speed [–4]
Supernatural Recovery [–4]
Physical Immunity [–8]
The Catch [+2] is inherited silver. Indirect magic (like something that confuses sight and wires its jaw shut) can affect it, but direct assaults on its body or mind just seem to slide right off; that said, special rituals might still be possible that would pierce its immunity, but not its ability to heal.

STRESS

Mental OOOO **Physical** OOOOOO **Social** OOOO

NOTES

Freaking terrifying. No toughness here—just flat out immune to harm unless it comes from a specialized source (inherited silver). **Weapon:5** strength & claws, and it always wins initiative. Superb attacks, and defense rolls in a physical context rarely matter.

TOTAL REFRESH COST: –21

LYCANTHROPE

HIGH CONCEPT: Berserker Lycanthrope

SKILLS

Many Viking berserkers were actually lycanthropes.

Alertness: Good (+3)
Athletics: Fair (+2)
Fists: Good (+3)
Weapons: Good (+3)
Most other skills fall in the Average to Fair area.

POWERS

Echoes of the Beast [–1]
Pack Instincts [–1]
Human Form (Involuntary Change) [+2] changing only during the time of the full moon, affecting:
Inhuman Strength [–2]
Inhuman Recovery [–2]

STRESS

Mental OOO **Physical** OOO **Social** OOO

NOTES

Weapon:2 strength near the full moon. Good attack & defense, Good initiative.

TOTAL REFRESH COST: –4

Loup-Garou

Description: As for werewolves, only the wolf form is *gigantic* and sometimes has glowing eyes. Clearly unnatural.

What We Know: Loup-garoux are the rarest of the werewolf types, and thank all the powers that be for it. A loup-garou is a major monster (possibly in the supernatural heavyweight class).

In short, a powerful someone has cursed a human such that he is possessed by and transforms into a wolf-like demon, usually at the full moon. When the full moon comes, the loup-garou goes on a killing spree, slaughtering everything until sunrise or moonset.

Worst of all, the curse seems to be handed down within families; the lucky ones have figured out methods of trapping themselves or minimizing the damage they cause while in their transformed state.

The last two major loup-garou rampages occurred in Gevaudan, France, in the Sixteenth Century, where the "Beast of Gevaudan" killed more than two hundred people in just over a year; and in Chicago in the early years of the Twenty-First Century, where the cursed Harley MacFinn rampaged through a police station (and was caught on film).

Powers: While in loup form, essentially unkillable—poisons, magic, gunfire, all slide right off the thing. When it *does* get hurt, it heals fast. Plus, it's ludicrously fast and strong.

Weaknesses: A loup-garou has zero control over his actions when transformed; the demon is fully in control.

Only silver weapons can hurt loup-garoux—additionally, the silver used must be inherited from a family member.

Also, since loup-garoux are effectively a combination of spiritual and mortal, normal magical circles do not block them: only a special, complex triple circle can do so.

Lycanthrope

Description: Normal human appearance. While berserking, there is a wild light in the eyes and often the lycanthrope foams at the mouth. Lycanthropes have no wolf-form.

What We Know: A lycanthrope is a natural channel for a spirit of Rage. They do not transform physically into a beast; they instead transform *mentally*. This makes the lycanthrope more aggressive and fierce; faster, stronger; very

Where the hell did Tera West learn her transformation spell? From Listens-to-Wind?

resistant to pain, injury, and sickness; and speeds their healing remarkably.

Powers: Inhuman Strength. Inhuman Recovery. Feels no pain.

Weaknesses: Transformation and associated abilities are linked to the cycle of the moon and only operate while the moon is in the sky.

Wolfweres

Description: A wolfwere is a wolf who uses magic to transform himself into a human; the magic reshapes the lupine body to a human body. (It is theorized that there are at least a few "whatever-weres" among the animal kingdom, but the only one seen thus far in the casefiles happens to be a wolf.)

What We Know: There's at least one animal that has learned how to transform into a human (see Tera West, page 239).

Extrapolating from her example, a wolfwere (some folks say "werehuman" though that's less accurate) would be an animal mind in a human body, suffering many of the same advantages and drawbacks as classic werewolves do—only in reverse. That is, they have to learn how to do everything in human-form, since they lack human instincts, socialization, and experiences.

Powers: Thumbs!

Statted exactly the same way as a classic werewolf…only with the logic running in reverse.

Actually, there are some hints that "werehumans" would retain some of their animal senses—or at least, have a better grasp on how to use the human senses they end up with. Plus, they're generally in pretty good shape for a Twentieth Century human—extremely athletic in comparison. Many wolfweres who can actually function in human society also probably have a high Conviction to help them deal with the mental pressures.

Weaknesses: Not good at interpreting human social cues, technology, or cultural concerns, difficulty in using human language, and possibly an aspect like Very Distractible.

Zombies

Description: Zombies look like dead people shambling around, except when they're running like madmen after your car.

First Appearance: Dead Beat.

Zombie

High Concept: Zombie

Skills
- **Athletics:** Good (+3)
- **Fists:** Good (+3)
- **Endurance:** Fair (+2)
- **Intimidation:** Fair (+2)

Powers
- **Living Dead** [–1]
- **Inhuman Strength** [–2]
- **Inhuman Speed** [–2]
- **Inhuman Toughness** [–2]

Stress
Mental OO **Physical** OOO(OO), **Armor:1** **Social** OO

Notes
Weapon:2 strength, Great initiative, Good attack & defense. These things are faster than you'd expect.

Total Refresh Cost: –7

Hey, Bob, do zombies stop decomposing after they've been raised?

Depends if they're long-term or short-term servitors.

What We Know: When a necromancer infuses energy into the corpse of a dead being, you get a zombie. Since zombies were once human, they have a larger "metaphysical footprint" than, say, animals. This means that a necromancer can pour more energy into them and get stronger goons. Older corpses have a deeper footprint and are easier to control; they are also harder to call up, stronger, and more difficult to damage.

Necromancers control zombies using a drum, creating a false heartbeat. The necromancer links to the beat, which links to the zombie, making the zombie think the beat is coming from inside itself. In this way, via the linked drumbeat, the necromancer's intentions are communicated to the zombie. The zombie thinks that these intentions are its own and follows them without question.

Powers: Inhuman Strength. Inhuman Speed. Inhuman Toughness. Feels no pain.

Note: this is for a relatively fresh zombie; older ones (like at least a century per individual upgrade) can have Supernatural—or even Mythic!—levels of power.

Weaknesses: Massive trauma can kill a zombie. They can be rendered inert by cutting off the flow of energy animating them via running water, magic circle, ring of salt, etc.

If the drumbeat controlling a zombie is lost, it will slip control and act unpredictably (could just stand there, or could run amok).

Zombies aren't intelligent, but they can follow orders; they're about as smart as an average animal.

Polka will never die!



SUE

HIGH CONCEPT: ZOMBIE DINOSAUR

SKILLS

Athletics: Great (+4)
Fists: Superb (+5)
Endurance: Superb (+5)
Intimidation: Superb (+5)

STUNTS

Dino Charge (Athletics): +2 to Athletics when sprinting in straight lines.

POWERS

Claws [–1]
Hulking Size [–2]
Living Dead [–1]
Mythic Strength [–6]
Mythic Toughness [–6]

STRESS

Mental OO **Social** OO
Physical OOOOO(OOOOOO), **Armor:3**

NOTES

Do not mess with Sue! **Weapon:7** strength & claws mean business, and she can take a truly ludicrous amount of trauma before falling apart. Great defense, Superb attack, Mediocre initiative.

TOTAL REFRESH COST: –17

SUE THE ZOMBIE DINOSAUR

Description: Normally, Sue's just a skeleton.

Zombified, Sue was as long as a city bus and had pebbled dark grey skin with ripple patterns of black along her head, back, and flanks—much like a jaguar.

What We Know: Located in the Field Museum in Chicago is the largest and most complete Tyrannosaurus Rex skeleton ever found: Sue.

During the Darkhallow a few years ago, Harry Dresden animated Sue as a zombie, clothing her bones with ectoplasmic flesh.

A 65 million year old zombie is extremely powerful. Unless you're looking down the barrel of an apocalypse, do *not* try this at home, kids. (Also, it's a grey area under the Laws of Magic.)

Powers: Mythic Strength. Mythic Toughness. Very fast foot speed (but doesn't corner well).

Big, big, big teeth. Massive size.

Weaknesses: Standard zombie weaknesses.

So, Billy, if I'm reading the rules here correctly, Sue's "Mythic Toughness" was able to help Carlos survive the "plot device" explosion of the Darkhallow collapsing, albeit with massive injuries?

Sounds like an immovable object meeting an irresistible force situation.

By the way, boss: can you make another dinosaur zombie? It was **fun** *driving that construct around!*

No.

But—

Just no.

You could—

END OF DISCUSSION, BOB!


- CHAPTER THREE -
WHO'S WHO

The Faces of the Cases

The casefiles of Harry Dresden are full of rich and vibrant characters—some friends, some allies, some clients, and many, many foes. These individuals range from the mundane to the monstrous, from the saintly to the satanic. This chapter collects as much knowledge about each of the people (or not-quite-people) that have had an impact in Harry's adventures and attempts to give game stats to many of them.

(Note that, while an effort has been made to stick to just the facts, a little speculation creeps in occasionally.)

A Few Words on Plot Devices and Extremely Powerful Characters

Several of the individuals and entities listed in this chapter are so powerful that their key stats are just summarized rather than written out in full. Where that occurs, the stats given include general guidelines for how to deal with challenges regarding that character. For the most part, refresh costs for these kinds of characters are probably underestimated—all we really have to go on is what we've seen them do, but many of them are capable of much, much more. GMs might have to adjust the refresh cost and add additional powers or bonuses to appropriately challenge a group, using the scaling guidelines in *Running the Game* (YS331).

There are other characters, such as Senior White Council members, who also might seem a bit anemic in terms of powers. Again, this is largely because we're not entirely sure of the extent of their capabilities—these write-ups contain what is generally known. The scaling guidelines should help you add to the write-ups where you need to in order to get the appropriate mileage out of these characters or other characters you model on them.

Boss—I've gone through the casefiles you gave me, starting with the one labeled **STORM FRONT**, and extracted the info on each of the individuals involved. (By the way, your take on the events of what you call **FOOL MOON**, where we met, is interesting.) I took out some of the "missing dog" and "lost wedding ring" cases if they didn't involve at least a significant baddie. There's also a "Misc" file for shorter cases, like the Astor girl, "Welcome to the Jungle," my wedding, and such.

I did notice some discrepancies in some minor details between the prominent casefiles—like for an individual's height, hair color, eye color, etc.—so I've tried to coordinate those as best I could.

I didn't add internal cross-references to entries in this chapter: they broke up the reading-flow too much. Generally, if you named someone in the casefiles, I've made an entry (listed alphabetically by family name).

I made lists of all the known members of the groups and organizations mentioned in the casefiles. Sometimes all we really have is a name, so those people don't really warrant entries of their own. In those cases, I put (NE), meaning "No Entry."

Since I typed these chapters up on Georgia's computer, I was not only able to print out and bind some nicer casefiles for the office (originals are in the lockable file cabinet), but we can easily do that "search and replace" on all of the names to protect the innocent when we're ready to go to publication of the game.

I burned you a backup CD of all of the computer files, slipped it into the envelope you gave me with all of the sigils on it, and put it in the special box in the office safe.

Thanks, Billy! A-wesome work. (I actually think what you've done here is better than some of the Warden dossiers.)

Abby

Abby is actually shorter than Murph! Can you believe it?

Abby is a mid-40s, short, prettily plump woman with blonde hair and rosy cheeks. She is usually seen carrying—or walking—her Yorkshire terrier, Toto. She is a regular patron of Bock Ordered Books. Mouse guarded her and other Ordo Lebes members during the Skavis' "culling" project. During the White Night case, she was sheltered at a motel by Thomas Raith and Elaine Mallory, and she witnessed the final battle with "the Skavis." Abby wears a medical bracelet detailing her epilepsy; Toto may be trained to warn her when a seizure is coming on.

Ace

(See "*The Changelings of Summer Knight*" for more details.)

Ace is a short, stocky fellow with dark, curly hair and a goatee. His Winter Court parent—both the name and subtype of fae—is unknown.

Upon the Summer Knight's death, Ace sought protection from the Red Court. In return for their protection, he was forced to hire the Tigress to kill Harry Dresden. During a conflict with Harry, the Alphas, and his fellow changelings, he accidentally shot his friend Meryl and then ran off. His current whereabouts are unknown.

The Changelings of Summer Knight

In the Summer Knight casefile is a picture of four young people—Ace, Fix, Lily, and Meryl—standing with an older man. The four youths are all changelings of the Winter Court, and the older man is Ronald Reuel, the Summer Knight at the time. The changelings sought Summer's protection from the torture and abuse of Maeve, the Winter Lady, and Lloyd Slate, the Winter Knight. Unfortunately, due to the machinations of the Summer Lady Aurora, Reuel died, and the changelings were left to fend for themselves. (For information on changelings, see page 39.)

- Ace
- Fix
- Lily
- Meryl (deceased)

Abby

High Concept: Prescient Ordo Lebes Member
Trouble: Epileptic
Other Aspects: Toto Sees it Coming
Skills
Alertness: Good (+3)
Conviction: Fair (+2)
Empathy: Good (+3)
Lore: Good (+3)
Rapport: Fair (+2)
Most other skills default to Mediocre.
Stunts
Animal Affinity (Rapport): +2 to Rapport checks made to interact with animals, and particularly her dog Toto.
Powers
A Few Seconds Ahead (Minor Ability) [–1]: Abby can use her Lore skill to get a reasonably accurate picture of events 1-2 seconds ahead of now (limited to what she will personally experience in those moments). She may roll her Lore skill to defend against physical or social attacks or maneuvers.
Stress
Mental OOO **Physical** OO **Social** OO
Notes
Good initiative, Mediocre attacks, Good defense against most attacks.
Total Refresh Cost: –2

Ace

High Concept: Winter Court Pawn
Trouble: In Way Over My Head
Skills
Guns: Fair (+2)
Contacts: Good (+3)
Endurance: Fair (+2)
Rapport: Fair (+2)
Most other skills default to Mediocre.
Ace knows a lot of powerful people and he's handy with a gun. That's what we know.
Powers
Unknown. Possibly some Winter-oriented changeling powers.
Stress
Mental OO **Physical** OOO **Social** OO
Notes
Fair shot with a gun; carries a pistol (**Weapon:2**). Mediocre at initiative & defense.
Total Refresh Cost: Unknown, likely in the neighborhood of –2 to –4.

The Council believes that the Archive has too much power and too little restraint.

knowledge in case of the collapse of civilization. The Archive has a strong drive to protect itself and avoids exposing its host to risk and danger.

In ancient Greece, the famed Delphic Oracle—Pythia—was actually the Archive.

The Archive is passed from mother to daughter; at the moment of the mother's death, it completely empties the mother's mind—pouring the Archive (and all its knowledge) into her daughter's mind. Usually, the Archive is inherited by a woman in her early- to mid-30s. The sudden influx of the weight of thousands of successive lifetimes (plus the massive amount of knowledge on nearly every topic of interest to humanity) contained within the Archive can drive the host insane. This is one of the reasons the Archive tends to distance itself (and its hosts) from humanity: it minimizes the added weight of another lifetime of experiences. Of course, this tends to make the Archive's host emotionally remote.

The Archive is *Power*, with a capital P. While the White Council considers the Archive on par with the Faerie Ladies, recent events have led Harry Dresden to compare the Archive to the power level of the Faerie Queens Mab and Titania. The wealth of the Archive's mystical knowledge is such that its host can do things that are nigh-impossible for a mortal wizard, like perform two entirely different spells in either hand at the same time, or hold off seven Denarians—five of them powerful sorcerers!—*at once*.

The Archive can be contained within a greater circle—but it must be one using a heavy-duty ritual, in a proper location, with flawless construction.

The current host of the Archive is a twelve year old girl. Harry Dresden calls her "Ivy." (In this text, "the Archive" refers to the informational entity, while "Ivy" refers to the mortal host, with the understanding that the nature of the Archive will cause this distinction to blur.)

Ivy's grandmother was killed in freak automobile crash. When she inherited the Archive, Ivy's mother was a seventeen year old girl who was both in love and greatly pregnant. Rather than bear the weight of her responsibility, she committed suicide, passing the Archive directly onto her unborn daughter.

Ivy *knows* all of this, from many angles—including her mother's perspective. Mind-twisting!



Though Ivy is physically a child (and often requires an adult "bodyguard" to help handle any relevant social and physical difficulties; see Kincaid), it must be remembered that Ivy's mind contains five millennia of memories and skills. Due to this vast knowledge and power (in addition to wealth and experience), she is a Freeholding Lord (page 20) under the Unseelie Accords.

The Archive was appointed as Emissary in the duel between Harry Dresden and Duke Paolo Ortega of the Red Court of vampires during the Death Masks case. When the duel was disrupted, she used her command of the weapon of the duel—a chunk of mordite (page 32)—to kill many Red Court vampires. It is unknown if the Red Court holds this against her.

She next showed up in the casefiles during the Small Favor case. Harry chose her as Emissary to help mediate in the issue of the Denarians' snatching of John Marcone, since they had a "working relationship." Unfortunately, the Archive—and Ivy—was Nicodemus' target all along; Marcone was simply a test and a target of opportunity.

I like Ivy, though it's kind of freaky to be in the same room with her sometimes. She seems to like kitties and other cute things—especially Mister and Mouse—a lot. She may be the über-powerful Archive, but she's also a kid.

Kincaid calls her "the midget." I like my name for her better. (And I think she does, too.)

THE ARCHIVE ("IVY")

High Concept: The Archive
Trouble: I'm Only a Kid
Other Aspects: Knowledge is my Shield; On the Shoulders of Giants; Tortured by the Denarians; Look, a Kitty!; Kincaid's Contract

Skills and Powers

Anything remotely involving knowledge, don't bother rolling; she knows it.

Spellcraft, assume an Epic or better in any skill relating to the paranormal—Ivy is able to cast and maintain several different spells simultaneously in magical combat.

Stress

Mental OOOO (+2 mild consequences)
Physical OO **Social** OOOO

Notes

Politically, assume she presents a Great challenge, unless she can't force the other side to take her seriously—she is just a young girl. Physically, way to go, Rambo—you can take a kid. Aren't you proud? Paranormally, she's off the charts—able to match spells with multiple Denarians **simultaneously,** in fact. She can tire out, though, or be tricked or convinced to accept defeat. Pin her down and she's helpless.

Total Refresh Cost: Does it matter? She's more powerful than most of us will ever be.

Archleone means "seeking whom he may devour."

Ivy was captured at Shedd Aquarium, taken to an evil island in Lake Michigan, abused and tortured by the Denarians—especially Rosanna and Tessa, and then held captive in a greater circle. They were preparing her to accept one of their coins, but Harry Dresden and the Knights of the Cross rescued her from that fate.

It is currently unknown what effect her captivity and torture at the hands of the Denarians will have on her future actions.

Nicodemus Archleone

Nicodemus is the leader of the Order of the Blackened Denarius and is in full partnership with his Fallen—Anduriel, one of Lucifer's Captains before the Fall. This makes him one of the most dangerous and powerful beings in the world. Nicodemus is dangerous because he is *Nicodemus*, not because he's the host of Anduriel.

He typically appears to be a human man of medium height and build, with short dark hair bearing an off-center streak of silver. His eyes are dark. He speaks with a British accent; his voice is mellow and deep. He favors grey suits and always seems to be wearing a slender grey tie. (On closer inspection, this "tie" is actually a hangman's noose—the Barabbas Noose, a powerful artifact that prevents the wearer from dying and also allows him to mandate a death that cannot be avoided.)

His shadow writhes and boils, like blobs of tar. It can strike, grab, and hold things; its grip is cold and sucks away magical power. It whispers words in angelic (demonic?) language. Nicodemus can use it like bat-wings to fly. (It is unknown if this shadow is in place of, or in addition to, a demonic form like those possessed by other Denarians.)

Nicodemus is the husband of Tessa (see Polonius Lartessa). The pair rarely works together: Nicodemus is focused on the long-term (and enhancing the potential talent of his recruits), while Tessa is focused on the short-term (and encouraging the eagerness and raw desire of her recruits).

He is also the father of Deirdre, and their relationship is…unconventional, to say the least. He tends to keep his daughter, Saluriel (see Quintus Cassius), Ursiel, and perhaps two or three other Denarians near him at all times. However, the

That shadow thing smashed my blasting rod to splinters. Watch out for it.

Stat-less in ~~Seattle~~ Chicago?

While many of the entries in this chapter deal with average folks who don't really need extensive "stats" (Faith Astor, Mike the Mechanic, Clark Pell, etc.) some of them deal with extremely powerful characters (The Archive, Cowl, Ferrovax, etc.) who are likewise lacking in stats. Despite the amount of "screen-time" they receive, their specific abilities are often not clearly defined. Still, there is usually some information on the nature of their personality, as well as indications of their general power level (often very high!) and abilities.

For that reason, most of these potent individuals are not given formal stats, but only sketches and suggestions based on what we've seen them do in the past. (See also "*Supernatural Heavyweights*," page 26.)

Hey wait — since you've printed this out, that means Ivy knows about this game!

Cool! You think she'd want to play?

Well, I haven't gotten a phone call from her yet.

events of the Death Masks case removed Ursiel and Saluriel from the playing field entirely; the coin-bound Lasciel was also removed from his immediate control. It is unknown if he has replaced these Denarians in his entourage with new ones. He has an apparently human grey-haired valet named Porter and a number of fanatical human minions (descended mother to daughter, father to son) who tend to be of the large, blocky, and tongue-less variety.

He may be over 2,000 years old (it's unknown whether this is from being a Denarian, from the powers of the Noose, or a combination of the two), and of all of the foes Harry Dresden has faced, he possibly has displayed the best understanding of the value of *information*. He makes sure to destroy the archives of the Knights of the Cross every century or so, to limit their knowledge of his abilities.

Despite that, it's known that Nicodemus has personally killed over a hundred Knights of the Cross; over a thousand priests, nuns, and monks; and over three thousand men, women, and children. Only four Knights of the Cross have ever faced him and survived: Shiro Yoshimo, Michael Carpenter, Sanya, and an unknown Knight of the past (possibly the mysterious Egyptian).

Nicodemus has a vast knowledge of magic and the power of faith. He duplicated the enchantment for the "thorn manacles" created by the fae to bind human wizards. He can identify a person as a member of the Fellowship of St. Giles (page 87) by recognizing the control tattoos the organization uses.

Nicodemus Archleone

High Concept:
First among the Denarians

Other Aspects: Anduriel's Host; Been around for a Long, Long Year; That soul which has the greatest Punishment; Pride Goeth Before Everything; Try Not My Patience; I rejoice over the corpses of Knights

Skills

Assume that any physical conflict is of at least Superb difficulty (especially with Guns or Weapons). Due to his physical immunity to...well, everything, if you do manage to win an exchange against him (as Michael Carpenter did briefly) it won't cause physical damage, but you might push him back or gain some other temporary advantage (treat attacks as maneuvers—see his Item of Power, below).

In other conflict, he tends to start at Great before considering his aspects. Use his aspects—your players will appreciate the Fate Points.

His Lore knowledge rivals the Archive, both personally and sourced from Anduriel.

Notes

You lose.

Nicodemus is...well, he's invincible. In game terms, it makes little sense to stat him out point-by-point—he's a plot device. Conflicts against him need to be more oriented toward getting around him rather than through him.

Powers

Assume at least **Supernatural Recovery** [–4], if not Mythic.

Wings [–1]. The dude has freaking wings. Made out of shadows.

Marked By Power [–1]. In case anyone hadn't noticed.

Possible Spellcasting, or something like it; at the least he can exercise his will in the form of living shadows, and he appears to be adept at a variety of rituals for creating items or twisting beasts. Assume Great, possibly Superb difficulty when facing these abilities, which manifest with effects of living shadow.

Item of Power [+2]: The Barabbas Noose covering the following powers:

Physical Immunity [–8]. He's impervious to everything up to and including a nuclear strike. Except for...

The Catch [+0] is the Barabbas Noose itself can be used to harm its wearer.

Barabbas Curse [–8?]: The ability to make someone's death both inevitable and more imminent. Does this function like a wizard's death curse, minus the dying? We don't know. Cost in refresh is speculative, and probably underestimated.

Stress

Mental OOOO **Social** OOOO
Physical OOOO +2 mild consequences

Total Refresh Cost: A whole damn lot, at least –20, probably more.

Sure, the Noose makes the wearer invulnerable... but NOT to being choked with it.



Perhaps more immediately frightening, he has a *ton* of information on Harry Dresden: his history, his nature, his methods. Nicodemus knew—and has fond memories of—Harry's mother Maggie LeFay.

In the Death Masks casefile, Nicodemus claimed he was trying to keep Harry out of the situation involving a magical plague curse and the theft of the Shroud of Turin. However, he needed someone of "a certain metaphysical mass" to be a sacrifice for power and Harry fit the recipe. When he refused Nicodemus' offer of Lasciel's denarius and membership in the Denarians, Harry got nominated as the sacrificial meat. Nicodemus was about to kill him when Shiro Yoshimo showed up and agreed to take Harry's place as the Denarian's prisoner. Nicodemus readily agreed, since his ends were even better served by the torture and blood of Shiro instead of Harry (Shiro's agony and death would personally empower Nicodemus in addition to powering the Plague Curse).

Nevertheless, Nicodemus is apparently afraid of Harry for some reason. He used the inherent ability of his Noose to cast the Barabbas Curse on Harry, mandating his death. However, Shiro took Harry's place in that as well—one of the abilities of the Knights of the Cross, it seems.

A man of power with no tolerance for fools, Nicodemus cast out Quintus Cassius when he

The Order of the Blackened Denarius

(See *What Goes Bump*, page 53.)

Listed by mortal host/Fallen.

- Nicodemus Archleone/Anduriel
- Polonius Lartessa (Tessa)/Imariel
- Deirdre/???
- Quintus Cassius ("Liver Spots")/Saluriel
- Rassmussen/Ursiel
- Rosanna/???
- ???/Akariel (NE)
- ???/Lasciel
- ???/Magog
- ???/Ordiel (NE)
- ???/Thorned Namshiel
- ???/ Urumviel (NE)
- ???/ Vartheial (NE)
- "Obsidian Statue" ???/???
- "Shaggy Feathers" ???/???
- "Tree Woman" ???/???

In a word—EVIL!

surrendered Saluriel's denarius to the Knights of the Cross. Nicodemus is not an idiot, and he plays hardball. He does not like being interrupted. Quiet, still, dangerous, patient, vile, malicious, Nicodemus is beyond all scope of mortal understanding. He believes that treachery is a more dangerous weapon than any magic—and he's had two thousand years to practice.

He will use a gun as readily as a knife. While he may not up be on recent psychological techniques, he *can* drive a chariot. Interestingly, while Nicodemus can use a katana well enough to hold off Michael and Sanya at the same time, he lost ground rapidly against Michael when Michael was using Amoracchius and Fidelacchius simultaneously during the Death Masks case.

During the Small Favor case, a number of things came to light:

- Nicodemus is *not* part of the Black Council (page 61).
- Nicodemus is upset and disturbed by Mouse.
- Nicodemus offered Harry a partnership, including: support, wealth, and companionship; the destruction of the Red Court of vampires; and a promise of assistance for Susan to find a cure for her half-vampiric state. All Harry had to do was agree to work with Nicodemus in ways that would not go against his (Harry's) conscience. Nicodemus also offered acceptance of a soulgaze as proof of intentions.
- Nicodemus didn't realize that "Lash's shadow" had been burned out of Harry's brain.

In any case, Harry ended up using the Barabbas Noose to try to choke Nicodemus to death (again). He choked Nicodemus at least 30 seconds past unconsciousness (possibly up to 90 seconds), then dumped Nicodemus into the freezing waters of Lake Michigan. Though Nicodemus was recovered by his daughter Deirdre, it is unknown if he suffered any ill-effects.

Anna Ash

An attractive woman, Anna (pronounced "Ah-nah") Ash's dark complexion and long, straight salt-and-pepper hair (often worn in a bun) displayed her Native American ancestry. A hedge wizard, she was a frequent patron of McAnally's. While in her early 30s, she founded the Ordo Lebes—the Order of the Cauldron—as a place to find fellowship and support for those women whose talents were not developed enough to join the White Council. During the recent "culling" program of the Skavis (detailed in the White Night casefile), she and the rest of Ordo Lebes—suspecting White Council or Warden involvement in the disappearances—hired Elaine Mallory for protection. Unfortunately, despite the protection of Mallory, she came under the influence of the Skavis and hung herself in Mallory's room at the Amber Inn.

Anna Ash

High Concept: Ordo Lebes Founder

Other Aspects: Never Trust a Warden

Skills

Alertness: Good (+3)
Conviction: Fair (+2)
Lore: Fair (+2)
Presence: Fair (+2)
Resources: Fair (+2)

Most other skills default to Average or Mediocre.

Anna is another person I've failed. She didn't deserve what the Skavis did to her.

Powers

Ritual [–2] (specialization unknown)

Stress

Mental OOO **Physical** OO **Social** OOO

Notes

She's alert enough to act quickly in a fight (Good), but her magic is not suited for it; Mediocre in most things that would matter.

Total Refresh Cost: –2

Ordo Lebes

- Abby
- Anna Ash (deceased)
- Helen Beckitt
- Maria Caselli (NE) (deceased)
- Janine (NE) (deceased)
- Elaine Mallory
- Pauline Moskowitz (NE) (deceased)
- Olivia (NE)
- Priscilla (the Skavis) (deceased)

Faith Astor

Just the other day, I was thinking about Faith. She's gotta be nearly twenty years old now. I wonder, did I have any positive impact in her life? I mean, other than saving her from the troll.

While working for Nick Christian on the "Restoration of Faith" case, Harry tracked down ten-year-old runaway Faith Astor in a dumpster in downtown Chicago. She believed (possibly rightly so) that her wealthy parents didn't care for her except as a reflection of their own status and interests; Faith believed that the only one who ever cared for her was her "Gremma." After saving her from the bridge troll Gogoth and showing her a bit of magic, Harry helped restore a bit of her faith in the world.

Faith Astor

High Concept: Girl of Restored Faith
Trouble: Privilege Makes Me Cynical
Skills
Alertness: Good (+3)
Athletics: Fair (+2)
Conviction: Average (+1)
Rapport: Fair (+2)
Most other skills default to Average.
Stress
Mental OOO **Physical** OO **Social** OO
Notes
She's a ten-year-old. Mediocre on attacks, but hard to lay a hand on (Fair defense), and quick on her feet (Good initiative).
Total Refresh Cost: +2 (Pure Mortal)

Aurora

The Summer Lady

At first glance you'd have seen a short girl, pale and radiant, with long white hair. But as you got closer, you'd see the exotic beauty, the dimple, the canted feline eyes of a violent green (almost exactly the same features as her Winter Court counterpart, Maeve). Standing only five feet tall and weighing in at 100 pounds, Aurora's physical size had absolutely zero to do with the sheer power she possessed as the Summer Lady.

Said to be the daughter of Titania, her court was composed of such luminaries as Lord Talos, the centaur Korrick, and—of course—the Summer Knight Ronald Reuel. Known for artistic and healing pursuits, Aurora's court collected individuals seeking protection, like the Winter Court changelings and the human wizard Elaine Mallory.

Whether spurred by her inherent kindness or by an outside and alien influence (love, Maeve theorizes?), something caused her to conspire with—and manipulate—the Winter Knight Lloyd Slate against her own Knight, Reuel. When Slate killed Reuel, Aurora redirected Reuel's mantle of power into the changeling Lily and turned her into a marble statue. She hoped to disenchant Lily at the turning of the seasons and sacrifice her on the Stone Table. This would break the eternal cycle of Summer and Winter by adding the Summer Knight's power to Winter, forever giving them the advantage. Luckily, Aurora was stopped at the last moment by Harry Dresden and killed by wyldfae who had chosen to follow him: Toot-toot and his swarm of pixies.

Despite saving humankind, the cycle of seasons, and the power of the Summer Court, Harry Dresden is still responsible for the death of Titania's daughter. And the Summer Queen has not forgotten.

Bart

Bart is a typical specimen of Chicago muscle for hire. He's in his late 30s, tall, athletic, and good-looking. Unfortunately, his dark weasel eyes mar the overall effect.

During the Small Favor case, Bart was hired by Torelli as a driver. His job was to run Harry Dresden off of the road and cover Torelli's shooter.

After being freaked out by Molly Veiling herself and Murphy, and Harry threatening to burn off Bart's face with his "little ball of sunshine," Bart was accidentally shot by Torelli's goon. in the ass!

Doctor Charles Bartlesby

This portly old British man, with sideburns to his jaw, was a leading historian specializing in Cahokian artifacts. He was also, for an undetermined time, inhabited by the possessing spirit of the necromancer known as Corpsetaker. During the Darkhallow in Chicago, Corpsetaker left his body to enter that of his assistant, Alicia Nelson. Corpsetaker left Nelson's spirit in the Doctor's aged body, which was killed for anthropomantic purposes (and to provide a snack for the other assistant: the ghoul known as Li Xian).

AURORA

High Concept: The Summer Lady
Trouble: Unstable
Other Aspects: Artist's Heart; Sidhe Grace; Whether you want it or not; Caution Above All; Schemes and Machinations; Rest and Forget Your Pain

Skills and Powers

She was one of the Ladies of the Faerie Courts; she's at least Superb at everything. Against any direct assault, consider her opposition to be at least Fantastic, before adding in her fae strengths and weaknesses. For purposes of her Seelie magic, assume her spellcasting is of Epic level or higher. Against social or political assault, best of luck to you. Try to outmaneuver her at your own risk, and you'll face Legendary level difficulty in doing it.

Aurora was able to exercise vast, ineffable, and far-reaching effects, most of which none of us here have been witness to. Consider that her successor casually granted Harry Dresden the ability to carry a powerful mote of Summer flame into the heart of Arctis Tor...

She has at least Greater Glamours and Seelie Magic, with a lot of juice to back them both up, and has at least Supernatural Toughness and Recovery against all but the usual Catches (cold iron and such).

Stress

Mental OOOO, extra mild consequence
Physical OOOO(OOOO)
Armor:2 vs. physical, extra mild consequence
Social OOOO, extra mild consequence

Total Refresh Cost: At least –16, but that's just what we can explicitly guess at based on Harry's observations in the **Summer Knight** case; she was probably far more powerful.

You have no idea. Her implicit powers probably doubled this.

Aurora had no compunction about harming or greatly endangering mortalkind—we're talking massive catastrophes here—in order to save them. In my book, that's pretty crazy.

CHARLES BARTLESBY

High Concept: Doomed Historian

Skills

Alertness: Fair (+2)
Contacts: Good (+3)
Lore: Average (+1)
Presence: Good (+3)
Resources: Fair (+2)
Scholarship: Great (+4)
Most other skills default to Mediocre.

Stunts

High Quality Workspace: The quality of Bartlesby's workspace (the Field Museum) is determined by his Resources skill, rather than Resources –2.
Capable Researcher: Any scholarly research Bartlesby does is completed two time increments faster than usual—due in large part to the fact that he's probably read something about it before.

Stress

Mental OO **Physical** OO **Social** OOOO

Notes

He's pretty much crap in anything but an academic debate or politicking in museum society.

Total Refresh Cost: +0 (Pure Mortal)

BART

High Concept: Wheelman
Trouble: I Get Paid To Do Crazy Stuff

Skills

Alertness: Fair (+2)
Driving: Good (+3)
Fists: Good (+3)
Intimidation: Fair (+2)
Guns: Good (+3)
Most other skills default to Mediocre.

Stunts

Connected (Contacts): +2 to Contacts when networking within organized crime.
Eat Chrome! (Driving): +1 to Driving when using the skill to attack or block.

Stress

Mental OO **Physical** OOO **Social** OO

Notes

Fair on initiative, Good with his attack skills. Likely to carry a pistol (**Weapon:2**), or just try running someone over with a car.

Total Refresh Cost: +0 (Pure Mortal)

Sometimes I wonder if I should I tell Helen about A-manda. But then I remember that Demeter is bugfuck crazy. Billy, the more I think about it, the more I think we may have to delete the A-manda entry, because I have absolutely NO idea what Demeter would do if she read this book and saw that info.

Amanda Beckitt

In a top notch long-term therapeutic facility in Wisconsin lays a comatose girl. Known to the facility's staff only as Jane Doe, she has a secret benefactor—a very wealthy one, who spares no expense in seeking her comfort and recovery.

Jane Doe is actually Amanda Beckitt, the daughter of Greg and Helen Beckitt. Years ago, a power struggle within the Vargassi crime family erupted in gunfire near where the Beckitt family was picnicking. Little Amanda was hit by a bullet meant for John Marcone. Believed to be mortally wounded, Amanda spent three weeks in intensive care, and then "died." In reality, she was hidden away by the Don, "just in case" it came to light that his son was the shooter. When Marcone took over the Vargassi operation, he discovered she still lived. The little girl who had taken a bullet intended for him had never, ever left his mind.

While her mother has no idea that she's alive, Marcone has gone to great lengths to protect and try to heal Amanda…even so far as to have the Shroud of Turin stolen to wrap her in, hoping for a miracle. It is unknown if the three days she spent with the Shroud had any effect on her condition.

Greg Beckitt

Husband to Helen and father to Amanda, Greg Beckitt was an up-and-coming young professional when his life was torn apart: his daughter was killed in a shoot-out between the Vargassi Mafiosi and some "Jamaican gangbangers." He and his wife were devastated. When they learned that John Marcone had been involved in the gunplay, they tried to sue him for wrongful death. Though they lost that case, Marcone offered them reparations, which they refused.

Greg and Helen apparently descended into a soulless, Yuppified existence—but their desire for revenge drove them down darker and darker paths: some sexual, some violent, and some occult. In an attempt to "get" Marcone, they joined Victor Sells' ThreeEye Cult, offering financial backing and helping fuel Sells' ThreeEye creation and "heart-explodey" spells with the energy raised from ritual sex magic. They convinced their chauffeur (and live-in lover) Linda Randall to participate.

Greg wore glasses. He was athletic and a good shot with an automatic pistol. When Harry Dresden took down the ThreeEye Cult in the Storm Front case, both of the Beckitts were sent to jail. Greg died in a prison riot about 7 years before the events recounted in the White Night casefile.

Helen Beckitt

"Ms. Demeter"

(See entries on Amanda Beckitt, Greg Beckitt, and "Gentleman Johnny" Marcone for more on Helen's backstory with them.)

Helen Beckitt is many things: the widow of Greg Beckitt, the mother of Amanda Beckitt, a former executive handling accounts with total value in the hundreds of millions of dollars, a functional borderline psychopath, an ex-ritual sex magic cultist, an ex-con, a member of a circle of witches, a stylish dresser, and a madam of high-priced call-girls (working for a man she both loves and hates).

Tall and lean, with very short hair and stark features, Helen Beckitt is a striking woman.

Dependents as Long-Term Motivators

While Amanda doesn't appear much in the casefiles, the mere fact of her existence shapes the motivations of two characters: Marcone and Helen Beckitt. Indeed, Beckitt—though unaware that Amanda is alive—continues to be influenced by her daughter's life (and presumed death).

There's a temptation in role-playing games to make the PCs loners, orphans, or estranged from their families. Often, those characters care little about other people, and—as a result—are difficult to care *about*. Strong, intriguing backstories involving NPCs who may never even become involved in the main action of a campaign can have a valuable effect on characterization and motivation. And—if they do get involved in some way—there's plenty of material to use for subplots and main plots.

The Dresden Files RPG makes it easy to include these sorts of friends, allies, contacts, and dependents during character creation (YS52). They're especially potent, and sure to be woven into the story, when PCs take them as aspects.

Her mind is always calculating and her heart lacks empathy, but she's not necessarily an evil person. She's broken, and she's self-aware enough to realize it.

She's also secretive. None of her friends in the Ordo Lebes knew of her job (or identity) as "Ms. Demeter," the manager of Executive Priority Health—a health club/bordello for busy executives, created when Marcone took over the remains of Bianca St. Claire's Velvet Room. Not even the closest thing she had to a friend in the Ordo Lebes, Anna Ash, had any idea about Helen's past or present. It was only Ash's tragic death under the powers of the Skavis that made her cooperate with Harry Dresden, allowing him to end the Skavis' "culling" program.

During the Small Favor case, Beckitt—or Demeter, since that seems to be her name for the foreseeable future—was again playing both ends against the middle. While it eventually came out that she was using Torelli as a catspaw against Marcone, she also gave Harry the address of Marcone's safe house (which she'd also given to the Denarians!) and asked for Harry's word that he'd help Marcone.

Harry has decided not to hand her over to Marcone (because the internal machinations of organized crime are "none of his goddamned business"), but he may ask her for information in the future.

Billy, we might want to leave some details out of the Beckitts' info for now, unless you're extra-eager to get on Marcone's bad side.

Helen Beckitt

High Concept: Sorcerer's Assistant/Marcone's Assistant

Trouble: I Work for a Man I Love and Hate

Other Aspects: My Daughter Died in my Arms; Woman of the World; Ex-Convict; Certifiably Nuts

Skills

Athletics: Great (+4)
Contacts: Fair (+2)
Conviction: Good (+3)
Deceit: Great (+4)
Discipline: Fair (+2)
Endurance: Fair (+2)
Guns: Good (+3)
Lore: Fair (+2)
Presence: Good (+3)

Most other skills default to Mediocre, few Average.

My take on Helen is that she's had most of her Potent Grief (ala Greg Beckitt's stunt of that name) burned out of her by Victor and other experiences, so I've left that off her list. It's also not clear if she has some real magical talent, or just happens to be a little knowledgeable.

Stunts

Honest Lies (Deceit): Gain a +2 to pass off lies when incorporating bits of truth in the lie

Takes One to Know One (Deceit): Use Deceit rather than Empathy to catch someone in a lie

Stress

Mental OOOO **Physical** OOO
Social OOOO

Notes

Helen's danger comes not from what she can do, but what she's willing to do. She has a little knowledge about a lot of things, is unstable and emotionally compromised, and is very, very good at lying.

Total Refresh Cost: +0 (Pure Mortal)

Greg Beckitt

High Concept: Sorcerer's Assistant

Trouble: Empty Inside

Other Aspects:

Father to a Murdered Daughter;
I Will Have My Vengeance

Skills

Athletics: Fair (+2)
Contacts: Fair (+2)
Conviction: Good (+3)
Discipline: Fair (+2)
Guns: Fair (+2)
Lore: Fair (+2)
Resources: Good (+3)

Most other skills default to Mediocre, with a few at Average.

Stunts

Potent Grief: When his emotions are incorporated into another spellcaster's rituals, he provides a +1 to their complexity rolls. This bonus can be increased to a +2 for one roll; each time it is, Greg takes a mental consequence. In order to benefit, Greg must believe the spell will in some way address the object of his grief.

Stress

Mental OOOO **Physical** OO **Social** OO

Notes

Greg was handy with a gun (Fair attack, **Weapon:2**), Mediocre initiative and Fair for defense. Mainly he was a juicy minion used to feed Victor's nastiest spells.

Total Refresh Cost: +1 (Pure Mortal)

Drea Becton

High Concept: Teen Horror Fan
Other Aspects: Molly & Rosie & Me, BFFs
Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Deceit: Good (+3)
Lore: Fair (+2) (She's a horror fan!)
Rapport: Fair (+2)
Scholarship: Great (+4)

Most other skills default to Mediocre, with a few at Average.

Stress

Mental OO **Physical** OO **Social** OO

Notes

Despite the ability to run away from trouble (Good Athletics), Drea ended up a victim like those in the movies she loved.

Total Refresh Cost: +2 (Pure Mortal)

Is Insanity the End?

According to the casefiles, Harry says that Drea Becton probably isn't coming back from the psychic damage she suffered. However, in The Dresden Files RPG, her tragic tale doesn't have to end this way. Maybe it could be the beginning—an origin story—for a DFRPG character. Or perhaps finding a way to bring back a soul-scarred friend could be the point of an ongoing story arc or campaign?

I don't know whether to be angry that this bit of text treats the situation lightly or mildly hopeful because, at least in an RPG, Drea Becton can come back to sanity. Damn you, Billy.

I prefer to choose hope over despair if I can manage it, man.

Drea Becton

Drea Becton, a teenage girl with shocking red hair and muddy brown eyes, is a friend of Molly Carpenter and Rosie Marcella. All three girls shared an interest in horror movies and attended SplatterCon!!! together during the events detailed in the Proven Guilty casefile.

While watching one of the Suburban Slashers movies at the convention, she took out her compact to check her make-up. A fetch (page 41) came out through her mirror in the form of the monster of that movie, the Reaper, and began to commit mayhem and feast on the sweet fear thus generated. Catatonic, she was taken to Mercy Hospital. There, Harry Dresden verified using the Sight that she had been psychically mauled beyond repair, insane with fear, her entire life henceforth a silent wail.

These stats reflect Drea prior to the attack.

Agent Deborah Benn

Deborah Benn was an FBI agent, serving under Phil Denton. She was also his lover and his Hexenwolf packmate. In her late 20s or early 30s, she had prematurely grey shoulder-length hair, olive eyes, and a thin and savage mouth. Her body was all hard-muscled sensuality: fast and dangerous. While her voice was quiet, her actions were loud—she tried to punch, shoot, and even reached for her belt to wolf-out on Karrin Murphy when Murphy threatened her.

Of the FBI Hexenwolves, she seemed the most strongly affected by the talisman-spirit; under its influence, she got ecstatic and aroused by blood and violence. During the events of Fool Moon, Harry Dresden disabled her in her wolf-form, but it was her pack-mate George Wilson—himself in wolf form—who killed her.

Bob the Skull

In France during the Inquisition (the late 14th Century to mid 15th Century), a wizard named Etienne the Enchanter bound a Spirit of Intellect and Air—which was fleeing for unrevealed reasons from Mab, the Faerie Queen of Winter—to a human skull. This skull serves as the spirit's habitat, a mini-Nevernever type environment, a home away from home. While the spirit can leave the skull (in a luminous orange-yellow foglike form) when given permission, it is

the only place in the mortal realm where it can rest and recuperate.

Owned by dozens of wizards over the years, the spirit has served effectively as a form of "magical computer": storing information, revealing knowledge, analyzing formulae, and keeping track of the slowly-changing laws of quasi-physics. It knows thousands of beings in the Nevernever, hundreds of spell recipes, scores of formulae for potions, enchantments, and magical constructs. As an informational entity, it is similar to the Archive, but much less powerful. (Its direct knowledge of Faerie is mostly focused on the Winter Court side of the equation. Also, its understanding of the power of faith—and for that matter, technology—is limited.)

Not a familiar, the spirit must be paid—usually in knowledge or a temporary furlough from the confines of its bony terrarium.

Lingerie catalogues preferred, but zombie pirate movies are awesome.

One of the wizards who owned the skull was the necromancer Heinrich Kemmler. For 40 years, the spirit worked with Kemmler, pursuing dark power. Kemmler twisted the spirit, making it cold, ruthless, and evil.

When the White Council eventually destroyed Kemmler, a young Warden named Justin DuMorne pulled the skull from the smoldering ruins of the necromancer's lab and kept it, though he claimed to have destroyed it. (The White Council believes it has been destroyed; they are concerned about such entities because they combine "too much power" with "too little restraint.")

During this period, the spirit chose (or was instructed) to forget things about Kemmler, destroying most of the memories of the years spent with him, and locking away what couldn't be destroyed. Since knowledge is what a Spirit of Intellect is made of, losing this knowledge took away a big part of its existence—much like losing a limb.

The spirit aided its new master with magical research, including enthrallment and anchoring spells. Also at this time, it met DuMorne's apprentices: Harry Dresden and Elaine Mallory. When Dresden killed DuMorne magically in self-defense, he "inherited" the skull and its spirit.

Harry, you buried me in a dank hole for however many years you were down in Rio.

For your own good, Bob.

Hollow with McCoy!

DEBORAH BENN

High Concept: Hexenwolf/FBI Agent
Trouble: Loose Cannon
Other Aspects: Lover of Agent Denton; Feral Fury

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Discipline: Average (+1)
Endurance: Fair (+2)
Fists: Great (+4)
Investigation: Good (+3)
Guns: Mediocre
Might: Fair (+2)
Stealth: Good (+3)

While in wolf-form (shown above), most other physical skills fall into the Average or Fair range, with most other skills defaulting to Mediocre. In her human form, she shuffles her skills around a little bit – Guns is much improved (Good), while Fists drops down a notch (to Good).

Stunts

Killer Blow (Fists): At the cost of one fate point, add 3 to the damage of a Fists attack on a successful hit, once per scene. This stacks with any other damage-increasing stunts for Fists.

Powers

Item of Power (Small) [+1], a hexenwolf belt, covering all the following:
Beast Change [–1]
Echoes of the Beast [–1]
Human Form [+1] affecting:
Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Pack Instincts [–1]
Demonic Co-Pilot [–1]

Stress

Mental OO **Physical** OOO **Social** OO

Notes

In human form, Benn is not only a capable FBI agent with the power and authority that implies, but she also packs heat (**Weapon:2** sidearm) and isn't shy about using it. In wolf form, she is a murder machine: thanks to her demonic co-pilot, her bite & claw attacks are Superb, and the claws and strength abilities mean she's effectively **Weapon:3** on those attacks. Speed comes into play to make her initiative Epic, and her Athletics dodges are Great. All of this at the low, low cost of her identity as a human being!

Total Refresh Cost: –8

Who's Who (Bob the Skull)

All-in-all, not bad. I am fairly great, when you put it all together this way.

Dresden named the skull-spirit "Bob," and Bob has since become one of the best teachers and assistants a wizard could ever hope for. Now identifying as "he," Bob has become fascinated by sex, sexuality, and gender. His furloughs involve possessing Dresden's cat Mister and roaming around causing a ruckus (visiting strip clubs, causing orgies at universities, and the like). He enjoys lingerie catalogues, bodice-ripping Gothic Romance novels, pornography, and romantic comedies.

Though briefly out of Harry's possession—and *evil*!—during Dead Beat, Bob did get to have a long conversation with the smartest human he's met for years (Waldo Butters) and take possession and control of a gigantic zombie dinosaur. All in all, it was a pretty good night out on the town.

During the Small Favor case, Bob informs Harry on the nature of soulfire—an interesting exception to his lack of knowledge regarding "faith-power."

Stats are pretty irrelevant for Bob. He's a personified Lore check, of at the very least Superb quality. Or you could simply regard him as a very high quality arcane library. In his evil "purple skull-lights" mode, he can actually throw around some power—and his ability to possess house pets and go for a ride can be a factor as well. But by himself, as an advisor in a skull, he's nearly "all character, no stat."



BOB, I THOUGHT YOU DIDN'T KNOW MUCH ABOUT FAITH STUFF?

Uriel is too big a supernatural player, and soulfire is too powerful a tool, for me to be ignorant of either.

WHEN BOB READS BOOKS, HE KIND OF TREATS THE CHARACTERS IN THE STORY AS IF THEY WERE ACTORS PERFORMING ON A STAGE IN FRONT OF HIM.

BILLY, I'M SORRY TO DO THIS TO YOU— BELIEVE ME, THE AMOUNT OF WORK YOU DID HERE ON BOB IS AMAZING. BUT... IT'S ALL GOTTA GO.

TO THE WHITE COUNCIL, BOB IS EFFECTIVELY A "LOOSE" SUITCASE NUKE. THEY SHOULDN'T KNOW ABOUT HIM. IF THEY EVER DO FIND OUT ABOUT HIM, I WILL BE IN SO. MUCH. TROUBLE.

SO AXE THIS SECTION. PUT IN SOMETHING VAGUE AND UNVERIFIABLE LIKE "HARRY DRESDEN'S TRUSTED SOURCE AND ADVISOR, BOB, IS WISE IN THE WAYS OF THE NEVERNEVER AND MAGIC, BUT DETAILS ARE MADDENINGLY NEBULOUS."

How am I ever going to get groupies at this rate?

Evil Bob

It seems that, if commanded to recover the memories and knowledge of Kemmler that could not be destroyed, Bob's spirit form changes from a nebulous orange cloud to a geometric shape of cold, blinding, blue-violet light. He also turns into a jerk. A ruthless jerk with vast raw psychic power. In his "unlocked" form, Bob came within an ace of killing Harry Dresden in mere moments.

While Harry has ordered Bob to never recover those memories again, nor to obey a command to unleash them again, it's only effective while Harry possesses the skull. If someone steals it (like Kumori and Cowl did), all bets are off.

Or are they? During the Darkhallow in Chicago, it seems that Harry was able to wrest control of Bob from Cowl (or at least block Cowl's control of Bob) by reminding Bob that Harry had named him. Names have power. Wresting control put Bob back into Harry's possession, Evil Bob got locked off (because of Harry's earlier order), and Harry was then able to give Bob permission to leave his skull, so that Bob could possess Sue the Zombie Dinosaur and run amok.

Bobby

"Gowan Commando"

Tall, in his early 20s, and built like a statue of Hercules (though his face is slightly unattractive), Bobby is an actor in pornographic films. He sports a high-tech tan, coal black hair, and a macho, mildly homophobic demeanor. He's strong and knows martial arts. While working with Genosa Productions, he met Inari Raith and fell in love with her—even to the point of taking a bullet for her. After the events of Blood Rites, he, Inari, and his friend Jake Guffie moved to California to open a feng shui business.

Artemis Bock

Artemis Bock is a bear of a man: broad-shouldered, heavyset, weathered, unshaven. Under years of comfortable living, he still sports a bit of muscle. His knuckles are big and scarred. In his late 50s, he peers at customers at his occult bookstore over the rims of a pair of reading glasses, then pushes them up with a stumpy finger.

Bobby

High Concept: Porn Star with a Heart of Gold

Trouble: I'd Take a Bullet for Inari Raith

Other Aspects: True Love

Skills

- **Athletics:** Good (+3)
- **Conviction:** Fair (+2)
- **Endurance:** Great (+4)
- **Fists:** Good (+3)
- **Intimidation:** Fair (+2)
- **Might:** Fair (+2)
- **Performance:** Fair (+2)
- **Rapport:** Good (+3)

Most other skills default to Mediocre.

Stunts

- **Martial Arts (Fists):** Bobby is able to use Fists as a knowledge and perception skill focused on unarmed fighting. He may use it to make assessments and declarations related to fighting styles and culture.
- **Sex Appeal (Rapport):** Bobby receives a +2 to the roll on any seduction attempts with Rapport, provided that the target is someone who could be receptive to his advances.

Stress

Mental OOO **Physical** OOOO **Social** OO

Notes

Bobby's a lover, not a fighter (despite the training), but he'll swing a fist (Good) or jump in front of a bullet (Good Athletics) if you try to hurt his girl.

Total Refresh Cost: +0 (Pure Mortal)

Hey Billy, why'd you include Bobby here?

Guy takes a bullet for a White Court virgin and falls in mutual love with her, effectively curing her condition—I think that's pretty significant.

Billy, you're a true romantic.

Guilty.

Any time you want to score me one of Mr. Commando's films for research, I'm game.

Librarians are scary, and Bock is essentially one of the best we've got, locally. I wonder what his story is.

Librarians are scary?

Knowledge is power. Look at the Archive.

Boss, you made a point! A **good** point!

Shut up, Bob.

While not a practitioner himself, he understands basic magical theory and—better yet—his mystical clientele and the occult society of Chicago. He deals with everyone—from werewolves and vampires to hedge wizards and White Council sorts. All their money spends the same—after all, he's got a kid in college to worry about. (And if the customer doesn't have the money, maybe they can reinforce the wards and protections on the shop in lieu of cash.) This egalitarian nature, along with his habit of not taking sides in internecine conflicts, has made Bock Ordered Books one of the most respected occult establishments in the Midwest.

Artemis Bock

High Concept: Occult Bookstore Operator

Trouble: I Can't Get Involved

Other Aspects: Knowledge is the Great Equalizer; A Mighty Fortress is my Shop

Skills

Alertness: Good (+3)
Contacts: Great (+4)
Conviction: Fair (+2)
Endurance: Fair (+2)
Guns: Fair (+2)
Lore: Fair (+2)
Might: Fair (+2)
Presence: Good (+3)
Rapport: Good (+3)
Scholarship: Fair (+2)

Most other skills default to Mediocre, with a few at Average (particularly social and knowledge-oriented skills).

Stunts

Ear to the Ground (Contacts): The difficulty of any Getting the Tip-Off roll is reduced by two.

Paranoid? Probably. (Alertness): Gain +2 to Alertness when rolling against surprise.

Stress

Mental OOO **Physical** OOO **Social** OOOO

Notes

Artemis uses his Superb Alertness when rolling against surprise to duck behind the counter or close up shop. He's a businessman, but he's not an idiot.

Total Refresh Cost: +0 (Pure Mortal)

And how does the missus like the "extremely" here?

I'm being objective. For the sourcebook!

Georgia McAlister Borden

Tall, extremely thin, blonde grad student Georgia McAlister Borden is a werewolf. More than that, she's the second in command and surrogate mom of the Alphas—a pack of classic werewolves that patrol and protect the University of Chicago campus and environs. While born to wealth, she doesn't seem to have many hang-ups stemming from that—but she does seem to have access to a fancy SUV and Gold Coast emergency crash-space with her dad and step-mom Eve. Recently, she married Will Borden, fellow Alpha and combat leader of the pack. Their cramped apartment near the University of Chicago has served as nominal "Alpha HQ" for many years.

As detailed in the "Something Borrowed" casefile, Georgia (and the other Alphas) incurred the animosity of Maeve the Winter Lady of Faerie while working with Harry Dresden. Hours before her wedding, she was kidnapped, spellbound, and replaced by Jenny Greenteeth (under a glamour, page 151). A kiss from her true love freed Georgia from her enchanted sleep, then she and her intended gnawed a bit on the faerie interloper.

William Borden ("Billy" or "Will")

Will Borden is the leader of the Alphas—a pack of classic werewolves that patrol and protect the University of Chicago neighborhood. An idealistic pessimist, he thinks people are too incompetent to purposefully hurt themselves and each other as much as they do. Yet, he wants to make a difference. As a student at the university, he ran the numbers on "weird crimes" and realized that something mysterious was up. Indeed, he thinks the mundane response to the supernatural—explain it away or ignore it—is a stupid response, and he isn't afraid to say so.

While in his youth, he was a short, pudgy geek type; after a few years of being a werewolf, he's now a short, muscular geek type. He's worked for Harry Dresden informally as an information source, office assistant, and doer of legwork. Recently, he married Georgia McAlister, fellow Alpha and "surrogate mom" of the pack. Their cramped apartment near the University of Chicago has served as nominal "Alpha HQ" for many years.

Georgia Borden

High Concept:
Surrogate Mom of the Alphas

Trouble: In Love with Will Borden

Other Aspects: Born of Wealth; I Don't Have a Privileged Attitude

Skills

Alertness: Fair (+2)
Athletics: Average (+1)
Conviction: Fair (+2)
Discipline: Fair (+2)
Driving: Average (+1)
Empathy: Good (+3)
Endurance: Fair (+2)
Fists: Average (+1)
Investigation: Fair (+2)
Lore: Average (+1)
Presence: Good (+3)
Rapport: Good (+3)
Resources: Good (+3)
Scholarship: Good (+3)
Stealth: Average (+1)

These skills represent Georgia in her mortal form. As a wolf, she can shuffle her skills, swapping Empathy, Presence, Rapport, Resources, and Scholarship for Alertness, Athletics, Endurance, Fists, and Stealth. As time passes, though, those physical skills will tend to remain the same—being a werewolf long-term is a good work-out program.

Powers

Beast Change [–1]
Echoes of the Beast [–1]
Human Form [+1] affecting:
Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Pack Instincts [–1]

Stress

Mental OOO **Physical** OOO
Social OOOO

Notes

Claws & Strength give her **Weapon:3** with her "unarmed" attacks, which are made at Good. Initiative in wolf form is Epic, dodging at Great.

Total Refresh Cost: –7

William Borden

High Concept:
Combat Leader of the Alphas

Trouble:
Harry Dresden is My Friend

Other Aspects: Street-Smart; In Love with Georgia; Committed Gamer; People Need to Wake Up!; I want to make a difference

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Conviction: Fair (+2)
Contacts: Average (+1)
Craftsmanship: Fair (+2)
Discipline: Average (+1)
Empathy: Average (+1)
Endurance: Good (+3)
Intimidation: Average (+1)
Investigation: Fair (+2)
Fists: Good (+3)
Might: Average (+1)
Presence: Great (+4)
Scholarship: Great (+4)
Stealth: Fair (+2)

So you're saying, "I didn't play ARCANOS all those years without learning a little bit about courage"?

These are Will's skills when in human form. When in wolf-form, he has the option to shuffle these, usually putting Fists and Alertness at Great at the expense of Presence and Scholarship.

Powers

Beast Change [–1]
Echoes of the Beast [–1]
Human Form [+1] affecting:
Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Pack Instincts [–1]

Stress

Mental OOO **Physical** OOOO
Social OOOO

Notes

Claws & Strength give him **Weapon:3** with his bite & claw attacks, which are usually made at Great. Initiative in wolf form is usually Legendary, dodging at Superb.

Total Refresh Cost: –7

As detailed in the "Something Borrowed" casefile, Will (and the other Alphas) incurred the animosity of Maeve the Winter Lady of Faerie while working with Harry Dresden. Hours before his wedding, Georgia was kidnapped, spellbound, and replaced by Jenny Greenteeth (under a glamour, page 151), completely without his knowledge. A last-minute rescue by Harry Dresden and Sergeant Karrin Murphy brought the real Georgia back just in time, and a kiss from her true love freed her from her enchanted sleep. Then Will and Georgia wolfed-out and killed Jenny Greenteeth together.

A-wwwww. You crazy kids. It's right out of a freakin' fairy tale! Literally.

The Alphas: Their Story

(See *What Goes Bump*, page 91.)

The Alphas started out as a group of somewhat geeky college-age kids interested in environmentalism. After they met Tera West through the Northwest Passage Project, they became something more. She taught them a spell that allowed them to turn themselves into wolves. This makes the Alphas classic werewolves. Will Borden is their combat leader, and Georgia Borden is their overall manager and coordinator.

Out of their nominal headquarters in the Bordens' apartment, they patrol their neighborhood (the University of Chicago campus and surrounding area) for supernatural baddies. They not only hunt monsters, they take a bite out of crime, keep their ear to the ground regarding supernatural occurrences, and maintain good relations with the rest of Chicago's occult community. Today, the campus is a monster-free zone, and it will remain so as long as there's a pack to patrol it. They've worked with Harry Dresden on a number of cases and seen plenty of combat, including the Sidhe War.

From some of the books I've gotten at Bock's, I can understand how you wizard-types see it this way, and I have dutifully changed the text to fit. However, my experience of changing isn't what I'd call "casting a spell."

The Alphas: The Pack

- Alex (NE)
- Georgia McAlister Borden
- William "Billy" or "Will" Borden
- Cindy (NE)
- Kirby
- Mitchell (NE)
- At least ten more Alphas—including "once plump now voluptuous redhead girl" and "petite girl with mousy brown hair and scar" (NE)
- Tera West

Like you asked, boss, I haven't filled in the guys' and gals' names...just the ones mentioned in your files. (Though I'm curious to see how the gals will take your flippant descriptions of them.)

I figure it's better for everyone if they keep a low profile when they can. But you and Georgia are too well known around town for us to get away with that.

Lisa Boughton

née Lisa Murphy Murphy Spice!

The youngest sister of Karrin Murphy and the unknown Murphy boys, she's a very feminine young woman with a princess attitude. Some of this demeanor may come from the fact that she seems to be the youngest child. Also, her parents—Collin and Marion Murphy—raised her less strictly than they did her older sister (and presumably the boys).

A pretty girl, she has blonde hair, fair skin, a pert nose, and cornflower blue eyes. She started dating her ex-brother-in-law, Rick Boughton, after he arrested her for public drunkenness and underage drinking during Mardi Gras in New Orleans. They became engaged during the Blood Rites case and were married by the time of Proven Guilty.

Ah...yeah. This might explain why Murph went to Hawaii with Kincaid during the Dead Beat case.

Agent Rick Boughton

Sometimes called "Rich," Rick Boughton is an FBI agent, formerly based out of New Orleans, who's recently returned to Chicago. More on that in a sec. Rick's in his mid- to late-30s, a bit over average height, on the lean and sinewy side, with short brown hair and a tightly-cropped goatee. He likes to play "good cop," and he can be quite manipulative.

Speaking of being manipulative, that's one of the reasons he left Chicago. You see, he was the second husband of Karrin Murphy, and he wanted a family, while she wanted to be a cop. Tensions ensued, to say the least.

Why is he coming back? Well, he arrested Murphy's sister Lisa for being drunk at Mardi Gras, and they kept in contact. Plus, Murphy matriarch Marion always liked Rick. So now Karrin's ex is her brother-in-law. Family reunions are "fun"—almost as much fun as SplatterCon!!!, where Rick got gut-shot by panic fire in the darkness and confusion of the phobophage-related events there. (He got better.)

Contradictory Aspects

So, Agent Rick has two aspects that seem directly in contradiction with one another: Manipulative Jerk and Not As Much of a Jerk As He Seems. That's totally okay! People are complicated and full of contradictions. How this is going to manifest in play will depend on how the person playing Rick spends fate points for him and how he takes compels. If he takes a lot of compels on Not As Much of a Jerk As He Seems and not as many on Manipulative Jerk, it shows that he's a good guy, generally speaking, but might occasionally have some real prickish moments. And vice versa. You can cover the whole spectrum of inner struggle this way.

The Government

(See *What Goes Bump*, page 65.)

Thus far, we really haven't seen much influence or evidence of government involvement in the supernatural doings of The Dresden Files. It's likely that the majority of governmental employees are clueless or skeptical (like Rick Boughton), with some few already co-opted or working as moles for an occult organization (like the Venatori Umbrorum), or are meddling in dark forces on their own (like the FBI Hexenwolves).

- Rick Boughton
- The FBI Hexenwolves (page 131)

If the Government ever gets wise to the supernatural in a big way, I suspect things will get Real Bad, Real Fast.

Rick Boughton

High Concept: FBI Agent
Trouble: Manipulative Jerk
Other Aspects: Murphy's Ex, Now In-Law; Under Murphy's Skin; Experienced Investigator; Not as much of a Jerk as he Seems

Skills

Athletics: Good (+3)
Alertness: Good (+3)
Burglary: Fair (+2)
Contacts: Fair (+2)
Endurance: Fair (+2)
Fists: Fair (+2)
Investigation: Great (+4)
Guns: Fair (+2)
Rapport: Good (+3)
Presence: Fair (+2)

I honestly never thought I'd see a real-life enactment of Hannah & her sisters. In Chicago. With cops.

Stunts

Fleet of Foot (Athletics): Boughton gains a +2 to Athletics when sprinting.

Scene of the Crime (Investigation): Boughton gains +1 to his roll and arrives at his findings one step faster than usual on the time table when investigating a crime scene.

Best Foot Forward (Rapport): Boughton gains a +1 to make first impressions with Rapport, and failures on this roll do not confer a negative temporary aspect on him.

Stress

Mental OO **Physical** OOO **Social** OOO

Notes

A competent agent, Good initiative, Good dodging, a Fair shot with a sidearm (**Weapon:2**). He'll play it safe, but in a fight his first priority is to guard the lives of civilians .

Total Refresh Cost: –1 (Pure Mortal)

Lisa Boughton

High Concept: American Princess
Other Aspects: Murphy's Kid Sister; Missus Rick Boughton

Skills

Athletics: Fair **Endurance:** Fair **Rapport:** Good

Stress

Mental OO **Physical** OOO **Social** OO

Notes

She's a Murphy. Watch yourself.

Total Refresh Cost: +2 (Pure Mortal)

Bucky the Murder Doll

See page 41.

Doctor Waldo Butters

Look at the small man in the lab coat and "I ♥ Polka" t-shirt, the one with the broad smile, wild shock of black hair, and black-rimmed glasses perched on a beaky nose. That's Waldo Butters, Assistant Medical Examiner at the Forensic Institute in Chicago. Waldo is a damned good guy.

A little nervous, yes—mostly worried about his own courage, a little squeamish around violence occurring in front of him, and averse to treating living people medically. But all that cloaks a brilliant mind, honesty, integrity, and the moral courage to take a stand. And squeamish? He can sink his arms up to his elbows in the dead rotting guts of a corpse on his slab, be exposed to impossible (by science's lights) phenomena, and stand up to tell the world "this corpse is humanoid, but not human" and not even bat an eyelash. Even if they send him to the psych ward for it.



Because they did, you know? After he studied the remains of several vampires after the fire at the Velvet Room, he said in his report that the bodies weren't right, and they packed him off to a sanitarium for three months. After a long legal battle, he got his post at the Institute back, but not without losing his seniority, getting stuck with the nightshift semi-permanently, and making an enemy of his boss, Dr. Brioche. All of which greatly fed Butters' own rebellious streak.

He's worked with Special Investigations on several occasions, playing CSI for the weird. That's how he met Harry Dresden, and the two of them have become friends. Heck, more than that: Butters is effectively Dresden's doctor, patching him up after various nasties have slapped him around or taken a bite out of him. His association with Harry and SI—and certain experiences Waldo's had himself, including a long talk with Bob the Skull during the Darkhallow—have introduced the hidden world of magic to Waldo Butters, and applying medical knowledge and science to the oddness he's seen has made him one of the most knowledgeable "civilians" on the topic of wizard biology.

And no discussion of Doctor Waldo Butters can conclude without mentioning his overriding passion: polka. Butters is a fan, a musician, a composer (of "The Quasimodo Polka"), a one-man-polka-band, and regular participant in Chicago's Oktoberfest Battle of the Bands.

Detective Ron Carmichael

Ron Carmichael was a good cop. Sure, he was short (barely taller than Murphy), balding, overweight, with beady, bloodshot eyes and an unshaven weak chin. What matter that he always looked rumpled, like he slept in his clothes? Or that he was a skeptic about all the supernatural stuff SI ran into?

He was a member of Special Investigations in Chicago for years, a detective with a razor-sharp intellect, a loyal friend and partner. He died in the line of duty, facing something that would tear through a platoon of Wardens of the White Council without even pausing: a loup-garou.

Ron Carmichael was a *damned* good cop.

WALDO BUTTERS

High Concept: Clued-In Medical Examiner

Trouble: My Colleagues Think I'm Insane

Other Aspects: Physician to Wizards; Musician's Soul; The Dead can Speak; By The Book? What Book?; Polka Will Never Die!

Skills

Alertness: Good (+3)
Athletics: Fair (+2)
Deceit: Fair (+2)
Empathy: Fair (+2)
Lore: Average (+1)
Scholarship: Great (+4)
Performance: Good (+3)
Rapport: Good (+3)

Butters can definitely oom-pah your pah-pah, ladies. He's 37, Jewish, single, and in the book!

Stunts

Fleet of Foot (Athletics): When sprinting, Butters gains a +2 to Athletics.

Medical Examiner (Scholarship): Butters may use his Scholarship instead of Investigation to find clues when examining a corpse.

Doctor (Scholarship): Butters may use his Scholarship skill to declare appropriate justification for the recovery of moderate physical consequences when outside a medical facility, and for the recovery of severe physical consequences within a medical facility. For research purposes, he gains +1 on Scholarship for any medical research and an additional +1 in a specific area of medicine (in his case, forensic medicine).

Stress

Mental OO **Physical** OO **Social** OO

Notes

Butters makes a lot of squeaking noises when violence happens. He runs away with an adjusted Athletics rating of Great.

Total Refresh Cost: –1 (Pure Mortal)

Aw, man. That's not fair. Accurate, maybe. But not fair.

Early on, Carmichael could barely disguise his contempt of me, thinking I was some sort of con-man. However, over time, he loosened up. We could use more men like him. (Maybe with better fashion sense, though.)

RON CARMICHAEL

High Concept: One Good Cop

Other Aspects: Special Investigations; Skeptical of Harry Dresden; Scruffy-Looking; Put The Pieces Together; Street Smarts

Skills

Alertness: Good (+3)
Burglary: Fair (+2)
Contacts: Good (+3)
Empathy: Fair (+2)
Guns: Fair (+2)
Intimidation: Fair (+2)
Investigation: Great (+4)
Rapport: Good (+3)

Most other skills default to Mediocre, with a few at Average.

Stunts

I Know Just the Guy (Contacts): When using the Gathering Information trapping for Contacts, his efforts are at a +1, and are 1 time increment faster.

Quick Eye (Investigation): When examining a location for clues, Carmichael's eye is quick to pick out the visual details. His first Investigation roll to determine deeper details about a scene is two time increments faster than usual.

Scene of the Crime (Investigation): Carmichael has a practiced eye when combing over a crime scene. In such a circumstance, he gains +1 to his Investigation roll and arrives at his findings one step faster than usual on the time table.

Stress

Mental OO **Physical** OO **Social** OO

Notes

He could handle a gun (**Weapon:2**) pretty well (Fair attacks, Good initiative) but it was his investigative skills that really made him stand out.

Total Refresh Cost: –1 (Pure Mortal)

Billy — please excise all mention of Charity's magical talent in the next draft. She told me about it in confidence—I need to make sure Michael and Molly never hear about it from me.

I will always remember Charity busting down the siege door of adamant ice in Arctis Tor with one mighty hammer blow. She made the whole tower ring like a freaking bell.

She also fought the fae of Summer, as detailed in the Small Favor case—she killed a gruff with a nailgun and a ballpeen hammer!

CHARITY CARPENTER

High Concept: Tower of Faith

Trouble: Wife of Michael Carpenter, Wife of a Knight

Other Aspects: Not Without My Child; Big Freaking Hammer; Through The Valley of the Shadow of Death; I Don't Like Dresden But I Must Trust Him; What Am I Going To Do With Molly

Skills

Alertness: Fair (+2)
Conviction: Superb (+5)
Craftsmanship: Great (+4)
Discipline: Good (+3)
Empathy: Fair (+2)
Endurance: Fair (+2)
Intimidation: Good (+3)
Lore: Fair (+2)
Presence: Fair (+2)
Stealth: Fair (+2)
Weapons: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts

Tower of Faith: Strongly held beliefs enable Charity to protect her mind from the aggression of others. Provided she gets a chance to pray or otherwise call upon her faith, she gains Armor:1 against any social or mental stress in a scene.

Powers

Bless This House [–1]
Guide My Hand [–1]
Righteousness [–2]

Stress

Mental OOOO, +1 mild consequence, (**Armor:1** – Tower Of Faith)
Physical OOO
Social OOO (**Armor:1** – Tower Of Faith)

Notes

Swinging around a ball-peen hammer (**Weapon:3**) she can be a real terror, with Good attacks and Fair initiative. If actually suited up for battle in chain mail and Kevlar, she has a fairly comprehensive **Armor:2**.

Total Refresh Cost: –5

I've knocked any mention of spellcasting off her stats. Need to revise the text.

Thanks, Billy.

Charity Carpenter

Charity Carpenter is a statuesque woman with a timeless remote beauty, dark eyes, and gorgeous silken blonde hair that hangs to her waist. Her shoulders are notably broad and her arms well-muscled. She's a loving wife, dedicated mother, and devout Catholic. She's also a motorcycle mechanic, a weaponsmith, and an armorer.

Born to wealthy and respectable parents, her mild magical talent began to express itself just before she turned 16. Because her parents wanted her to be "normal," they chose to believe that she was a drug addict or emotionally unbalanced. For several of her late teen years, she was repeatedly sent to "special schools" (and hospitals disguised as schools) for troubled upper class kids. She eventually ran away and fell in with a bad crowd: a cult or coven run by a man named Gregor.

A Warden of the White Council visited once, interviewed them, explained the Laws of Magic, and described what would happen to them if they broke the Laws. Instead of chastening Gregor, the visit actually spurred him into doing more sketchy magic, skirting the edges of the Laws with summoning spells, and finally crossing the lines. Gregor started killing cult members (or at least handing them over to be killed) for his new mystical sponsor, the dragon Siriothrax.

When Gregor came for Charity, she fought—to no avail. Chained to an iron post and left as a meal for the dragon, she was suddenly saved by Michael Carpenter, Knight of the Cross. Michael killed Siriothrax and freed Charity; Gregor went insane. Charity never used magic again after the night Michael saved her, and they were married soon after.

For twenty years, she has made all of her husband's weapons (well, all except Amoracchius) and armor, and she has served as his sparring partner and medic. She is dedicated to his holy quest as a Knight of the Cross—once going so far as to nearly wrestle a desk sergeant to get Amoracchius back after Michael and Harry were arrested. Her experiences have given her very strong faith (such that she can make a crucifix glow in the presence of evil forces and may actually be able to call on holy strength in times of great stress). Charity has said that she will not lie or compromise her beliefs in order to hurt others; frankly, they're not worth it.

During those twenty years, Charity and Michael have had seven children: daughter Molly is the eldest, and son Harry—named after Harry Dresden—is the youngest. (After the events of Grave Peril, she may be unable to have another baby.) A good mother—she never lets the kids come home to an empty house—she is often a bit overprotective of her kids. This has led to friction with the independent Molly over the way she dresses, her boyfriends and ex-boyfriends, Harry Dresden, and magic.

Charity never liked or approved of Dresden. For many years, she was unreservedly hostile toward him for several reasons, not the least of which is that Michael always came back from missions with him in more trouble or more banged up than he would get while "on the clock." However, after the events of the Proven Guilty casefile, she realized that some of her animosity against Dresden is actually misplaced anger toward herself. Dresden's actions fighting alongside Charity in the depths of Winter to rescue Molly, and his risk of the Doom of Damocles to save Molly from the White Council, has softened Charity's attitude. A little.

Daniel Carpenter

The second-oldest child and the eldest boy of the Carpenter family is Daniel. During the events of Proven Guilty, he showed great bravery: unarmed, alone, he tried to fight off the three fetches (shapeshifted into horror movie monsters) that came to kidnap his older sister Molly. He was beaten severely for his pains, yet maintained enough presence of mind to escape from Hammerhands up into the treehouse—the monster couldn't climb the ladder without hands.

The psychic wounds he received at the hands of the fetches have probably faded to psychic scars, and he's definitely old enough to drive by the end of White Night. At the time of the Small Favor case, Daniel has filled out: he is a muscular young man, quick-witted, and dedicated to the defense of his family.

Another courageous, smart Carpenter who's faced the supernatural multiple times and survived...doesn't that sound like a great possible character background?

The Carpenters

The Carpenters are a large, tight-knit family—the kind that Harry Dresden was always a bit envious of. While we know a bunch about parents Charity and Michael, and daughter Molly, and a little about son Daniel, the other kids haven't shown up in the casefiles much except in passing. (Thank goodness!)

Here are the Carpenter kids, from eldest to youngest (all of the boys have dark hair and most of the girls have blonde hair).

- Margaret Katherine Amanda "Molly" Carpenter
- Daniel Carpenter
- Matthew Carpenter (NE)
- Alicia "Leech" Carpenter (NE)
- "Princess" Amanda Carpenter (NE)
- Hope "Hobbit" Carpenter (NE)
- Harry Carpenter (NE)

NOTE: Through Michael, all of the Carpenter kids are descended from Charlemagne.

Alicia—Studious, serious, bespectacled, loves softball, and the only dark-haired Carpenter girl.

Matthew—Shares Michael and Daniel's dark hair and solid, sober expression.

Hope—Fluctuates between extreme shyness and bold, impulsive curiosity. Was my "squire" in the snowball fight at start of the Small Favor case.

Amanda—Calls me "Bill" because they already have a Harry.

Harry—Saved from Lasciel's denarius.

The Carpenter Kids Campaign

An interesting idea for a Dresden Files RPG campaign might be for players to take some (or all) of the other six Carpenter kids, searching for Molly after she and Harry disappear. This could be in the present day, or maybe flash-forward to them as adults…

After having Molly as an apprentice for a couple years, I find myself empathizing more and more with her mother.

She giving you sassback, boss? You want me to discipline her?

Stop it, Bob! I mean it!

And I'm sure that Michael and Charity would be right on their tails, too!

MOLLY CARPENTER

High Concept: Wizard-in-Training
Trouble: Doom of Damocles
Other Aspects: Carpenter Kid; Harry Dresden's Apprentice; More Innocent Than I Look; You Can't Tell Me What To Do (Unless You Can); Subtlety is its Own Power

Skills

Alertness: Average (+1)
Athletics: Good (+3)
Burglary: Average (+1)
Conviction: Fair (+2)
Deceit: Good (+3)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Fair (+2)
Investigation: Average (+1)
Lore: Fair (+2)
Rapport: Average (+1)
Stealth: Good (+3)

Stunts

Sensitive: Molly uses her Discipline instead of her Lore when rolling to perceive the supernatural world.

Stress

Mental OOO **Physical** OOO **Social** OO

Powers

Lawbreaker (Fourth) [–1] Molly has violated the Fourth Law of Magic, enthralling Rosie and Nelson to cure them of their drug addiction.
Evocation [–3]
Ritual [–2] (Divinations now, full Thaumaturgy later)
Wizard's Constitution [–0]

Specializations

Evocation: Elements (Spirit, Air); Power (Spirit +1)

Rote Spells

Hide (Spirit block, three shifts): Veils Molly and one or two additional people standing with her. Seeing through the veil requires a roll against a difficulty of Good (+3) unless she expends a shift into persistence.

Notes

Molly is still an apprentice. As of the events of the **Small Favor** casefile, she was working on a third Evocation specialty, the Thaumaturgy power, and possibly the Sight, but did not yet have full control of them.

Total Refresh Cost: –7



DANIEL CARPENTER

High Concept: Carpenter Kid
Trouble: The Bad Guys Hate My Family
Other Aspects: Nobody Beats up my Sister but Me; Wounded by Fetches

Skills

Athletics: Good (+3)
Conviction: Good (+3)
Discipline: Fair (+2)
Endurance: Fair (+2)
Fists: Fair (+2)
Might: Fair (+2)
Most other skills default to Mediocre, with a few at Average, and likely a couple more at Fair or even Good. Add skills as necessary.

Stress

Mental OOOO **Physical** OOO **Social** OO

Notes

A smart, tough kid, rated Fair or Good in most of the things that'll matter for protecting his sister against monsters.

Total Refresh Cost: +2 (Pure Mortal)

Molly Carpenter

Margaret Katherine Amanda Carpenter

In the casefiles, we first meet Molly Carpenter as a precocious youngster during the events of Death Masks, hiding her gothy outfits from Mom, precociously talking about "fun-time handcuffs" and tying people up for "bleeping," and surreptitiously encouraging Knight of the Cross Sanya to make prank phone calls. The next time we see her is in Proven Guilty, where she's called Harry to bail her—or rather, her ex-boyfriend Nelson—out of jail. By the time of White Night, she's Harry's apprentice, learning not just *how* to do magic, but *why* to do magic.

Molly is physically much like her mother Charity: tall, fair, and built. Her limbs are long and shapely, and—frankly—she's pretty *stacked*. She moves with strength, grace, and beauty. While her natural hair color is blonde, she has a penchant for changing it every few months, often to colors not seen in nature. She also radically changes the style in which she wears it—long to spiky to medium to whatever. Most recently, her hair has been shoulder-length, the color of white gold—except for the tips, which are dyed in a blend of blue, red, and purple. She is greatly pierced (earrings, eyebrows, nose, tongue, labret, other bits) and tattooed (notable tats include a slithering serpent that starts on the left side of her neck curling down to her navel, tribal markings at her neckline, and a set of whirls, loops, and spirals on her right hand and arm.)

Molly is intelligent and brave, with an excellent sense of humor and a disturbing amount of curiosity. This curiosity, along with her sense of teenage invulnerability and the intense clashes of opinion with her mother, has often led her into trouble. Indeed, she has been arrested on charges of possession of marijuana and ecstasy (caught holding during a police raid on a party) and sentenced to community service (homeless shelters). While always precocious intellectually and sexually, Molly is notably still a virgin. Harry Dresden has forbade any sort of experimentation until she has a better handle on her magic—which is a good call considering some of the inciting events of the Proven Guilty case.

She used magic—black magic—to influence the minds of her best friend and ex-boyfriend to instill fear in them when they were tempted to use drugs. This was more-or-less effective with Rosie Marcella, but ex-boyfriend Nelson suffered worse, because of Molly's underlying feelings of anger and betrayal. While she did these spells for the good of the targets, the simple fact of playing with their minds put her in conflict with the Laws of Magic, and thus the White Council…not to mention making her a beacon for the phobophage fetches that terrorized SplatterCon!!! Even after the SplatterCon!!! situation was worked out (and Molly had been rescued from the heart of Winter—Arctis Tor—after being kidnapped by fetches), she still had to stand trial before the Merlin. That's when she fell under the Doom of Damocles and became Harry Dresden's apprentice.

Magically, Molly is a Sensitive. She has a gift for subtle stuff, especially things that involve the mind and emotions (neuromancy and psychomancy). She can feel when people die and she picks up a lot of information when using her abilities. She is extremely good with subtle and delicate magical stuff, and extremely bad at handling the psychic stress and gross physical interaction of magical combat. Molly has learned to respect her limitations: she is an excellent support mage, but she probably won't serve on the front lines with combat mages.

Molly is also *exceptionally* talented at raising Veils around herself.

Her powers and control are growing, and it has been seen that she has the potential to be a great wizard…or a terrible dark magician…or an even greater inhuman monster.

When she was younger, Molly had a serious crush on me—or at least on what she thought I was. I think that whole thing has been resolved quite nicely (i.e., not gonna happen). But now I wonder at the way she looks at Thomas… as well as Carlos, who's looked back at her.

Uh-oh.



MICHAEL CARPENTER

High Concept: Knight of the Cross

Trouble: Family Man

Other Aspects: Undying Devotion; Wielder of Amoracchius; I Fear no Evil, for You are With Me; Father, We Need Your Help; Dragonslayer; Friends **are** Family

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Conviction: Superb (+5)
Craftsmanship: Fair (+2)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Good (+3)
Fists: Average (+1)
Lore: Average (+1)
Might: Great (+4)
Presence: Good (+3)
Rapport: Fair (+2)
Resources: Average (+1)
Survival: Average (+1)
Weapons: Superb (+5)

Michael is one of the best men I have been honored to know. He's also one of the most frightening, in a number of ways. Come to think of it, most of the people I respect fall into both of those categories...

Stunts

Wall of Death (Weapons): Michael may use the Weapons skill to make spray attacks against opponents in the same zone as him.

Powers

Bless This House [–1]
Guide My Hand [–1]
Holy Touch [–1]
Righteousness [–2]
Sword of the Cross [–3]

Stress

Mental OOOO, +1 mild consequence
Physical OOOO **Social** OOOO

Notes

Amoracchius is a longsword (**Weapon:3**), which Michael wields with Superb ability. As a Sword of the Cross, it also allows him to spend a fate point to ignore a target's supernatural defenses (satisfying the Catch) for the scene. Michael's initiative is Good, and his defensive options start at Good (Athletics) and range to Superb (Weapons). When fully suited up, he's wearing chain mail and Kevlar fashioned by his wife (**Armor:2**).

Total Refresh Cost: –9

Michael Carpenter

Michael Joseph Patrick Carpenter

Michael Carpenter is a mountain of a man with big, strong, broad, and scarred hands, and a leathery face criss-crossed with worry and laugh lines. Twenty years older (and several inches shorter) than Harry Dresden, Michael's short-cropped, dark brown hair has started to go salt-and-pepper, but his beard is still solid.

Michael is a friend of Harry's—a good and dedicated friend. (Heck, he named one of his sons after him.) Husband to Charity and father to a whole clan of little Carpenters, he's an honest, loyal, devout, righteous man in all the best ways. If someone needs his help, he will give it. Period. Michael lives his ideals, and they give him power: the power of true faith. This is the man monsters call "The Fist of God."

Michael Carpenter is a Knight of the Cross, the wielder of a five-foot longsword called Amoracchius. Amoracchius has one of the nails from the Crucifixion worked into its hilt. This holy weapon magnifies his already potent faith a thousandfold as he goes about his duties—saving the weak, protecting freedom, and helping any mortals under the oppression of dark forces gain the chance to win their freedom. He believes that being a Knight of the Cross is a holy calling, not simply a job.

A devout Catholic, his faith gives him immense strength of body, mind, and soul; it enhances his senses such that he can detect evil or "wrongness"; it shields him from the touch of dark forces (like vampires and dark magic); it allows him to ask questions of the Almighty/the Universe/Fate (and sometimes receive an answer!); and it puts him in the right place at the right time so that he can make a difference. (Though Harry suspects that Michael may not be as invincible when he's "off the clock," as it were.)

The Knights of the Cross

(See *What Goes Bump*, page 72.)

- Michael Joseph Patrick Carpenter
- the Egyptian—the Knight who had Esperacchius, the Sword of Hope, before Sanya; may have been killed by Ursiel (NE) (deceased)
- Sanya
- Shiro Yoshimo (deceased)

Over the past two decades plus of doing the Lord's work, Michael has made enemies of almost every nasty creature in the country. He has put down hundreds of evil creatures: Black Court vampires (including the children and grandchildren of Mavra), ghouls, ghosts, and even the dragon Siriothrax (page 36). Monsterkind hates—and respects—the Fist of God. He considers himself (with Amoracchius) an even match for a Denarian.

He is advised in his work by Father Anthony Forthill, assisted by the other Knights of the Cross (as well as freelancers like Harry Dresden), and supported by his family—Charity makes all of his extra weapons and armor, and even spars against him for practice.

Michael has faith—in God, in his family and friends, in himself. He trusted Harry even though he knew that he'd been exposed to the Denarian Lasciel, even to the point of asking him to intervene with Molly regarding his daughter's difficulties with her mother. He has become involved on the White Council's side of the Vampire War (naturally) and has saved numerous wizards with his efforts. The world is a better and safer place because of Michael Carpenter.

So when Michael says that he has a feeling that he won't have Amoracchius much longer (read between the lines), everyone should hope fervently that this isn't a message from the "front office." We need more people like him out there.

Unfortunately, given the events of the Small Favor case, it looks like Michael has indeed been sent to the sidelines. With the extreme injuries he suffered in rescuing Marcone and the Archive from the Denarians, he is relegated now to the position of bystander. (It is possible that Marcone may offer aid to Michael, so that various inconvenient issues would "go away." It is unknown if Michael would accept such "protection.")

He has handed Amoracchius over to Harry, so that the Sword can pass on to its next-destined owner.

He is a lineal descendent of Charlemagne.

Two Swords to dish out! In your face, original Merlin! (Not really—it is kind of a burden.)

Concerning Michael's stats — I know he isn't "in service" anymore, and I guess that'd be represented here as an extreme consequence and some skill loss, but man, I really didn't have the heart to try and stat him "current," after what happened. Is that all right?

Yeah. It's too soon for me, too.

Quintus Cassius
Pre-Dresden

High Concept: Sycophantic Denarian

Other Aspects: Host of Saluriel; I Must Survive; A Thousand Faces; Your Own Game Against You; Follower of Nicodemus; Look, and Be Afraid!

Skills and Powers

Much like other hosts of a Denarian, Cassius is plot device powerful.

In mental conflict, assume he presents a Great challenge. His Lore is also Great (but might go much higher, depending on what Saluriel is willing to offer its host).

In physical conflict, his shtick is speed—in contests of reflexes or quickness assume he's Fantastic. Assume Supernatural Speed and Recovery, Inhuman toughness (the Catch is holy weapons, such as Swords of the Cross as well as lesser holy weapons and implements), at least Inhuman strength. Keep in mind he can assume the form of a snake, thanks in part to Saluriel, but also to his own spellcasting power.

In raw strength, or armed combat where his quickness is less important, assume at least Great.

Socially, he folds a bit easier than you might expect a Denarian to. He relies on Nicodemus to bolster his courage, so assume perhaps Fair when alone. However, he can tell lies with the best of them (Superb Deceit).

Magically, he's quite powerful; assume a Great challenge when spellcasting, and keep in mind his love of snake-oriented spells.

Stress

Mental OOOO **Social** OOO
Physical OOOO(OO), **Armor:1**

Total Refresh Cost: Start at –15, Then add a heaping helping of evil.

Hope you're roasting in hell, Snakeboy.

Cassius/Saluriel was one of the weakest Denarians I've seen yet, and he was still a nightmare.

Quintus Cassius
Post-Dresden

High Concept:
Ex-Denarian Host/Spell-Slinger

Other Aspects: Ancient and Frail; Right Action, Wrong Reason; I Must Regain My Station; My Vengeance will be Terrible; Magic is a Poor Substitute for a Blackened Denarius; Die Alone, Dresden!

Skills

Alertness: Fair (+2)
Contacts: Good (+3)
Conviction: Good (+3)
Deceit: Good (+3)
Discipline: Superb (+5)
Guns: Fair (+2)
Lore: Great (+4)
Presence: Fair (+2)

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [0]
Refinement [–4]

Specializations

Evocation: Elements (Fire, Water, Earth, Spirit); Power (Fire +2, Spirit +2); Control (Fire +1, Spirit +1)
Thaumaturgy: Complexity (Summoning +1, Necromancy +2); Control (Necromancy +1)

Stress

Mental OOOO **Physical** OO
Social OOO

Notes

Deprived of Saluriel, Cassius still has plenty of mojo. Baseline, his spells will have 5-7 shifts of effect, and he deploys them only in the trickiest of ways. Fair initiative, but he's not innately solid on defense (outside of what he can evoke). He never fights fair, so expect him to show up prepared on that front.

Total Refresh Cost: –11

Quintus Cassius

"Snakeboy," "Liver Spots"

There are two distinct periods of Quintus Cassius' life, divided by the events of the Death Masks case.

Long before Death Masks, Quintus Cassius was once a Moorish wizard of some talent (especially shapeshifting and snake magic), born at least 16 centuries ago. He became the host of Saluriel, one of the Order of the Blackened Denarius (page 53). The power of the Denarian gave him a demonic form and boosted his magical power tremendously through access to Hellfire (YS291). He followed Nicodemus for a millennia and a half, causing misery and mayhem, and occasionally tangling with the Knights of the Cross.

In demonic form, Saluriel appeared as a humanoid with a flat serpent's head bearing the characteristic double-eyes of a Denarian (blue-green ones inside giant golden snake's eyes) and a glowing rust-red forehead rune. Its body was human to the waist, but the legs had been traded in for the tail of a snake, entirely covered with dark grey scales flecked with red.

Cassius/Saluriel is notable for a remarkable use of shapeshifting during the Death Masks case: he created an incredibly convincing—even to long-time friends—disguise for himself as Father Vincent, a Vatican scholar and friend of Father Anthony Forthill. The only thing that tripped him up was a single missing tattoo. Harry Dresden and two of the Knights of the Cross—Sanya and Michael Carpenter—swooped down on him at that point, preparing to destroy him. Instead, Cassius voluntarily surrendered Saluriel's coin. In light of this plea for mercy and aid (however insincere and sarcastic), and despite needing information on how to rescue their comrade Shiro Yoshimo, the Knights' hands were tied. They took away the coin for disposal, leaving Harry Dresden behind. Unbound by theological concerns, Harry beat the information out of Cassius, leaving him broken and injured (and rapidly aging, shorn of the power of the Denarian).

Cassius was not seen again until the Chicago Darkhallow (written up in the Dead Beat casefile), showing up in Harry's early notes as a strangely-familiar ancient man he calls "Liver Spots" due to his pale, loose skin which is covered with them. Arthritic and nearly crippled from age and injuries at Harry's hands, he moved stiffly, spoke with a raspy harsh voice, and wore a permanently sour expression. Shunned by his former comrades in the Order of the Blackened Denarius, he had linked up with the necromancer Grevane, serving as his drummer in an attempt to regain some power… and rain destruction on Harry Dresden. While lacking access to Hellfire, he remained a potent wizard with a millennia and a half of experience—for example, he knew of Die Lied der Erlking (and bought one of the few copies at Bock Ordered Books for Grevane) and tracked the shielded Harry by tracking his companion, Waldo Butters, instead. He ambushed and tortured Harry at the Field Museum, searching Harry for Lasciel's denarius (which he believed Harry had bonded with) in order to return to his comrades, re-empowered. Harry ordered Mouse to kill Cassius; before the dog tore Cassius' throat out, the ex-Denarian managed to lay his death curse on Harry: "Die alone."

Chauncy

Chaunzaggoroth

See page 33.

Nick Christian

When Harry Dresden first came to Chicago, he wasn't yet a licensed private investigator and he had to work for three years for an established PI. Harry hooked up with Nick Christian of Ragged Angel Investigations; the case involving Faith Astor happened towards the end of this period.

Nick's a big guy, full of bluster and cynicism …but he has a conscience. While not fully in touch with the supernatural subculture, Nick's seen his share of the weird and terrifying.

Nick Christian can serve as a handy contact or mentor for starting characters. Ragged Angel Investigations could be their employers or involved in the mundane aspects of their adventures.

Reminder:
Call Nick about the thing in Hyde Park.

NICK CHRISTIAN

High Concept: PI with a Conscience

Skills

Burglary: Good (+3)
Deceit: Good (+3)
Driving: Good (+3)
Endurance: Fair (+2)
Fists: Fair (+2)
Investigation: Great (+4)
Presence: Fair (+2)
Rapport: Great (+4)

Assume other skills you'd expect for an experienced private detective are Fair; others default to Average & Mediocre.

Harry, did I even get close? I don't know the man.

Well...

Stunts

Takes One to Know One (Deceit): Christian can use Deceit instead of Empathy to catch someone in a lie.

Shake the Tail (Driving): Christian gets a +2 to Driving rolls to shake a pursuer.

Let me Buy You a Drink (Rapport): Christian gets a +1 to Rapport rolls used to gather information through chit-chat. Furthermore, he may use his Rapport skill rather than Empathy to "read" another character in social settings such as a party, a bar, etc.

Stakeout (Investigation): Christian gets a +2 to Investigation rolls when conducting surveillance.

Take a Punch (Fists): Christian is a tough SOB and has been hit often enough that it takes a real blow to get his attention. He gains Armor:1 vs. physical stress when someone attacks him with bare fists.

Stress

Mental OO **Physical** OOO
Social OOO

Notes

Nick operates on Mediocre initiative in a fight, but he swings Fair fists, and has **Armor:1** against bare fisted attacks.

Total Refresh Cost: –3 (Pure Mortal)

CORPSETAKER

High Concept:

Body-Jumping Necromancer

Other Aspects: Expert Among Novices; A Little Too Certain; Calm Sea of Insanity; Never Without my Minions

Skills

Conviction: Superb (+5)
Discipline: Superb (+5)
Lore: Great (+4)
Weapons: Good (+3)

Physical skills tend to be dependent on the physical body that Corpsetaker is occupying at a given moment, with some highly practiced physical skills (Weapons, for instance) remaining constant. Mental skills are Great or better; Social skills Fair or Good.

Powers

Extremely powerful caster. Offers challenge of Fantastic with mental attacks, if not better.

Necromancy offers at least a Great challenge. Assume a challenge of Great with other magic.

Role Spells

Body-Switch (Some kind of necromantic spirit evocation or ongoing permanent ritual effect, we think. Unknown shift count, but it's wicked powerful. It's now a thankfully lost art.)

Stress

Mental OOOO, extra mild consequence
Physical OOO (varies) **Social** OOO

Notes

The only way to beat Corpsetaker is to take her by surprise. Momentary victories can be won in a straight-up conflict, but usually she'll send her minions after the target and go on about her business; daily affairs such as murder are a trifle boring.

Total Refresh Cost: –17, minimum

This is an assumption on my part, but I don't see any way that Alicia Nelson's body could be a decent enough swordsperson to hold off Captain Luccio (in her original body) for long without some sort of skills-transfer.

Did Luccio have a means of resisting the switch-er-oo, or was it just tough luck for her?

Honestly, I don't know, and I'm not sure she does either. Bob?

It's possible there's a Seventh Law issue with even thinking about it. I won't go there.

Corpsetaker

Capiorcorpus

A physical description of the necromancer Corpsetaker is pointless thanks to her talent at body-switching. During the Dead Beat case, Corpsetaker started by inhabiting the body of Doctor Charles Bartlesby, jumped to that of Alicia Nelson, and finally switched again—in the middle of a sword fight!—with Warden Captain Anastasia Luccio. Then Harry Dresden shot Corpsetaker in the head.

Before she went down for the final count, Corpsetaker—also known as "Capiorcorpus"—was major-league dangerous, due to the combination of great necromantic power, vast amounts of skill (especially in mental magic), over a century of experience, and the perfect horrible calm of the completely insane. Dismissive of the mind-shielding techniques taught by the White Council, she could slice through mental blocks like a hot knife through butter (and thus stole Harry's copy of Die Lied der Erlking).

She competed with Grevane, a fellow Disciple of Kemmler, to raise and gain the power of the Chicago Darkhallow. With her servant—the ghoul Li Xian—as drummer, Corpsetaker raised a cavalry company of Civil War era ghosts as specters. In the face of interference from Harry Dresden and some of the Wardens of the White Council, she joined forces with Grevane and Cowl. As noted above, this was to no avail—she still got a bullet in the brainpan.

While this is pure speculation, it should be noted that Corpsetaker was highly adept at possession and body-switching. While it's supremely unlikely that she survived the battle at the Chicago Darkhallow by jumping into another body (or even shed a ghost that remained intact after the vortex exploded), if you have any evidence that Corpsetaker (or her ghost) has come back into play, contact your local Warden.

That's 1-800-WARDENS. I swear I'll modernize the Council one of these days, inch by inch.

The Circle (aka "The Black Council," "The Black Hats")

(See *Old World Order*, page 21.)

Harry Dresden has, for some time, suspected that the same "someone" (or "someones") is behind a lot of the dangerous individuals that keep crossing his path since he moved to Chicago. Someone helped train Victor Sells and gave him the recipe for ThreeEye. Someone gave the FBI Hexenwolves their belts and warned Denton about the White Council. Glau was the cut-out man, and someone sent the Scarecrow to kill him to cover the trail. Someone used Hellfire against Arctis Tor and its inhabitants. Someone took advantage of the Skavis' "culling" plan to use it to best advantage.

Cowl—a known member of the Circle—presented Bianca with the athame that Mab, the Winter Queen, now wields, and it might be helping drive her nuts…and someone might have driven the former Summer Lady, Aurora, nuts as well, sparking the events of Summer Knight.

Cowl—or the entire Circle—is the most likely Someone.

- Cowl
- Kumori
- Vittorio Malvora (deceased?)

Disciples of Kemmler

(See *What Goes Bump*, page 64.)

- (Heinrich Kemmler)
- Corpsetaker
- Cowl (?)
- Grevane
- Kumori (?)
- "Liver Spots" (Quintus Cassius)
- Li Xian (deceased)

For what it's worth, Cowl and Kumori denied any association with Kemmler or his Disciples during the Darkhallow.

COWL

High Concept:
Dark Wizard, Darker Agenda

Other Aspects: Plans Within Plans; Nigh Invincible; Allies of Convenience; Cautious, Not Timid; Magic From Beyond; Deliberate and Methodical

Skills and Powers

Cowl is someone you get around, not through.

Cowl's physical skill level is unknown, but he's tough as hell—dropping a car on him annoyed him. Assume a Good or Great challenge, but he has shown no interest in actually being damaged. Treat successful attacks on Cowl as maneuvers.

Socially, Cowl seems to know—or at least know of—everyone who's anyone in the supernatural community. He seems to be tight with the Vampire Courts and he's worked with the most powerful wizards in the known world. He has a legion of freaking uber-ghouls at his command in the Nevernever, for crying out loud. Assume a Superb challenge if you get into a tussle with him socially.

Mentally and Magically, he's nearly untouchable. With his Outsider magic, assume an Epic challenge, if not better (as in, spells directly designed to kill you will probably be Legendary). The most dangerous thing about him is that he won't hesitate to kill you with his magic—but he'll only do it if he really needs to.

Total Refresh Cost: –20, maybe more?



Cowl

Cowl is one tough customer. This is what we know: he's stronger, more disciplined, and more experienced in the use of magic than Harry Dresden and some of the people that Harry's tested his power against, like Justin DuMorne, the Leanansidhe, Ebenezar McCoy, and the least of the Faerie Queens. He uses necromancy and other forms of black magic (including what looks to be Outsider magic gleaned from beyond the Outer Gates). He can survive having a car dropped on him. He's good at opening up gates between the mortal world and the Nevernever, and closing other such gates. His magical senses are very acute. He's intelligent, perceptive, devious, and cautious. He's a long range planner—he was one of the figures on the dais at the disastrous masquerade thrown by Bianca St. Claire and gave her the athame that was presented to Lea (see "*The Circle*," page 127).

Otherwise, he is apparently human (not a creature of the Nevernever), hides his features, likes Goethe, disdains "the madman Kemmler," and has a disturbing amount of information on Harry Dresden. His voice seems not quite human, having a quavering buzz, and his words are slow, slithery, and uncertain, but clearly enunciated. He was willing to work with the Disciples of Kemmler to gain the power of the Chicago Darkhallow, though he thought that they and their master were crazy and dangerous. Despite all of this, he doesn't think that he *himself* is insane.

He associates with a woman named Kumori, who may or may not be his apprentice. According to what Kumori has told Harry, Cowl respects Harry a certain amount, but feels he's too raw and ignorant a practitioner—and therefore Cowl cannot protect him (?!), ally with him, or treat him gently. She also says that Cowl has

If Cowl shows up in your town, do NOT approach him. Contact your regional Warden commander and then RUN THE HELL AWAY. If you are not a Senior Council member or a Sidhe Knight, you are NOT nearly bad-ass enough to take him on (and even then, I have doubts).

contended with death curses many times and that he follows necromancy because the power of death can be used for good ends.

Cowl and Kumori attempted to steal Harry's copy of Die Lied der Erlking; when that failed, they disrupted Harry's binding of the Erlking and stole Bob the Skull for good measure. With Bob as a resource, Cowl had no need to track down The Word of Kemmler, and it positioned him to gain the full power of the Darkhallow. Unfortunately, a good right hook from Harry interrupted Cowl's attempt to consume the vortex of power, saving most of Chicago and possibly the world.

Harry next saw Cowl during the White Night case. While Harry was astrally spying on Grey Cloak (AKA Vittorio Malvora) using Little Chicago, Cowl popped up again in hologram form, as Malvora's mysterious master. Cowl sensed Harry's astral form and banished him with enough mental force that it *melted a hole* in Harry's focus—if Little Chicago hadn't acted like a circuit-breaker, that would have been Harry's *brain*. When summoned by Vitto during the duel in the Deeps, Cowl transported in a large number of uber-ghoul followers from the Nevernever, forced Harry's gate closed, and attacked with a bizarre blast/construct spell that looked like what you'd get if a comet and a pterodactyl had a kid.

His current whereabouts—and machinations—are unknown.

Joan Dallas

Looking at this plain-faced woman in her mid-40s, you'd never think that she's an important and sought-after producer in the adult film industry. Joan Dallas is a Jane-of-All-Trades in film production, able to do…well, everything involved with quick and dirty (in all senses of those words) film production. She's done engineering, set design, set construction, lighting, electrical work, and plumbing work, as well as operating cameras and wrangling performers. She's known and worked with Arturo Genosa for almost twenty years and has always been loyal to him, yet clear-eyed to his faults. (Perhaps that's why he made her Mrs. Genosa #4.)

Deirdre

Deirdre is a young woman with long dark hair, dark eyes, and a vaguely British accent. So what if her face is a little too lean to be conventionally pretty? It'd be so easy to be lulled by her nonthreatening appearance.

Don't be fooled.

Deirdre is one of the Order of the Blackened Denarius (page 53), a human host for a Fallen angel; we don't know its name. She is the natural daughter of the leaders of the Order, Nicodemus Archleone and Polonius Lartessa. Her features are a blend of her parents, especially around her eyes. Her personality is likewise a blend: a combination of Nicodemus' soulless calculation and Tessa's heartless selfishness.

Her relationship with her father is rather… unconventional, to say the least. Suffice to say that she is "devoted" to him. And she is almost always with him.

Joan Dallas

High Concept: Adult Film Producer

Other Aspects: Grounded and Competent; Jane Of All Trades; Sweet Tooth

Joan is Good People. To get on her good side, bring pastries.

Skills

Alertness: Good (+3)
Contacts: Fair (+2)
Craftsmanship: Good (+3)
Empathy: Fair (+2)
Rapport: Good (+3)
Presence: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Stunts

Jury-Rigger (Craftsmanship): Any efforts to jury-rig a repair last two scenes longer than usual.

Filmmaker's Eye (Alertness): Joan may use her Alertness skill rather than Investigation when searching a scene for clues.

Stress

Mental OO **Physical** OO **Social** OOO

Notes

Joan doesn't get into a fight. Strictly noncom.

Total Refresh Cost: +0 (Pure Mortal)

Billy, you're getting a bit crazy with the purple prose here. Keep an eye on it.

Weird, last time I saw her, she had bright red skin.

The sort of shape-shifting the Denarians can do has a certain amount of malleability to it. So, chalk it up to her whim.

Damned shape-shifters (literally!).

In her demonic form, Deirdre appears as a more or less human female, except with skin made of metallic-green scales, back-jointed lion legs, four-fingered hands sprouting claws, two sets of eyes (green and cherry red), a forehead sigil, and fifteen feet of metal-blade hair that whispers and strikes sparks against itself as she moves.

Harry Dresden first encountered her when she killed Francisca Garcia, one of the Churchmice, during the Death Masks case. Later, he determined that she was involved in some of the murders surrounding the case (Gaston LaRouche and Father Vincent, at the very least). After helping kill the Knight of the Cross Shiro Yoshimo, she escaped Chicago with her father—but not before Harry, Michael Carpenter, and John Marcone stopped the Denarian plan to use the Shroud of Turin to cause a massive magical plague.

After Harry choked Nicodemus past unconsciousness and dumped the Denarian's body into the freezing waters of Lake Michigan during the Small Favor case, Deirdre acquired a real "hate-on" for our hapless hero. She also slashed Karrin Murphy with her hair-blades and was blasted off of Thomas Raith's Water Beetle when Murphy drew Fidelacchius a half-inch from its scabbard.

Kim Delaney

A regular customer at McAnally's, Kim Delaney was a hedge wizard. Tall, buxom, with dark shiny hair and pale skin, her round cheeks were almost always involved in a smile. Her pleasant company was always welcome amongst the supernatural set. Harry Dresden considered her a "sometime apprentice."

While helping Harley MacFinn on the Northwest Passage Project, she discovered something about him: MacFinn was a loup-garou. Believing herself powerful and skilled enough to repair, or at least temporarily mock-up, something to contain MacFinn during his change, she pumped Harry for information on the symbols and specifics of the unfortunately broken triple circle that MacFinn had in the basement of his house at 888 Ralston Place.

Deirdre

High Concept: Daddy's Little Denarian

Other Aspects: Denarian Host; Cruel and Vindictive; Incest; Steel Scales, Steel Blades; Bloodlust

Skills and Powers

Much like other hosts of a Denarian, Deirdre is plot device powerful; she's physically more formidable than Cassius, but not as accomplished magically.

In mental conflict, assume she presents a Great challenge.

In physical conflict, she relies on her tremendous physical strength, metal scales, and long blades. Assume she presents a Fantastic challenge physically; her blades can keep a Knight of the Cross's hands full (treat them as Claws—Weapon:1—in addition to her combat prowess). Also, her Alertness is Superb, especially with regard to scent, and her hide is worth at least Armor:2.

Socially, she tends to rely on Nicodemus. Assume a Good challenge when he's not present, and she defers to Nicodemus when he's there.

She's not a spellcaster in the same sense that Cassius is, so she doesn't use magic offensively.

The Catch, if any, is blessed weaponry such as Swords of the Cross.

Stress

Mental OOOO **Physical** OOOO(OO), **Armor:2** **Social** OOO

Total Refresh Cost: Assume at least –15, if not much much more.

Kim Delaney

High Concept:

Sometime Apprentice of Harry Dresden

Other Aspects:

I Must Save Harley MacFinn

Skills

Conviction: Good (+3)
Discipline: Fair (+2)
Lore: Fair (+2)
Rapport: Fair (+2)

Most other skills default to Average or Mediocre, with a few at Fair.

Powers

Thaumaturgy [–3]

Specialties

Thaumaturgy (Wards); Power (Wards +1)

Stress

Mental OOOO **Physical** OO **Social** OO

Notes

Kim wasn't ready for any fight (never mind what she tried fighting). Her spells effects are all the slow and steady variety, via Thaumaturgy.

Total Refresh Cost: –3

Despite Harry's warnings (noted in the beginning of the casefile called Fool Moon), she attempted to bind the loup-garou and failed.

Harry still visits her grave on occasion and brings flowers.

Lucille Delarossa
"Raven Velvet"

If you are an aficionado of adult films, you may be familiar with Raven Velvet: an Amazonian brunette, well-muscled, with a pageboy haircut and a haughty look on her face. Born Lucille Delarossa, she was the star of numerous skin-flicks, many made by porno-auteur Arturo Genosa. Infatuated with her, Genosa married Lucille (making her Mrs. Genosa #2); after only a year or two, they divorced.

When it became known that Genosa was preparing to marry an unknown woman and make her wife #4 (thereby threatening the ex-wives' cushy trust-fund alimony payments), she joined together with the other Ex-Mrs. Genosas to form what Harry Dresden nicknamed "the Evil Eye Franchise" (page 226). As a part of this cult, she helped perform a ritual magic entropy curse. This curse, powered by He Who Walks Behind, was at the direction of Lord Raith of the White Court of vampires. It was intended to target women around Genosa in an attempt to eventually kill his prospective fiancée. Through this curse, Delarossa murdered at least three of Genosa's female associates, critically injured a fourth, and nearly killed two more. She also tried to kill Harry with a poisoned blow dart.

Unfortunately, when Lord Raith discovered that the entropy curse had targeted his favorite daughter Inari, he had Ex-Mrs. Genosa #1, Madge Shelly, kill Lucille to feed their Outsider sponsor.

Lucille Delarossa

High Concept: Arcane Dabbler/Adult Performer
Other Aspects: Jealous Ex
Skills
Athletics: Fair (+2)
Conviction: Fair (+2)
Deceit: Fair (+2)
Discipline: Average (+1)
Endurance: Fair (+2)
Rapport: Fair (+2)
Most other skills default to Fair or Mediocre, with a few at Average.
Powers
Ritual (Entropy) [–2]
Stress
Mental OOO **Physical** OOO **Social** OO
Notes
Poison dart aside, Ms. Velvet's chosen method of attack is from far away, with nasty magic.
Total Refresh Cost: –2

Ms. Demeter

See Helen Beckitt.

Agent Phil Denton

Agent Phil Denton was a tall, athletic FBI agent in his 40s, with jet black hair and eyes the color of woodsmoke. He came to Chicago with his team (see "*FBI Hexenwolves*," below) investigating the "Lobo Killings"—a series of brutal murders with a wolf-theme. Unknown to anyone, he was the person behind those killings…and others.

A good man once, he became jaded and driven to the point of madness in an attempt to take down the gangster John Marcone. With that goal in mind, he accepted the aid of a mysterious "someone" (see "*The Circle*," page 127) who gave him magical talisman belts that permitted him and his team to shapeshift into Hexenwolves. The corrupting influence of these belts led to murder, insanity, evil, and the agents' own destruction.

Denton skillfully played the loup-garou Harley MacFinn against Marcone at first, then used Marcone against Harry Dresden and the Alphas, before turning on Marcone and using him as bait for MacFinn. Harry took one of the belts for himself and fought with Denton, eventually beating him and taking Denton's belt away. Denton was shot and killed by Karrin Murphy as he tried to bludgeon Harry to death with a tree branch. (Harry was busy at the time killing the loup-garou.)

FBI Hexenwolves

(See *What Goes Bump*, page 91.)

- Agent Deborah Benn (deceased)
- Agent Phil Denton (deceased)
- Agent Roger "Roj" Harris (deceased)
- Agent George Wilson (deceased)

The entire "Evil Eye Franchise" was a textbook case of how a little knowledge can be really dangerous. They had no idea what they were messing with.

For Denton's stats, use Agent Deborah Benn's stat block, aside from the aspects; while there may be a skill point or two of difference, it's easier on the bookkeeping that way!

Aspects that make sense: Lover of Agent Benn; I Will Take Marcone Down; At Any Cost

My experience with the Hexenwolf belt reminds me about the danger of going down the dark path. It would be so easy.



I am really uncomfortable having my full name out there. Billy, can you just drop off the longer version?

Harry Dresden

Harry Blackstone Copperfield Dresden

NOTE: This write-up depicts Harry Dresden after the events of the Storm Front case.

Harry Blackstone Copperfield Dresden is the son of Malcolm Dresden (a stage magician) and Margaret Gwendolyn LeFay Dresden (a powerful wizard, leaning towards the dark). Both died tragically in Harry's youth: his mother in childbirth and his father when Harry was six years old. Named after three stage magicians, Harry traveled across the country with his father as Malcolm performed in third- or fourth-rate venues. After his father's death from a brain aneurysm, Harry became a ward of the state. He spent four years bouncing between foster homes and state orphanages, until he was ten. That's when his magical gift expressed itself (allowing him to win a long jump contest dramatically and break his leg). He was adopted two weeks later.

The man who adopted him, Justin DuMorne, was a wizard himself, a former Warden of the White Council and, unbeknownst to Harry, an associate of his mother's. Around this time, DuMorne also adopted Elaine Mallory, a girl of Harry's age who also had strong magical talent. As teenagers, Harry and Elaine fell in love. DuMorne began to train them in many things, including endurance of body, resolve of will, and the ways of magic. DuMorne's methods were harsh—Harry's shield training involved being pelted with baseballs.

During this time, Harry developed his basic tracking spell, used to locate his house keys. Over the years, this basic spell would be refined over and over again. He also explored mental communication with Elaine, as well as Warding and Veils. Even as youths, Elaine's skill and fine control was superior to Harry's, while Harry's raw power was stronger.

DuMorne at some point (possibly even before adopting Harry and Elaine) turned renegade, exploring fields of study unsanctioned by the White Council, with the aid of a Spirit of Intellect and Air bound to a skull (see Bob the Skull) that had once belonged to the legendary necromancer Heinrich Kemmler. One of these fields of study was enthrallment. Shortly after Harry's 16th birthday, DuMorne enthralled Elaine and attempted to do the same to Harry… but Harry escaped. DuMorne dispatched a "demon" (really, He Who Walks Behind, a

How come most of the pictures of me show me beat to crap, Billy?

Are you on a case right now, Harry?

Yeah.

Then you're beat to crap?

Oh. Right.

The Problem With A Well-Known Character

If you're familiar with Harry Dresden's casefiles, then you know Harry. This tends to mean that it's hard to pare down the list of possible aspects; there are too many options! It is this designer's firm opinion that Harry's list of aspects does not stay still for long. He's frequently swapping them and rewording them, giving us many possibilities over the course of his career. Here's a list of ones not on his "starting" sheet:

- The Building Was On Fire, And It Wasn't My Fault
- "He Did The Right Thing" (The epitaph his enemies put on his mock gravestone)
- Faerie Debts
- White Council's Black Sheep
- Apprentice to DuMorne, Student of McCoy
- Lost Items Found
- Murphy Pays the Bills
- In Love With Susan; later: My Girlfriend Is A Semi-Vampire
- I Trust My Brother
- Fallen Angel On My Shoulder
- Warden of the White Council (an update of his high concept, maybe—or a replacement of Perpetually Broke)
- Mentor to Molly Carpenter
- Cursed To Die Alone

powerful Outsider; see page 74) to destroy his fleeing apprentice.

With nowhere to turn, Harry discovered his faerie godmother, the Leanansidhe, who was sworn to protect him due to a bond created by Dresden's mother. Lea *did* something to Harry that helped enhance his powers (through the use of thorn manacles and magical exhaustion) to enable him to beat back the "demon" and take vengeance on DuMorne. This he did, banishing the "demon," destroying DuMorne's lab, and burning DuMorne to death.

At this time, Harry did not know of Elaine's enthrallment and also (wrongly) believed her to have perished in the conflagration. Harry took the spirit-inhabited skull—which he named "Bob"—from the smoldering wreckage of the lab and hid it.

Then the White Council caught up to him. Harry was nearly executed for using magic to kill DuMorne, but luckily the wizard Ebenezar McCoy stood up for him. (Unknown to Harry, McCoy was both his mother's former mentor and the Blackstaff of the White Council.) This placed both of them under the Doom of Damocles—at the time, Harry didn't realize that Ebenezar was also risking his life. On McCoy's farm in Hog Hollow, MO, Harry grew stronger in body, mind, and soul. He flourished under McCoy's tutelage, in both mundane and magical ways. At age 19, he left the farm, wandering for about a year before moving to Chicago.

There, in the Windy City, he applied for his private investigator license and worked for a PI named Nick Christian of the Ragged Angel Detective Agency. He spent three years with Ragged Angel; during that time he met a beat cop named Karrin Murphy and rescued a little girl named Faith Astor from the troll Gogoth. After that, he opened up his own business and listed himself in the phone book under "Wizards." He met a reporter for the Midwestern Arcane named Susan Rodriguez, had some dealings with Bianca St. Claire of the Red Court, began frequenting McAnally's, and took on Kim Delaney as a sometime apprentice. When Murphy was transferred to Special Investigations, Harry began consulting with the police on unusual crimes. He also had a disastrous appearance on The Larry Fowler Show around this time.

Harry is known for being stubborn, a smartass, dangerous, and chivalrous to the point of stupidity. He is one of the top forty or so wizards on Earth in terms of sheer power. He doesn't like using pentagrams in his thaumaturgy, since it causes many mundanes to scream "Satanist!" He has difficulty lying. He is also a creature of habit: he doesn't like change—same apartment, same car, same value meal at Burger King, every single time.

We need to remove this paragraph, Billy.

He's also honest, brave, and trustworthy. In the winter, he takes the time to shovel the sidewalk in front of his building (somewhat to curry favor with his almost-deaf landlady, Mrs. Spunkelcrief, but also to make his neighbors safer and happier). He has a cat named Mister, a much-repaired VW Bug named the Blue Beetle, an office, and a sub-basement apartment with a sub-sub-basement lab. His birthday is October 31—Halloween.

Harry favors fire, wind, and force spells. His skill with tracking spells is impressive. He's a dab hand (with Bob's help) at potions, summoning, and wards. He usually carries a blasting rod, a silver pentacle (inherited from his mother), a shield bracelet, and a force ring; he also has a staff and a gun.

Harry's stat block depicts him at the end of the Storm Front case (see *Character Creation* for how this was developed). Now out from under the Doom of Damocles, Harry takes the new Trouble The Temptation of Power. The aspect swap isn't a power-up (see *"Harry's Power-Ups"* on page 135) but it does get Morgan to lay off. Marginally.



HARRY DRESDEN

High Concept: Wizard Private Eye
Trouble: The Temptation of Power
Other Aspects: My Mother's Silver Pentacle; Epic Wiseass; Chivalry Is Not Dead, Dammit; Not So Subtle, Still Quick to Anger; Perpetually Broke

Skills

Alertness: Good (+3)
Athletics: Fair (+2)
Contacts: Fair (+2)
Conviction: Superb (+5)
Discipline: Good (+3)
Endurance: Great (+4)
Fists: Average (+1)
Intimidation: Great (+4)
Investigation: Fair (+2)
Lore: Good (+3)
Presence: Average (+1)
Rapport: Fair (+2)
Scholarship: Average (+1)
Stealth: Average (+1)
Weapons: Average (+1)

Stunts

Listening (Investigation): +4 to rolls to hear things, but Alertness drops to Terrible while Listening.

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Lawbreaker (First) [–1]

Specializations

Evocation: Elements (Fire, Air, Spirit); Power (Fire +1)
Thaumaturgy: Control (Divination +1)

Rote Spells

Fuego (fire attack, four shifts): directs a tight beam of magical fire (Weapon:4) at a target. Requires his blasting rod to cast.
Shield (spirit block, four shifts): creates a hemispheric shield in front of Harry's wrist and acts as either Armor or a block. Usually, Harry uses one shift for persistence, so he can do something else in the following exchange without renewing the shield. Requires the shield bracelet.
Forzare (spirit attack as force, three shifts for a Weapon:3 attack): sends out waves of force attacking a nearby enemy. Has the added benefit of not setting everything on fire.

Focus Items

Staff (+1 Offensive Control for Spirit)
Blasting Rod (+1 Offensive Control for Fire)
Shield Bracelet (+1 Defensive Control for Spirit)

Enchanted Items

2 slots kept open for potions and other "consumable" items.

Stress

Mental OOOO, +1 mild consequence
Physical OOOO **Social** OOO

Notes

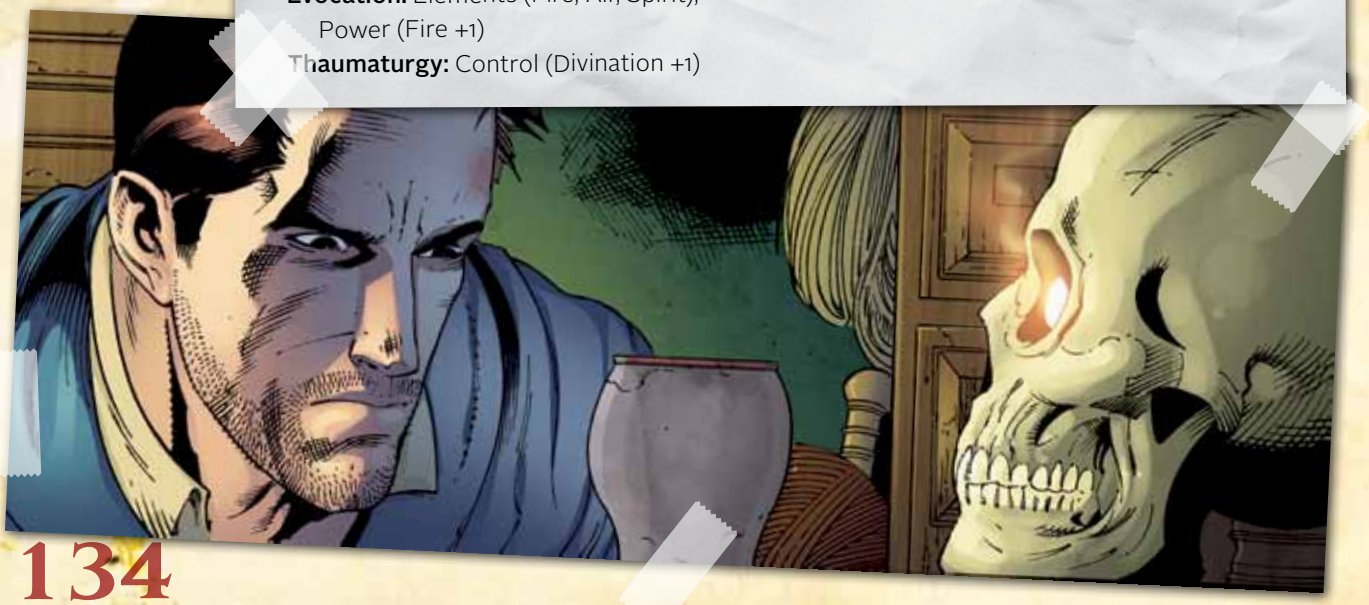
Good initiative, Fair on most defenses unless he's able to bring magic to bear. Uses spells for maximum advantage, able to safely control 3-4 shifts of effect, but can pump out much more if pressed.

Total Refresh Cost: –9

I'm not beat to crap in this picture!

That's early in the case. Plus there's a bruise on your forehead.

Dang it!



Harry's Power-Ups

Through the course of The Dresden Files, Harry learns a lot, he's pushed to the edge more times than he can count, and the nature of his relationships changes. In game terms, he's also gaining a point of refresh every casefile or two—Harry undeniably grows in power over time. He also picks up the odd skill point and changes his aspects (see "*The Problem With A Well-Known Character*"). He's a dynamic character, which is reflected in his sheet: it's never the same version twice. The world changes with him, too, as new characters are introduced, enemies made, and so on. Here's a quick thumbnail of how his write-up might change, primarily in a system sense, over the course of his major cases.

Fool Moon: Gains a point of Refresh from a major milestone, which he likely puts towards Refinement to increase his magical arsenal (item slots). Also gains a skill point. This was a pretty long case—it's possible that he had a significant milestone in the middle somewhere also, gaining a second skill point.

Grave Peril: Major showdown suggests that, even though it's the very next casefile, it counts as a major milestone—he gains another point of Refresh here (bringing him to 12) and another skill point. Harry puts a lot of his juice into Refinement, this time possibly picking up an Earth elemental familiarity for his Evocation.

Summer Knight: He probably gains a skill point here from a significant milestone. He's getting more experienced, but no clear power-ups here.

Death Masks: Lore (Denarian, Knights of the Cross, vampires). This definitely goes down as a major milestone, giving him a point of refresh and a skill point. Harry ends up touching a Denarian coin at the end of this. He picks up the shadow of Lasciel, which begins access to Hellfire (by way of Sponsored Magic). That would normally cost him 2 refresh, but it takes a while expressing itself, so we figure he gains one point of refresh here and invests it in eventually taking that on in full. As always, big aspect changes here.

Blood Rites: "Lash" begins giving Harry access to that Hellfire we talked about. This case was a long one, and brought a lot of changes into Harry's life, so we figure it counts for a major milestone. Usually these won't come as quickly in a normal game, but trust us—if you'd read the casefile, you'd agree it was a big deal. We figure some sort of back-room deal got cut between Harry's player and his GM, "paying forward" the point of refresh due at the end of this story arc to cover the rest of the Sponsored Magic (Hellfire) cost.

Dead Beat: Harry taps into some necromancy here, but it's a brief flirtation (even though it had big results). He gets death cursed (aspect swap!). This feels like a significant milestone, gaining him a skill point.

Proven Guilty: Harry is *loaned* a one-time use of Summer Magic. That's a plot device instead of a sheet alteration. Significant milestone here, but again, not major…we figure the GM's taking a bit of a break from that. So, skill point, and maybe an aspect change to tie into his apprentice's Doom.

White Night: This case brings a major milestone at its end, giving him a point of refresh and a skill point. Harry's angling for a deep sheet rewrite at this point, as he loses the shadow of Lasciel and, thus, Hellfire. But those points of refresh are almost certain to get spent on future improvements. Little Chicago gets some play here, but it's unclear how that manifests—is it a complex high quality spell component, or an actual focus item investment, or a special plot contrivance concession by the GM? Jury's out—each GM out there might run it differently.

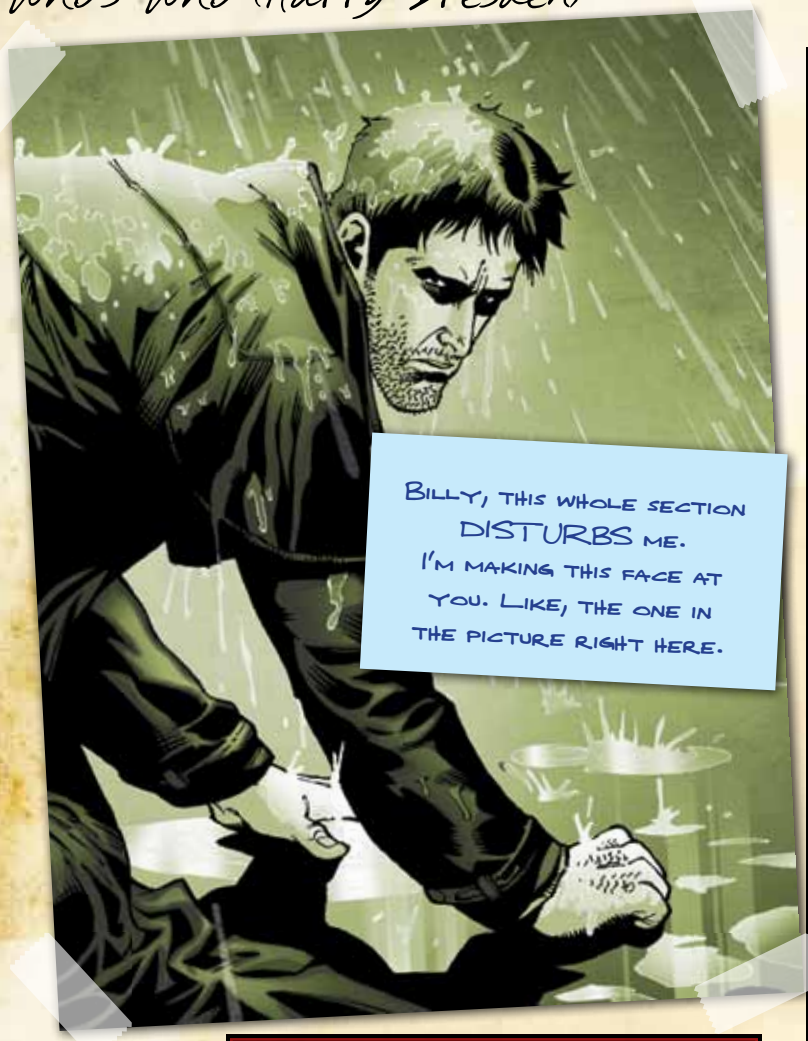
Small Favor: Here, Harry is at the top of his powers—mental, physical, and magical. The events of this case push him farther than ever before. Harry might spend a point of refresh for some more Refinement focused on item slots; before this story arc even starts, he upgrades his shield bracelet with another plus or two. This is a major milestone for sure, as he has a lot of minor cases around this time…and we start to hear talk of "Soulfire," which means that upgrade is not far away.

By this point, Harry's gained at least five to six points of Refresh (making him a base 16 character!) and a solid handful of about ten more skill points, making him as scary an opponent as many of the creatures you see in these pages. In his case, he's been careful to spend refresh only when he has it available—but he always rides right at the edge, rarely having a moment where his effective refresh is above a 1. Which would be why his cases always start with him clueless and behind the 8-ball, if you ask me.

Hm, so the advancement from Fool Moon is where I got the "slots" to make my force ring? Makes sense.

Re: Soulfire — I think I got another gift from Jake: the left-handed catch of Shaggy Feather's nickel was not normal.

I don't think I did ask you!



A World Without Harry?

Given the seeming importance of Mr. Harry Dresden, the world will massively change at a couple points if he's taken out of the picture—any of these might be a great start for a campaign. While Harry is capable of handling many issues that come up, he's absolutely, positively the only person who could have succeeded in four situations:

1. Stopping Nicodemus and the Plague Curse.
2. The Darkhallow (only Harry—along with Lash's shadow, Mouse, and Bob—could have stopped the event).
3. Rescuing Molly from Arctis Tor.
4. Saving the Archive from the Denarians during the Small Favor case.

Not to mention, if he failed in the Summer Knight case, we might be living in an ecological post-apocalypse scenario, with the Summer and Winter Courts permanently imbalanced. Maybe it's better if you keep him around?

The Dresden-less Files

So, a powerful and important wizard like Harry Dresden is cramping your Dresden Files RPG campaign's style?

Easy solution: Kill him off.

There are plenty of times when Harry could have taken a permanent dirt-nap. Here are some likely scenarios:

Pre-Storm Front: Killed by He Who Walks Behind or in the confrontation with Justin DuMorne.

Storm Front: Killed by Kalshazzak or Victor Sells.

Fool Moon: Killed by the lycanthropes, the hexenwolves, or the loup-garou.

Grave Peril: Eaten completely by the Nightmare, or not revived in Bianca's basement (this scenario might mean there's still a ghost of Dresden out there).

Summer Knight: Killed by the chlorofiend or the Winter Knight, or in the Faerie War over Chicago.

Death Masks: Killed by Nicodemus.

Blood Rites: Eaten by Inari Raith, who's now a White Court vampire.

Dead Beat: Killed by Li Xian and Corpsetaker (as Sigrun Gard *claimed* was his fate), by Cowl, or by Quintus Cassius in the Field Museum, or by Morgan after Harry appeared to kill Luccio. Possibly taken over by Corpsetaker.

Proven Guilty: Sold on eBay to the Duchess Arianna Ortega of the Red Court, killed by the Reaper phobophage in Arctis Tor, or killed by the White Council trying to protect Molly.

White Night: Killed by Cowl or in the collapse of the Deeps (along with Lara Raith).

Small Favor: Killed in combat against any of the waves of gruffs, in Union Station by the hobs, or in either of two opportunities going up against the Denarians.

(If you're a little leery about taking Harry out utterly, see "*I'm Not So Wild About Harry*" on page 137.)

This section disturbs me too, honestly. And I wrote it!

Billy, this is another section where I am NOT amused.

I'm Not So Wild About Harry (Alternate Dresdens)

There are a number of times where Harry Dresden could have made a different choice (or suffered a different fate), which would have changed the overall nature of the Dresdenverse. If you don't like Harry Dresden as the hero portrayed in his case-files, make him a villain—or at least an anti-hero.

Here are some suggestions for "alternate Harrys":

Pre-Storm Front: Harry (and Elaine) are Justin DuMorne's thralls; Harry is DuMorne's enforcer.

Storm Front: Mr. Dresden, Supernatural Security Consultant to John Marcone.

Fool Moon: Harry the Hexenwolf (he keeps the belt he stole).

Grave Peril: Count Harry of the Red Court (infected by Bianca or Susan).

Summer Knight: Winter Knight Harry (he accepts Mab's offer).

Death Masks: Harry Denarian (he accepts Lasciel's coin); there are *two* chances for this.

Blood Rites: Harry Dresden-Raith, husband to Lara Raith (basically Lara's sex-slave or thrall).

Dead Beat: Harry Demigod (he consumes the Vortex rather than Cowl).

Proven Guilty: Winter Knight Harry or Harry Denarian.

White Night: Harry Dresden-Raith or Harry Denarian.

Small Favor: Winter Knight Harry or Harry Denarian (though this latter one is *very* tenuous). Slightly more likely is Harry taking up Nicodemus' offer of support, since they seem to have common enemies.

The three most likely options for an alternate Harrys are Winter Knight Harry, Harry Denarian, or Harry Dresden-Raith. Of those, "marrying" Lara is possibly the biggest stretch, and accepting Lasciel's full power, the least.Which says something about Harry, doesn't it?

I have nightmares about some of this stuff.

Malcolm Dresden

There was once a man who was generous, kind, and honest—one who didn't really value material gain. He was a tall, spare, stoop-shouldered fellow, with dark hair, steely blue eyes, and strong hands. This was the stage magician Malcolm Dresden. While touring, he met a woman on the run and fell in love.

The woman was Margaret "Maggie" LeFay, who had a mysterious past she didn't like to talk about. Perhaps Malcolm was a little naïve, but (as far as Harry knows) he never really questioned her about it. Maggie and Malcolm got married; she was soon pregnant. Unfortunately, she died giving birth to that child: Harry Dresden.

While Maggie's death haunted Malcolm, he tried to be the best father he could to little Harry. He took the boy on the road with him as he played third- and fourth-rate venues, entertaining children in hospital wards and the elderly in nursing homes. While he was always a bit of a hopeless loser, a soft touch, and worn by the cares of providing for Harry, he did his best and told his son stories about his mother every night.

When Harry was six, his father died of an aneurism.

During the Fool Moon case, Harry heard a few rumors from a demon (Chaunzaggoroth, page 33) about his parents, one of which was that Malcolm's aneurism was "unnatural." During the events of Dead Beat, Harry dreamt of his father twice; both of these dreams seemed more *real* than typical ones. Before the Chicago Darkhallow, the image of Malcolm let Harry know he was not allowed to contact him until others "crossed the line." After the Darkhallow, the image of Malcolm comforted Harry regarding the death curse of Quintus Cassius, "DIE ALONE," telling his son that everyone dies alone—the doorway is one person wide—but that doesn't mean one has to be alone before, nor is one alone after.

We can only speculate about Mister Dresden's stats; he'd probably be a fairly typical mortal with good Perform and Rapport skills. Suggested aspects might be Stage Magician; I Will Provide for my Son.

Harry – I decided to leave your parents without stat blocks. Seemed to me you'd want it that way.

Thank you, Billy. Truly.

You know, it could easily be said that I have "fallen in with bad company" too, given my association with Thomas Raith, Lara Raith, Marcone, and even Lasciel (if people know of that). The more I think about Mom fleeing Lord Raith—and abandoning Thomas to him—and the Outsider thing and meeting my Dad, I worry about it all just being a set-up. Like, did she really love him? Did she really love me?

Maggie Dresden

Margaret Gwendolyn (LeFay) Dresden (aka "Maggie")

Tall, with dark hair and eyes, and sharp, striking features, Maggie LeFay turned heads—and not just for the way she looked. A most direct, willful, arrogant woman, she was also cunning and had a powerful magical talent. A real dangerous wizard, all around.

The apprentice of Ebenezar McCoy, she rebelled when he pushed her too hard and got too involved in her life. She ran away, raised some Hell (literally!), and turned the White Council's own Laws against itself (according to Ebenezar McCoy). She is known to have violated the first Law of Magic, as well as others; the Wardens were ordered to arrest her on sight, and she would have been tried and executed in moments.

During this period of bad behavior, she fell in with bad company. Some of her acquaintances and associates from this time included ex-Warden Justin DuMorne, the demon Chaunzaggoroth (page 33), the Leanansidhe, Nicodemus (leader of the Order of the Blackened Denarius), and Lord Raith (leader of the White Court of vampires).

The association with Lord Raith deepened into something else. In addition to their association and mutual aims (whatever they were), Maggie fell under Raith's enthrallment. Together, they had a son: Thomas Raith. She raised Thomas for five years before *something* happened, something which gave her nightmares as well as the strength to break free of Lord Raith's control. She escaped, leaving a silver pentacle with Thomas.

She went on the run for two years, evading her former allies, the Wardens, and Ebenezar McCoy himself. Within the year, she had met a man—not a wizard or grand monster, but a simple mortal: a stage magician named Malcolm Dresden. The combination of her fears and the presence of this good, kind man helped her repent of her past misdeeds. Malcolm and Maggie fell in love and got married, and soon she was pregnant.

As her child's birth date approached, she spoke to Lea and got the faerie's promise to look out for her unborn son, mentioning something about sacrifice that the faerie didn't understand.

Maggie died in childbirth of a ritual entropy curse directed by Lord Raith. But before she died, she did two things: 1) she left a mystical message for her sons, if/when they ever locked eyes in a soulgaze; and 2) she laid her death curse on Lord Raith, a complex binary enchantment, bound to the lives of her sons, that prevented him from feeding on the energy of his prey, permanently weakening him

Malcolm cared for their son, Harry Dresden, telling him stories every night of Maggie, and passing along her silver pentacle amulet and a Polaroid of her in front of the Lincoln Memorial (wearing the pentacle). Unfortunately, Harry's youth and Malcolm's lack of knowledge of the supernatural side of Maggie's past meant that the boy never got a full picture of who and what his mother was and the things she had done. After Malcolm died, the boy was eventually adopted by Maggie's former associate Justin DuMorne.

During the Fool Moon case, Harry heard a few rumors from a demon (Chaunzaggoroth, page 33) about his parents, one of which was that Maggie had had dealings with it, and others in the underworld, on numerous occasions. And that she repented of her actions before her death—a great loss for "the dark prince." In Death Masks, a woman appeared in one of Harry's dreams who seemed familiar and helped quell his nightmares…Harry suspects it may have been his mother.

The events of the Blood Rites case gave Harry clearer insight into the life and actions of his mother. He discovered his half-brother Thomas Raith, received the mystical message from her when he and Thomas shared a soulgaze, and learned of her death curse on Lord Raith. This granted Harry needed insight, knowledge, and power. And in White Night, he discovered what gave her the strength to break free of Lord Raith's control: the potential for a child to be born with power over Outsiders, requiring a complex confluence of events, energies, and circumstances. That special child was and is Harry Dresden—proven by his ability to banish He Who Walks Behind, the Outsider sent to kill him by Justin DuMorne.

We just don't know enough about Ms. Dresden to get a stat block that's anything but a wild guess. Much like Harry's father, there's little point in a full block. If you need one, borrow another wizard's block and use aspects like Wizard on the Run; Raith's Ex; Checkered Past; etc.

Drulinda

AKA "Constance Bushnell"

Constance Bushnell used to play a LARP—a live action roleplaying game—called Evernight that revolved around the machinations of a bunch of vampires living under the radar in Chicago. She was dumpy and unattractive, and the other players made fun of her. About a year prior to the events of the "It's My Birthday, Too" casefile, she ran away from home and found some real vampires—Black Court vampires. They weren't much like the vampires in the game at all. But she achieved her goal: they made her into one of them.

Calling herself "Drulinda" (her Evernight character's name), she returned, vengeful and insane, to wreak havoc on those who had teased her. A master vampire, she made two minions out of security guards in her assault on the Valentine's Day LARP being held after hours at Woodfield Mall.

Unluckily for her, Harry Dresden, his apprentice Molly Carpenter, and his half-brother and White Court vampire, Thomas Raith, were on hand to stop the bloodbath.

Use Master Black Court Vampires (page 84) for her stats. Maybe toss in a LARP-related aspect, because that'd be kind of awesome.

Yeah, that whole "endurance of pain" thing backfired on Justin a bit. Train your apprentice to resist crazy amounts of pain, and maybe your little "chain of electric eels" spell won't slow him down as much as you were counting on. Dumbass.

Justin DuMorne

The apprentice of Simon Pietrovich, Justin DuMorne was once a Warden of the White Council. Indeed, he participated in the final (or, at least, most recent) defeat of the dark necromancer Kemmler. And there, in the wreckage of Kemmler's lab, he found the skull.

DuMorne used the spirit bound to the skull to deepen his studies, especially of things that pushed the edges of the Laws of Magic, if not transgressing them completely. He kept its existence secret. At some point, he quit being a Warden and went renegade, associating with unsavory characters like Maggie LeFay.

A decade after Maggie's death, her son Harry Dresden, residing in a state orphanage, first displayed magical talent. Two weeks after that, DuMorne appeared and adopted him; he soon also adopted a young girl named Elaine Mallory.

Without the Council's knowledge, DuMorne began training the two children as his apprentices, teaching them self-reliance, the endurance of pain, and the ways of magic. DuMorne used harsh methods to teach magical skill: Harry's shield training involved being pelted with baseballs. During this time, he used the skull-spirit to research enthrallment magics. He enthralled young Elaine, but failed with Harry. The boy escaped. DuMorne sent something horrible after Harry, to chase him down and destroy him: the Outsider known as He Who Walks Behind.

Unbelievably, young Harry somehow banished the Outsider and returned to destroy DuMorne—the man he had loved like a second father, until DuMorne betrayed him.

It all ended in fire for Justin DuMorne. But what was he doing with Maggie, and during that decade before he adopted Harry? Who knows what machinations he was involved in, what plots and plans and legacies of his remain, silent and waiting to this day?



Justin's penchant for wearing a lot of black silk and leather, and the fact that his staff was carved to resemble a cobra, should have been big clues he was heading for the Dark Side.

Elder Brother Gruff

AKA "Tiny"

Elder Brother Gruff—known as "Tiny" in the notes on the Small Favor case—is *several* feet taller than a Winter ogre or troll, possibly weighing in excess of five tons. He prefers, in battle, to wear translucent crystal armor and wield a sword that's as long as a car.

At McAnally's (neutral ground under the Unseelie Accords), a hostile meeting between Harry and Tiny was diffused when Karrin Murphy stood up to the gruff; her argument was that attacking Harry (as a citizen of Chicago and therefore under the protection of its mortal authorities—i.e., *her*) would equate to the Summer Court declaring war on Chicago… Would Titania want *him* to decide such a policy? Tiny, out of respect for her courage (and her point), deferred.

In the battle at Union Station, Tiny took one of Harry's force-ring blasts, fought off several hobs, and then got hit by a ward ("living lightning") of Sigrun Gard's construction. The lightning took his left leg off at the knee.

When Harry offered him mercy, Tiny was shocked—but accepted it. He warned Harry that his eldest brother would eventually arrive to fight him.

See the Elder Gruff stat block on page 44.

Eldest Brother Gruff

It's likely that Eldest Brother Gruff (EBG, for short) is the leader of all gruffs. He's certainly powerful enough.

Though no more than 5' 2" tall, his limping footsteps resound very loudly. He appears as a typical gruff (with a long white beard), wearing a cowled robe. This robe is belted with rope,

Justin DuMorne

High Concept:
Sadistic, Power-Mad Warlock

Other Aspects: Cruel and Vicious; Teacher of Harry Dresden; If I Can't, Nobody Else Will; Contact with Outsiders; I Laugh at the Laws; I Demand Obedience

Skills
Contacts: Good (+3)
Conviction: Superb (+5)
Discipline: Great (+4)
Endurance: Fair (+2)
Lore: Great (+4)
Presence: Good (+3)
Resources: Good (+3)
Scholarship: Fair (+2)
Weapons: Good (+3)
Most other skills default to Average or Mediocre.

Powers
Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–3], at least
Lawbreaker (Seventh) [–1]
Lawbreaker... He has a few more of these.

Specializations
Evocation: Elements (Spirit, more); Power (Spirit +2, plus more); Control (Spirit +1, plus more)
Thaumaturgy: Control (Summoning +1), Complexity (Wards +1)

Focus Items
Staff (+2 Offensive Control, +1 Offensive Power for Spirit)

Stress
Mental OOOO, +1 mild consequence
Physical OOO **Social** OOOO

Notes
DuMorne has focused much of his magic on the Spirit element, specifically for effects that target the mind (enthrallment, beguilement, illusion) and quick ectoplasmic conjurings (eels that come out of thin air to bind and shock an opponent). He's able to muster 5 shifts of effect with casual controllable ease (which likely informs his unlisted rotes), and several shifts more if he's drawing deep.

Total Refresh Cost: at least –11, probably closer to –14 or more.

This is largely speculation, and is incomplete. I decided not to press Harry on more details about DuMorne beyond what I already know.

with three purple stoles looped through it. This indicates that EBG has defeated *three* Senior Council members in duels. He also tends to carry a rune-carved staff (much like Harry Dresden's, page 132).

After Tiny's defeat, the task of killing Harry fell to EBG, although he seemed to like and admire Harry. He waited for Harry to use fire magic, so as to track him—which Harry did, on the Island where the Archive and Marcone were being held by Nicodemus and the Denarians (page 53).

EBG's power level is shown in his "fight" with Magog. *One shot* of gold-green energy, and the Denarian's body was consumed by wildflowers afterwards.

After sharing a braying laugh with Harry over the inscrutability of women (be they mortal or fae), EBG was confronted with an important question from the wizard: in what order does he serve Summer and the Queen? For Summer's goals—both the Archive and Marcone free of Denarian control—had already been achieved.

Harry demanded his boon of the Summer Court (due to his being a member of the Order of the Silver Oak) from EBG: an actual, freshly-made, Chicago doughnut. With white frosting and sprinkles. EBG, with a knowing grin, agreed, and quit the field of battle. Harry's request provided EBG with a devious way to avoid killing him since, once the gruff and Harry both left the island, the matter would be considered closed.

The desired doughnut appeared in due course.

It was a PERFECT doughnut.

Elidee

Elidee is a tiny wyldfae, about the size of an ant, who glows with scarlet light. Too small to be heard by mortals, she blinks twice for "no" and once for "yes."

To pay back a favor to Toot-toot, she agrees to guide Harry Dresden to the courts of Maeve, the Winter Lady, and Aurora, the Summer Lady, during the Summer Knight case.

Elidee is another plot-device power level creature – but she falls off the lower end of the scale, rather than the upper.

Eldest Brother Gruff

High Concept: Eldest Gruff
Other Aspects: Sense of Honor; Mageslayer; Enjoys A Good Chat
Skills and Powers

The Eldest Gruff has all the powers of the Elder Gruffs, minus the size, plus the array of abilities that powerful White Council wizards have at their disposal.

See Elder Gruff, page 44.

Mentally and Socially, assume a Superb challenge.

Physically, there's no reason not to assume that this gruff presents a Superb, if not Fantastic challenge.

Magically, assume a Fantastic challenge, possibly Epic.

Stress

Mental OOOO **Physical** OOOO
Social OOOO

Notes

Enough clout to thrash a couple Denarians as an "oh, by the way" on its way to confronting Our Hero. To beat the Eldest Gruff, you need to out-think the situation he represents—bonus points for making use of the faerie "law" of bargains and favors, as Harry did. He's clearly willing to bend, so long as he doesn't break, the terms of his assignments.

Total Refresh Cost: Lots, possibly an equal to Nicodemus.

I wonder if Eldest is a gruff Sidhe. Seems likely.

I do think this guy kind of liked me. Would've killed me all the same, though.

The Erlking
aka "Der Erlkoenig"

What we know of the Erlking has been compiled by the wizard Peabody in a slim—and exceedingly rare—volume called Die Lied der Erlking.

Apparently, the Erlking is a considerably powerful high Sidhe wyldfae, related to goblins—a ruler, a master of that kind. It's said that the book contains a summoning chant to attract the Erlking's attention.

A possible counterpart of the Faerie Queens, he is a hunter spirit, associated with primal violence. He holds dominion over the spirits of fallen hunters; the energy of the hunt; and the excitement, hunger, and bloodlust it engenders. Devious, cunning, strong, and swift, he is one of the faeries empowered to call up and lead the Wild Hunt, calling up hunters' sprits to become

It's odd for a book so potent to have such atrocious use of the German tongue.

Peabody goofed it up? I'll have to needle him about that next time I see him.

Reminder — talk to Thomas re: WH.

Sometimes I wonder why I always end up pissing off entities like the Erlking instead of ones like Elidee.

his hounds (there seem to be others who can do this, but the Erlking is the most important). These spirits are powerful shades.

There is some confusion on whether he preys upon children, heralds their deaths, or guards their souls.

When he manifests in the human world, he takes the form of an 8' tall humanoid hunter in close-fitting leathers, matte-black mail, and a bucket helmet with stag horns. His eyes burn with amber fire. He communicates mind-to-mind, eschewing words. He rides a black horse, carries a black sword, and is surrounded by black hounds.

The Erlking is cunning, devious, ruthless, and swift. He respects daring, arrogance, and predators of any species. But that respect goes only so far. Attempting to hinder him, or the Wild Hunt, makes you prey. If a predator, and lucky, you may join the Hunt. Otherwise…

No one has ever escaped the Wild Hunt, or the Erlking. No one.

Harry Dresden, for having the temerity to summon and bind the Erlking before the Chicago Darkhallow, is a marked man. Only his audacity in attempting this feat, plus the raising of Sue the Zombie Dinosaur, allowed him a brief respite. The Erlking has promised that the next time their paths cross, he will run Dresden down.

There are some in Faerie who seek to capture or kill Harry Dresden and deliver him (or his remains) to the Erlking, expecting a boon in return. The likelihood of this is up for debate.



Wyldfae
(See *What Goes Bump*, page 36.)
- Elidee
- Erlking
- Gogoth
- Toot-toot (and the Za Guard)

The Erlking

High Concept: Der Erlkoenig
Other Aspects: Lead the Hunt; Track The Prey; Ride it Down
Skills and Powers
This guy has Faery Queen level power. Stats are meaningless; he's a force of nature. Escaping the Hunt would require a magical or physical feat of **at least** Legendary level. Your only hope of winning a contest against him is socially. A smooth talker with a Fantastic result might—if other circumstances are just right—convince the Erlking on the hunt to pass by.
Total Refresh Cost: Ha!

Mister Ferro

High Concept: Ferrovax the Dragon
Other Aspects: Behold and Despair, Mortal; A Fine Offering; A Worthy Foe Should Be Respected; I Know Your Name
Skills and Powers
When Ferrovax is in his humanoid form, assume he presents a Superb or Fantastic Mental or Magical challenge. Physically, he's about Superb.
Ferrovax claimed that if he revealed his true form it would shatter Harry's mind. When he's in his true form...run away. If you can't run away, throw your best spell at him (or swing a Holy Sword) and hope you get a Fantastic or better result. It might slow him down a moment. Maybe you'll even live.
Notes
It's pretty clear that for all his power, Ferrovax still has the classic dragon soft spot for treasure. Our bet is that your best chance appealing to his greed.
Total Refresh Cost: Lots—at least –20 or –25 lots.

Ferrovax

aka "Mister Ferro"

His true form would crack the earth upon which he stands and would humble, awe, and destroy the sanity of anyone looking at him using the Sight. He is the oldest and strongest dragon left alive. He is calmly, knowingly arrogant. He is one of only a score of Freeholding Lords. He is Ferrovax.

To interact with mortals in a less mind-blasting fashion, "Mister Ferro" usually appears as a human male of indefinite years with intense green eyes. He seems to have good relations with the Leanansidhe, he respects the Knight of the Cross Michael Carpenter, and he has little respect for Harry Dresden. He is a master of Name Magic, able to bring a powerful wizard to his knees with only a fraction of his True Name. It is rumored that he is also skilled at earth magic.

During the Grave Peril case, Ferrovax received a gift from the Red Court vampire Bianca St. Claire: a cask, about as big as a breadbox, which contained something that glittered and shone. After touching it, he called whatever it was a fine offering.

Freeholding Lords

Freeholding Lords are powerful beings, signatories to the Unseelie Accords, and are thus entitled to rights under them. There are maybe twenty of them in total; here follows a list of those we've heard about:

- The Archive
- Vlad Drakul (NE)—a half-demon scion; father of Vlad Tepesh Dracula (NE); former master of Kincaid
- Ferrovax
- John Marcone—the first "vanilla human" Freeholding Lord
- Donar Vadderung (NE)—CEO of the Monoc Securities Corporation; may be Odin; employer of Sigrun Gard
- Semi-Immortal Shapeshifter Guru in the Ukraine (NE)
- Another dragon (NE)

Fix

The Summer Knight

(See "*The Changelings of Summer Knight*" on page 97 for more details.)

As a changeling, Fix was short (about 5'3") and slender, yet surprisingly strong. Quite handy, he could fix nearly anything (hence his name) and he crafted interesting items—like Meryl's denim-and-silverware armor, worn when the two of them accompanied Harry Dresden and the Alphas during the Faerie War over Chicago. At the end of the case, he Chose to become mortal and take up the mantle of power of the Summer Knight.

Today, Fix is a cheery and still slender man, but he's taller (about 5'9"), with cabled muscles, sunburned copper skin, and shoulder-length blonde-white hair. Confidence and strength shine from him as if he were a star. Still handy, he's repaired the Blue Beetle on at least one occasion, and he made Harry a unicorn's mane rope that was enchanted with strength enough to hold an ogre.

Despite the fairly big favors he owes Harry, the Summer Queen has compelled him not to personally help the wizard, for Harry killed Titania's daughter—Aurora—in the course of the Faerie War. The debts owed Harry by Lily and Fix were transferred to Charity Carpenter during the Proven Guilty case; it's possible this canceled out all of Fix's obligations to Harry.

As a Sidhe Knight, Fix has access to levels of power unmatched by all but the strongest wizards. The mortal champion of the Summer Court, he is one of only two beings associated with Faerie allowed to act in affairs not directly related to the fae. As a servant of Summer, he has a facility with faerie magic related to fire and light—think flaming sword action and fireballs. However, he may be getting as crabwise and squirrelly as the rest of the Sidhe.

This version of Fix as Summer Knight is built on the notion of just-beyond-a-high-powered-starting-PC. He's got at least 40-odd skill points going on, and he's spent a little more refresh than a starting PC could. But he knew the ropes, at least a bit, before accepting the Summer Knight mantle. A Summer Knight with fewer skill points and fewer powers—or one with much *more* overall power—is definitely in the scope of possibility. It's a question of experience, which is why we've got 'em listed as a playable option over in *Types & Templates*.

Are dragons really this bad?

You expect real dragons to be slain by knights with lances? Don't think "**Arcanos Bestiary,** page 74," think "Irresistible Force of Nature."

Since Cowl—and possibly Kumori—were up on the dais there with Bianca, I wonder if the Circle slipped something to Ferrovax. Scary.

Fix was deliberately geased during the Small Favor case to not warn me about the gruffs. With effort, he did remind me about the silver oak leaf pin.

Fix

High Concept: Summer Knight

Other Aspects: I can Fix That; Beholden to Titania; Loyal to a Fault; Tortured by Maeve; Sword of Summer's Flame; I Have Chosen Mortality

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Contacts: Fair (+2)
Conviction: Fair (+2)
Craftsmanship: Superb (+5)
Deceit: Fair (+2)
Discipline: Good (+3)
Endurance: Great (+4)
Fists: Fair (+2)
Intimidation: Fair (+2)
Lore: Average (+1)
Might: Fair (+2)
Rapport: Fair (+2)
Presence: Good (+3)
Weapons: Great (+4)

Most other skills default to Mediocre, with a few at Average (Guns might be Fair).

Stunts

Jury-Rigger (Craftsmanship): Any jury-rigging repairs made last two scenes longer than usual.

Swing for the Fences (Weapons): +2 to an attack made with the Weapons skill, but all his Defense or Block actions made with Weapons, Fists, or Athletics suffer a –2 penalty until his next turn.

Powers

Seelie Magic [–4]
Marked by Power [–1]
Item of Power [+2]: Sword of Summer's Flame, granting the following powers when held by the Summer Knight:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Toughness[–2]
The Catch [+1] is trappings of Winter.

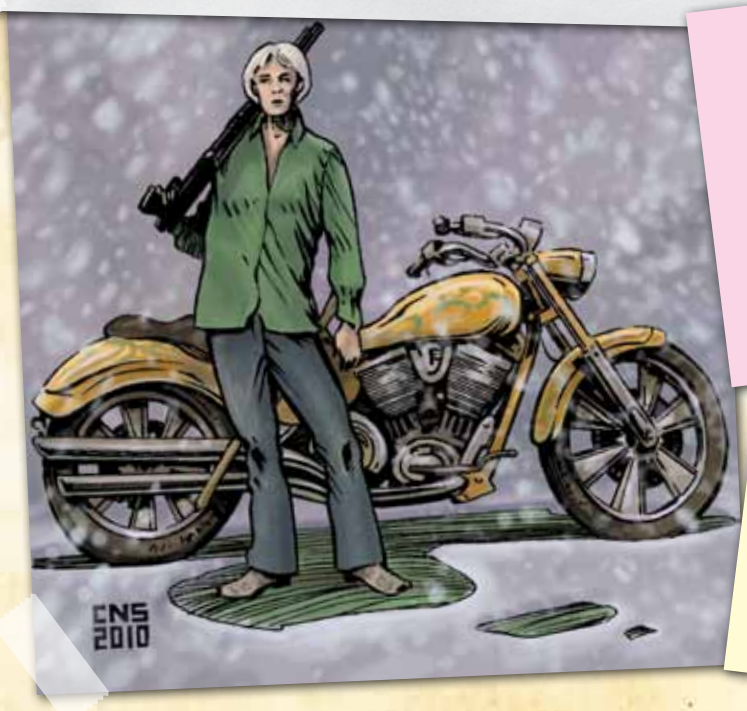
Stress

Mental OOO **Social** OOOO
Physical OOOO(OO), **Armor:1**

Notes

Fix is talented with a sword (Great Weapons), preferring light blades (**Weapon:2**) even when not using his sword of office. Initiative is Good, though when he wields his sword, it jumps to Epic. Putting Summer-imbued strength behind the blows means he's effectively swinging a **Weapon:4**. The sword also counts as a bit of Summer magic, which makes it a particular bane for creatures of the Winter Court. Then add in his Seelie Magic, allowing Summer-fueled evocations of at least a couple shifts as well as the occasional ritual—though he's still mostly a newcomer to spellcasting. Fix is a very skilled tinker as well, so you can never be sure what gadget trickery he might bring to a fight. He's got power, but he's also got versatility—a scary combination.

Total Refresh Cost: –10



Fix thinks the White Council is fighting the Vampire War too defensively. I tend to agree with this, but since he's now inextricably tied to the Fae (specifically Summer), I have to wonder why he said it to me.

I'll stat up Larry Fowler — Aspects: Blowhard Jerk, I Have a (Crappy) Talk-Show, Laughingstock of Chicago. That's it.

Someone sounds bitter.

Father Anthony Forthill

Father Anthony Forthill of St. Mary of the Angels in Chicago is an interesting fellow, with one of the most fascinating backstories that has been revealed in the corpus of The Dresden Files.

First, he is not just a priest, but also a lawyer: he passed the bar before he took Holy Orders. Then, as a seminarian, he and his buddies (including Father Vincent, page 238) hunted down and killed a vampire that had killed two people in their town. Then these seminarians all went out, got drunk, got tattoos, and formed the Eye of Thoth (page 72), an organization dedicated to being always watchful against the forces of darkness.

His involvement with the Eye of Thoth is probably what brought him into contact with the Church's "Supernatural Witness Protection Program" and the Knights of the Cross. Forthill serves as an advisor and coordinator for the Knights, specifically for his friend Michael Carpenter and his family. He counsels the Knights and can arrange to get messages to them, wherever they are. He's also comfortable with being yanked around by the Knights' divine serendipity, being present to offer a wise word or even just a babysitter when Michael needs to go out and war with evil.

Even among wizards, he has a reputation as a good man. On at least one occasion, he got Harry Dresden a five gallon drum of holy water to take down some ghouls.

Forthill is a medium-sized, roundish guy. He is balding—where he still has hair, it's greying. Behind wire-rimmed spectacles, eyes of robin's egg blue peer out, kind, welcoming, and penetrating.

Father Forthill

High Concept: Priest in the Know
Other Aspects: Advisor to Knights; Pax Christi; I Just Happened to be in the Neighborhood; Eye of Thoth; St. Mary of the Angels is my Fortress

Skills

Contacts: Fair (+2)
Conviction: Superb (+5)
Discipline: Good (+3)
Empathy: Great (+4)
Investigation: Fair (+2)
Lore: Good (+3)
Presence: Good (+3)
Rapport: Good (+3)
Scholarship: Great (+4)

I'm not much for the church thing, or even the God thing, but Father Forthill is good people.

Most other skills default to Mediocre, with a few at Average or Fair.

Stunts

Blessed Words (Conviction): Forthill's faith is rock-solid, and obvious to those who would do him harm. Forthill may use his Conviction skill for Block actions in physical conflict.

Canon Lawyer (Scholarship): Forthill receives a +1 bonus to Scholarship checks related to law, and an additional +1 to checks related to Roman Catholic theology and canon law.

Counselor (Empathy): Forthill's skill can be used to justify another character's recovery from moderate or severe social or mental consequences, provided he's able to provide them the full extent of his services as a counselor.

Powers

Bless This House [–1]
Guide My Hand [–1]

Stress

Mental OOOO, extra mild consequence
Physical OO **Social** OOOO

Notes

While he might not fight on the front line, Father Forthill is exactly the sort of defensive ally you want against the supernatural. The subtle benefits offered by his stunts and powers could make all the difference.

Total Refresh Cost: –5

Mister Franklin

One of Marcone's Mafia (page 186), Mr. Franklin is a man of medium height and build. During the Death Masks case, he was sent to whack the fake "Father Vincent" (actually Quintus Cassius in disguise) as he left a taping of The Larry Fowler Show. Harry Dresden, who thought he was helping the real Father Vincent find the Shroud of Turin, also came under fire.

Later, at the Chicago Historical and Arts Society gala at the Marriott, where Marcone was to receive the Shroud from the Churchmice, Mr. Franklin appeared dressed as hotel security.

I think we'll stick with "Made Man" stats for Mr. Franklin for now.

Francisca Garcia

High Concept: Churchmouse Burglar

Skills

Alertness: Good (+3)
Athletics: Fair (+2)
Burglary: Great (+4)
Contacts: Fair (+2)
Deceit: Good (+3)
Endurance: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Scholarship: Fair (+2)
Stealth: Fair (+2)
Other skills default Average or Mediocre.

Stunts

Churchmouse (Burglary, Deceit): Garcia understands the security procedures and systems used by most churches and church-owned facilities. Garcia gains a +1 to Burglary and Deceit checks to gain illicit access to such facilities.

Cat Burglar (Burglary): Garcia may roll Burglary rather than Stealth when hiding or skulking.

Stress

Mental OO **Physical** OOO **Social** OO

Notes

She can fire a gun, but with her, a gun's more about the promise of violence than actually committing it. Once the supernatural stuff starts happening, she's in over her head.

Total Refresh Cost: +0 (Pure Mortal)

The Churchmice

The Churchmice were an organized, tight-knit group of thieves that specialized in robbing sanctuaries and cathedrals. Their cell-phones and yacht were registered to a company called Quebec National, Inc.

They finally came to ruin after being hired by John Marcone for several million dollars to steal the Shroud of Turin. This brought them to the attention of the Order of the Blackened Denarius. Only one Churchmouse survives: Anna Valmont.

- Francisca Garcia (deceased)
- Gaston LaRouche (deceased)
- Anna Valmont

Francisca Garcia

A superb thief, Francisca Garcia had never been arrested—she had no criminal record. One of the Churchmice, she specialized in religious burglary. While of average height and build, she had intriguing curves, a devious mind, and a British/Spanish accent. She was killed on the yacht Etranger by the blade-like metal hair of Deirdre.

Sigrun Gard

"Amazon Gard"

Sigrun Gard—Ms. Gard, if you please—is a Nordic angel: coldly beautiful, tall, leggy, blue-eyed, solidly-built, and blonde. An employee of the Monoc Corporation, she works as a (supernatural) security consultant for John Marcone. She cannot reveal any of her subcontracted employers' secrets without explicit permission by her employer or an authorized delegate.

Harry Dresden first met her during the Death Masks case; she was responsible for the wards around Marcone's estate that tore up Bob something fierce. During Dead Beat, she mentioned that it was Harry's fate to have died in the alleyway, killed by the ghoul Li Xian; Harry was saved only by Marcone's interference, which—she claims—will have consequences. She believes that Marcone is too trusting.

Away on assignment for Marcone during the White Night case (probably collecting information on the supernatural community for him), Harry next encountered her during the "Heorot" case. It was then that Harry began to find out more details about Ms. Gard.

She can wield a double-bladed axe with dexterity and aplomb. She knows about Marcone's safe houses (mundane, magical, or both). She has access to the power of runes unfamiliar to Harry. She can sense certain monsters that even Mouse cannot. She fights with a berserker-like fury. A grendelkin calls her a "Geat bitch" and "Chooser (of the Slain)." She is descended from Beowulf. She looks thirty, but she's over a thousand years old.

It all adds up to one thing: for all practical purposes, Sigrun Gard is a valkyrie. (Although she is generally unfamiliar with pop culture and big swaths of mortal history, she tends to play Wagner's "Ride of the Valkyries" when piloting a helicopter.)

I think Hendricks might be a little sweet on her.

SIGRUN GARD

High Concept: Honest-to-Odin Valkyrie
Trouble: On Marcone's Payroll
Other Aspects: Chooser of the Slain; Runecaster; Icy Beauty; Descendent of Beowulf; Scryer

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Burglary: Great (+4)
Conviction: Fair (+2)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Superb (+5)
Fists: Good (+3)
Guns: Good (+3)
Investigation: Good (+3)
Lore: Great (+4)
Might: Good (+3)
Presence: Good (+3)
Survival: Good (+3)
Weapons: Superb (+5)
Other skills default Average or Mediocre.

She kissed me once, you know. My reaction triangulated somewhere between shock, arousal, and fear.

My love life is weird.

Stunts

Berserker (Weapons): Gard may choose to go berserk in a fight. Once she enters this mode, she must attack her foes until she or they are dead. While berserk, she gains a +1 to her attacks and her attacks all do +1 stress if they hit, but all her defense rolls are made at –1.

Powers

Supernatural Senses [–2] Gard can sense the threads of fate, able to tell when someone is fated to die, or track down a creature she is fated to confront. There may be other things she can determine as well.
Inhuman Strength [–2]
Supernatural Recovery [–4]
Sponsored Magic (Runes) [–4]

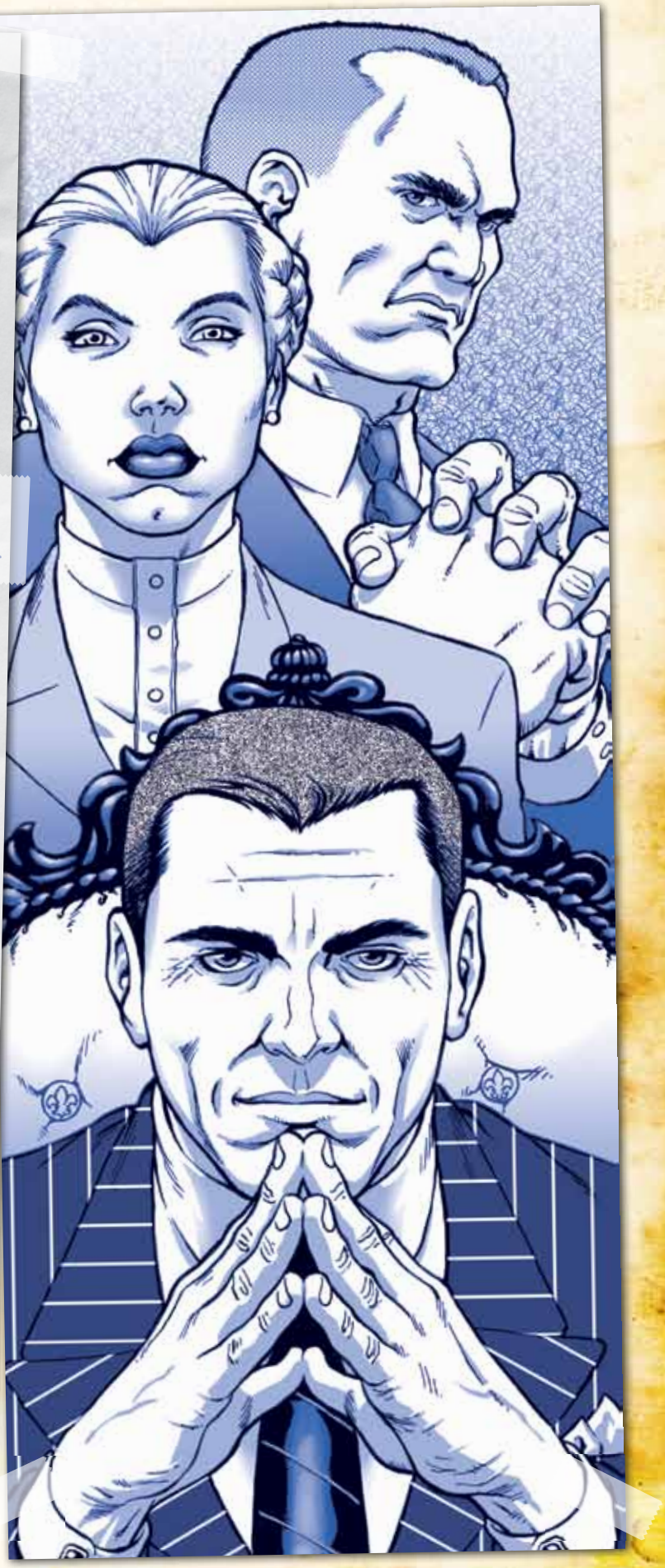
Stress

Mental OOO **Social** OOO
Physical OOOO, extra mild consequence

Notes

We're not quite sure what Gard's rune magic is, nor the exact source of its power. She's carved a rune into the eye of her battleaxe (**Weapon:3**), at the least, which may mean its damage can't be treated as simply mundane. With a thousand years of battle experience, she is a true terror to her enemies.

Total Refresh Cost: –13



During the Small Favor case, Harry saw her almost completely disemboweled; she used superglue to patch herself up and was still feisty. He was able to come to an agreement with her regarding the use of her "secondary collection" (in addition to her primary collection, for Marcone's purposes) of blood and hair samples of the mortals in Marcone's organization: Harry swore by his power that he would not use any but Torelli's and Marcone's samples. Also, Harry was bound to return the samples upon Gard's request.

She protected this secondary collection by placing a rune of "living lightning" upon the collection's location (locker 2-14 of Chicago's Union Station). This trap really messed up Tiny.

Harry believes he saw her looking with her "death-sight" at Michael Carpenter during his team's extraction from the Island.

It is strongly suspected that Gard took Thorned Namshiel's coin to the Monoc Corporation's "home office."

Boss, from studying your notes and nosing around a bit, I suspect that being a valkyrie isn't like being a vampire or a fae, but more like having a job with ***really*** *good perks. Research continues.*

You know, Genosa is the first non-supernatural guy I've ever come across who didn't get all skeptical or think I was nuts when I told him I was a wizard. Probably because he's pretty superstitious. It was kinda nice to be treated at face value.

The Gatekeeper (aka "Rashid")

The Gatekeeper is the member of the Senior Council of the White Council who is charged with watching and guarding the Outer Gates (and possibly the flow of time). Even the Merlin himself shows the Gatekeeper respect, for he knows things even wizards shouldn't know. (It's theorized he sends messages back to himself from the future.)

The Gatekeeper's name is Rashid. He is known to and friendly with many in the Nevernever (specifically Queen Mab of Winter) and seems to spend much of his time there. He is exceptional at opening and closing portals into the Nevernever. Extremely tall (7') and thin, he always wears a robe with a purple cowl that—while it shows bronze skin and a thin grey beard—usually hides his eyes (one is dark, and one is silvery and reflective). The quietest of the Senior Council, he speaks with a British-tinged Indian or Middle Eastern accent. While kind, he is resolute in his duties.

He has aided Harry Dresden on a few occasions, most notably in two cases. The Gatekeeper provided advice, an ointment that permits one to see through fae glamours, and a shard of the Stone Table during the Summer Knight case. And during Proven Guilty, he claimed his right to vote at the kangaroo court warlock hearing of Molly Carpenter, and he deliberated just long enough for a quorum of Senior Council members to arrive…with her father, Michael Carpenter, the Fist of God in tow.

If it's one thing that the Gatekeeper has down cold, it's *timing*.

Arturo Genosa

A tall, vigorous man in his 50s, Arturo Genosa has a strong face with smile lines, a boater's tan, a magnificent head of silver hair, and a short dark beard. He laughs often, falls in love often and passionately, eats well, drinks well, and smokes cigars (despite his high blood pressure). Genosa gives manly hugs; cares about his family, friends, and employees; is rather superstitious; and tells great stories in his thick Greek accent. He's worth at least 4 million dollars.

He is also a genius filmmaker. Specifically, he is an auteur of pornographic movies, combining an artist's eye, a belief in sex as natural, and the use of real people as actors of various shapes, sizes, ages, and ethnicities. He has even been recognized in mainstream media outlets for his revolutionary, honest, upbeat outlook.

After twenty years, he left Silverlight Studios to form his own production company. He has also been married three times previous to his current marriage. The combination of these two things led to the tragedies that brought Harry Dresden into his life during the Blood Rites case.

Women associated with Genosa began dying in bizarre ways. Harry quickly determined the how: an entropy curse. But figuring out the why was the real trick. A nexus of greed and hatred was created through several factors: Silverlight Studios was a White Court vampire front; Genosa was flouting their authority through the subject matter of his films and by breaking away from the studio; he was in love, and thus not directly touchable by the White Court; and his upcoming marriage would end the generous alimony payments to his three ex-wives.

Arturo Genosa

High Concept: Producer and Director of Adult Films

Other Aspects: Triple Exes; Superstitious; Live Life to the Fullest

Skills

Alertness: Fair (+2)
Contacts: Fair (+2)
Conviction: Fair (+2)
Empathy: Good (+3)
Presence: Fair (+2)
Rapport: Good (+3)
Resources: Great (+4)
Most other skills default to Average or Mediocre.

Stunts

Bon Vivant (Rapport): Genosa gains a +2 to Rapport rolls made when he's "living it up"—having a drink, telling a joke, and enjoying the company of others doing the same.

Stress

Mental OOO **Physical** OO **Social** OOO

Notes

An atypically nice guy, given his line of work, who really respects the people he works with. Don't worry about fighting Arturo. Worry about his friends.

Total Refresh Cost: +1 (Pure Mortal)

Genosa Productions

When Genosa ended his contract with Silverlight Studios, he was able to take some talent with him. During the events of the Blood Rites case, the following people were involved in his attempt to start his own production company:

- Sheila Barks (NE)—Genosa's personal assistant (deceased)
- Bobby—actor
- Joan Dallas—producer/cinematographer/et al.
- Harry Dresden—production assistant
- Emma (NE)—actor (deceased)
- Arturo Genosa—executive producer/director
- Giselle (NE)—actor; seriously injured
- Jake Guffie—actor
- Inari Raith—associate production assistant; seriously injured
- Lara Raith—actor
- Madge Shelly—hospitality (deceased)
- Trixie Vixen—actor (deceased)
- Stacy Willis (NE)—Genosa's driver (deceased)

The Gatekeeper

High Concept: The Gatekeeper

Other Aspects: Tall but Hidden; Cryptic Wisdom; Kind but Resolute; A Contact on Every Plane; Rumored Chronomancer

Skills

Athletics: Fair (+2)
Contacts: Superb (+5)
Conviction: Superb+? (+5)
Discipline: Superb+? (+5)
Endurance: Fair (+2)
Lore: Fantastic (+6)
Presence: Superb (+5)
Rapport: Good (+3)
Survival: Good (+3)

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [–0]
Wizard's Constitution [0]
Refinement, x10, at least [–10, at least]
The Gatekeeper can be considered plot-device-powerful. We can only speculate on his preferred elements (although chronomancy suggests spirit to me), focus items, and rote spells as Harry hasn't really seen him in action. It's safe to assume an Epic or even Legendary challenge when casting with a preferred element.

Stress

Mental OOOO, extra mild consequence
Physical OOO
Social OOOO, extra mild consequence

Notes

The real potency of the Gatekeeper may be impossible to quantify. This is a man who manages to watch over the multiform threads of time itself without going nuts and without breaking the Laws of Magic. To say that he's likely to see you coming is a bit of an understatement.

Total Refresh Cost: We've listed –17 so far, and that's probably just a starting point.

If you ever talk with the Gatekeeper, you'll get the feeling he knows a helluva lot more than he's letting on. I mean, all the time. Like, if you asked him what he wanted on his pizza, he'd nod sagely, then say something cryptic that only makes sense in retrospect.

Heh. The Gatekeeper, eating pizza. I amuse myself.

I don't think Arturo's movie is ever gonna come out. I mean, we really didn't end up filming that much of it, what with the ritual entropy curse, the Black Court vampires, and the White Court vampires.

And you never even took your camera to the set to take pictures for me, boss. I'm upset.

Get used to disappointment, Bob.

Somebody had Glau killed to cover-up elements of the Proven Guilty case. But who?

The ex-Mrs. Genosas—Madge Shelly, Lucille Delarossa, and Trixie Vixen—formed the Evil Eye Franchise, under the watchful eye of Lord Raith. The Franchise then began lobbing ritual entropy curses at all of the women around Genosa.

Luckily, Harry Dresden with the aid of Thomas Raith stopped the madness, permitting Genosa to marry his fourth wife: his friend and long-time associate filmmaker, Joan Dallas.

Lucius Glau

If you didn't know Lucius Glau was a jann, you'd probably think he was just a very ugly man—small, pasty-skinned, frog-faced with a grotesquely wide blubbery mouth, limp and stringy black hair (in a bowl cut, no less!), extra large wide-rimmed glasses, and a wheezy, nasal voice. But once those rubbery lips stretched wide—wider than they should—you'd see his teeth: solid serrated triangles, like a shark.

Glau would never win any beauty contests, but in the courtroom, he was a star: brutal, thorough, confident, sharp. A shark, indeed. And, as personal advisor and legal council to Madrigal Raith (and his alter-ego, Darby Crane) and his father before him, Glau put in plenty of court time.

During the Proven Guilty case, Glau hit Mouse with a van, helped Madrigal Raith kidnap Harry Dresden and auction him off on eBay, and shot Detective Rawlins. He was later ripped apart by the Scarecrow, chosen as the first target of opportunity. Harry suspects that Glau was a cut-out man, killed to cover the trail.

See page 77 for the scant additional stuff we have to say about janns. Probably a touch of Inhuman Speed, though that's a maybe, and the Claws ability to represent those nasty teeth.

Gogoth

Gogoth is a troll that lived under a bridge in Chicago. He's none too bright. Harry and Murphy first met while fighting Gogoth and rescuing Faith Astor during the "Restoration of Faith" case. Gogoth was split open and thousands of miniature trolls ran out; it's possible that they're still infesting that bridge. (It's unknown if they can recombine into one troll, or if they are each on their own, in competition.)

Stats-wise, Gogoth's no different from your garden-variety Bridge Troll (page 51).

Chicago Cops

(See *What Goes Bump*, page 65.)

- Commissioner Howard Fairweather (NE)
- Grayson (NE)
- Detective Sergeant Greene
- Rudolph

(For a list of SI cops, see Chicago PD: Special Investigations Unit, page 200.)

Detective Sergeant Greene

The best homicide detective in the state of Illinois is Detective Sergeant Greene. You'd never know to look at him: average height, late 40s, overweight, balding, no personality. But look past that, and you see a steely and dangerous man.

A born skeptic, he has little time for people like Harry Dresden or those that associate with him—like Karrin Murphy and her Special Investigations Unit. Whether his distaste for Murphy is solely due to this or to Greene's association with FBI agent Rick Boughton—Murphy's ex—is unknown.

This antipathy was probably not helped by Harry verbally slapping Greene and Boughton down for illegally interrogating a juvenile (Molly Carpenter) without her parents' consent during the Proven Guilty case.

I ran out of space for Detective Sergeant Greene's stats. My notes:
Aspects – Chicago Police Detective; Born Skeptic; Just the Facts
Top Skills – Intimidation at Good, Investigation at Great.
Stunts – I'd give him a few Investigation and Intimidation stunts.

Gogoth was last seen at the North Avenue Bridge. Some of the mini-trolls might have re-established themselves. Billy, check it out if you have a minute.

Will do, boss.

Jenny Greenteeth

Jenny Greenteeth was a Sidhe of the nixies of faerie-kind (pages 49 and 47) and a member of the Court of Maeve, the Winter Lady. She appeared as a tall, slender girl, pale of skin, emerald of hair, with supple curves. Her face was sweetly angelic, that sort of girl-next-door pretty and sexy. All this hid her green teeth and bloodlust.

Harry Dresden first encountered her during the Summer Knight case, where he successfully resisted her charms. Later, she was seen leading shellycobbs (page 49) during the Faerie War over Chicago. Because of the Alphas' participation in killing the Tigress and following Harry during the Faerie War, Maeve sent Jenny to disrupt the wedding of Billy Borden and Georgia McAlister.

During the "Something Borrowed" case, Jenny kidnapped Georgia, placed her in an enchanted sleep, stashed her in Undertown, and surrounded her with shellycobb guards. Then she took Georgia's place in the wedding, hoping to get Billy under her thrall. Luckily, this plan was foiled by Harry and Karrin Murphy, though Jenny nearly drowned Murphy in a punchbowl. Billy and Georgia (released from her sleep by Billy's kiss) transformed into their werewolf forms and killed Jenny together.



How to put this delicately? Billy, you and Georgia didn't actually, um, SWALLOW when you chowed down on Jenny, did you?

Nah, we just gnawed on her a lot. You ever taste alligator meat? It tastes like a cross between whitefish and chicken. Jenny Greenteeth was like that, only with this even weirder minty-rot flavor underneath. Not very appetizing, I must say.

Um, ew. TMI!

Jenny Greenteeth

High Concept: Maeve's Nixie

High Concept: Cruel; Sexy

Skills

Alertness: Fair (+2)
Deceit: Great (+4)
Athletics: Great (+4)
Fists: Great (+4)
Stealth: Good (+3)
Most other physical skills default to Average, the rest to Mediocre.

Stunts

At Home in the Water (Athletics): +2 when using Athletics while swimming.

Powers

Aquatic [–1]
Glamours [–2]
Incite Emotion (Lasting Emotion, At Range) [–3]
Beguile/Attract/Lassitude
Inhuman Strength [–2]
Inhuman Recovery [–2]
The Catch [+1] is cold iron and the like.

Stress

Mental OO **Physical** OOO **Social** OO

Notes

She uses Glamours to look like what she's not, and Incite Emotion—almost, but not quite, redundant with her Glamours—to smooth any rough patches in the disguise. Between the two, she can lay a sleepy whammy on someone, given enough time (which she had, with a captive Georgia). She was a nasty piece of work. Rest in pieces, bitch.

Total Refresh Cost: –10

Let's not delve on this one. I'm uneasy as it is with the level of detail going in here about the Carpenters. We may need to delete a lot of this stuff and focus on the bad guys out there.

Gregor

Gregor was a charismatic sorcerer who ran a cult/coven that Charity Carpenter belonged to twenty years ago. He only started exploring the very edges of what was permissible *after* an unknown Warden of the White Council showed up to interview the cult members, describe the Laws of Magic, and warn them about breaking those Laws. After that point, Gregor began pushing the boundaries, performing ever more dangerous summoning spells, and trading (possibly killing) his followers for more power.

He eventually connected with the dragon Siriothrax. When he chained Charity to an iron post for the dragon to consume, he wasn't expecting someone to show up to save her. But someone did: Michael Carpenter, Knight of the Cross, saved Charity and killed Siriothrax. When the dragon died, Gregor went completely mad. We believe Gregor did not survive the encounter.

Gregor

High Concept: Mad Sorcerer
Other Aspects: Curiosity Killed the Summoner; Pawn of Siriothrax

Skills
- **Conviction:** Good (+3)
- **Discipline:** Good (+3)
- **Endurance:** Fair (+2)
- **Lore:** Good (+3)
- **Presence:** Good (+3)

Powers
- **Evocation** [–3]
- **Thaumaturgy** [–3]
- **The Sight** [–1]
- **Soulgaze** [–0]
- **Lawbreaker (First)** [–1]

Specializations
- **Evocation:** Elements (Water, Earth, Fire); Power (Earth +1)
- **Thaumaturgy:** Control (Summoning +1)

Stress
Mental OOOO **Physical** OOO **Social** OOOO

Notes
Throws around 3-shift evocations pretty easily, but really this is your average run of the mill evil sorcerer.

Total Refresh Cost: –8

Gregor's Cult

(See *What Goes Bump*, page 61.)
- Charity Carpenter
- Gregor
- (A dozen or two other kids.)
- Sirothrax

Grevane

Grevane was what you think of when someone says the word "necromancer": a big man with a long grey face, pale and leathery skin, thick grey sideburns, and a scar on his upper lip. Plus, a strong British accent.

In terms of necromancy, Grevane was strong. He favored zombies to other forms of undead, and Quintus Cassius served as his drummer.

Grevane was a smart opponent. He targeted medical examiner Waldo Butters during the Dead Beat case, knowing that "Bony Tony" Mendoza had hidden some information on his corpse regarding The Word of Kemmler. When he met Harry Dresden, he offered the wizard a lieutenancy before sending his zombies after him; later in the case, he offered a truce. And he already had a copy of Die Lied der Erlking, long before any of his necromantic competitors did. And when the Chicago Darkhallow situation was complicated by the arrival of Harry and a team of Wardens, he ceased his internecine squabbling with Corpsetaker in order to take on their mutual foes. He was killed by Warden Carlos Ramirez during the Darkhallow.

Grimalkin

Grimalkin is a Sidhe of the malks (pages 49 and 47) of faerie-kind and a member of the Winter Court. He has been seen in the company of Maeve, the Winter Lady, and Mab, the Winter Queen. (During the Small Favor case, he served as Mab's "voice.")

While usually well-hidden in shadow, his tortured catlike voice comes from near the ground and, judging from the position of his gleaming yellow-green feline eyes, he cannot stand more than twenty inches tall. He serves Maeve as hunter, watcher, and guide. He was once bound to speak truth by Harry Dresden, who forced him to repeat himself three times.

Sure, Grevane was smart, but not smart enough to realize I wasn't really interested in the whole necromancy gig. Moron > Smart!

GREVANE

High Concept: Master Necromancer

Other Aspects: Disciple of Kemmler; Never Without My Zombies; Dead Calm

Skills

Alertness: Fair (+2)
Athletics: Fair (+2)
Conviction: Superb (+5)
Discipline: Superb (+5)
Endurance: Fair (+2)
Lore: Superb (+5)
Presence: Superb (+5)
Weapons: Good (+3)

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [–0]
Wizard's Constitution [0]
Sponsored Magic (Kemmlerian Necromancy) [–2]
Refinement [–5]
Lawbreaker (First) [–1]
Lawbreaker (Fifth) [–1]

Specializations

Evocation: Elements (Air, Earth, Spirit); Power (Earth +1, Spirit +2, Air +1); Control (Spirit +2)
Thaumaturgy: Control (Necromancy +2, Summoning +1, Divination +1); Complexity (Necromancy +2, Summoning +1, Divination +1)

Stunts

Finely Tuned Third Eye (Lore): Grevane has a "sixth sense" for noticing the supernatural; he gains a +2 to Lore checks when used in place of Alertness to detect the presence of the supernatural.

Kusarigamajutsu (Weapons): Grevane gains a +1 to combat maneuvers made with his kusari (a combination kama/chain weapon), especially ones that put an opponent prone and vulnerable.

Stress

Mental OOOO, extra mild consequence
Physical OOO
Social OOOO, extra mild consequence

Notes

Kemmlerites were a scary lot, and Grevane—though he almost passed for the junior member of the set in the **Dead Beat** case—was no exception. He effortlessly throws around 5-shift evocations (6 shifts if he's aiming to kill), and he can tap into the worst kind of necromancy, meaning he can probably kill someone and raise them from the dead **really fast**. This guy shows up everywhere with a few zombie goons close at hand.

Total Refresh Cost: –19

As with most powerful spellcasters, this stat block is speculative, but as something of an exception with the Kemmlerites, I felt I could actually take a run at a full write-up for Grevane. The rest of them were too... plot-dericey.



I honestly don't know which flavor of vampire is crazier: the Reds, the Blacks, or the Whites.

Don't forget the Jade Court, boss.

They don't count. We know zilch about them.

I got a postcard from them last week from Fresno. I think I should ask Carlos to swing by and make sure they're all right.

The name of the girl Michael and I saved the night we dispatched A-gatha was Allison Anne Summers. I'll always remember that; it's a small bright point during dark days.

When Harry finally caught a good glimpse of Grimalkin, he noted that the malk Sidhe is unusually large and muscular for a malk—at least 60 to 70 pounds of muscle and bone—and has dark grey fur, dappled with black.

See the Malk, page 47, for stats, and add a point or two of extra abilities.

Jake Guffie
aka "Jack Rockhardt"

Jack Guffie is a former adult film actor who worked under the name "Jack Rockhardt," most notably for porno-auteur Arturo Genosa. An athletic man in his late 30s with disheveled brown hair and round spectacles, he is calm, confident, and strong. Jake tends to have good relationships with co-workers—he served as a sort of mentor for fellow actor Bobby and had two kids with regular co-star Emma (although the two of them couldn't make the family thing work out, they remained friends). After Emma's death during the Blood Rites case, Jake quit acting to move to California with Bobby and Inari Raith—and possibly his kids—to open a feng shui business.

Agatha Hagglethorn

In life, Agatha lived in Chicago during the 1800s and was married to Benton Hagglethorn, who used to beat her. One day, she covered their daughter's mouth with her left hand, so as to prevent her crying from instigating another beating. Her daughter died, smothered to death. Agatha went mad, took an axe, and gave Benton 20 whacks. Then she cut off her own left hand, bled out and died.

Agatha looked like a woman in her mid-30s, pretty in a bony sort of way, wearing typical late 19th Century garb; plus she was translucent. She had no left hand, but sometimes an axe head appeared over her stump.

As a ghost, Agatha hung around the maternity/nursery ward of Cook County Hospital, sucking the life out of babies with her missing left hand; consequently, CCH was number one in the country in SIDS deaths. She was destroyed by Harry Dresden and Michael Carpenter, the Fist of God, during the Grave Peril case.

Kelly Hamilton

A Red Court vampire who (like her brother) favors tennis whites, Kelly Hamilton was part of the inner circle of Bianca St. Claire.

Her sporty demeanor, blonde hair, athletic build, and crystal blue eyes were useful in attracting prey. With a simple lick, her narcotic venom had the quarry under her spell. More of a risk-taker than her brother, she reveled in the strength and power of her vampiric nature.

In a fight with Harry Dresden at the abandoned Sumner's Textiles Manufacturing building during the Grave Peril case, a few droplets of her spittle hit him, and he started to go under. Luckily for Harry (and unluckily for Kelly), Harry's habit of being "hard on buildings" saved his bacon: an errant fire-blast of his from earlier in the conflict brought down a section of wall, allowing sunlight to flood in, directly onto her. The sun messed her up pretty bad—her flesh-mask couldn't hide the damage.

Kelly was driven nearly insane with pain and hatred, so much so that she tried to touch Michael Carpenter—while he was in full Knight of the Cross regalia at Bianca's gala—burning her even worse. She and her brother were killed by Harry's flame blasts after he had eaten the power of Leonid Kravos.

Use the basic Red Court stats on page 85 for Kelly. Give her aspects like Bianca's Inner Circle, Crazy for a Fight, Sister of Kyle Hamilton, and Sunburned.

Kyle Hamilton

A Red Court vampire who (like his sister) favors tennis whites, Kyle Hamilton was part of the inner circle of Bianca St. Claire. He served as a Herald of the Red Court, delivering invitations to Bianca's masquerade gala during the Grave Peril case.

While only of average build, he moved with a casual and dangerous grace. His carefully styled blonde hair and crystal blue eyes no doubt made him a popular fellow at the Velvet Room. He and his sister were killed by fire blasts thoughtfully provided by Harry Dresden.

Like Kelly Hamilton, just use the basic Red Court stats on page 85 for Kyle. Give him aspects like Bianca's Inner Circle, Herald of the Red Court, and Brother of Kelly Hamilton.

Jake Guffie

High Concept: Former Porn Star

Skills

Athletics: Good (+3)
Conviction: Fair (+2)
Empathy: Fair (+2)
Endurance: Great (+4)
Intimidation: Fair (+2)
Might: Fair (+2)
Performance: Good (+3)
Rapport: Good (+3)
Most other skills default to Mediocre, with a few at Average.

Stunts

Tireless (Endurance): Guffie's Endurance is considered Fantastic whenever Endurance might restrict, complement, or otherwise modify another skill. This has no effect when Endurance is rolled directly, however.

Sex Appeal (Rapport): Guffie receives a +2 to the roll on any seduction attempts he makes with Rapport, provided that the target is someone who could be receptive to his advances.

Stress

Mental OOO **Physical** OOOO **Social** OO

Notes

Jake doesn't, um...fight.

Total Refresh Cost: +0 (Pure Mortal)

Agatha Hagglethorn

High Concept:
Ghost of Deranged Mother

Other Aspects: Hush Little Baby; One Hand, An Axe

Skills

Conviction: Great (+4)
Fists: Good (+3)
Intimidation: Great (+4)
Presence: Good (+3)
Most other skills default to Mediocre or Fair (especially in circumstances involving children).

Powers

Demesne [–1]
Spirit Form (Poltergeist) [–5]
Swift Transition (No Mortal Home) [–1]
Inhuman Strength [–2]
Physical Immunity [–8]
The Catch [+2] is that the ghost can only be hurt in the mortal realm by those it has acknowledged. If confronted in the Nevernever, the ghost still has Armor:2 against attacks that aren't specifically structured as counter-measures against ghosts (like ghost dust).

Stress

Mental OOOO **Physical** OO **Social** OOOO

Notes

Ghosts are tough due to that immunity they bring to a fight. Manage to pull the trick necessary to confront her physically, and she'll still bat you around pretty bad—and Harry went one worse, confronting her on familiar ground.

Total Refresh Cost: –15

Hammerhands

See page 41.

Agent Roger Harris

aka "Roj"

An FBI agent serving under Agent Phil Denton, Roger Harris was also one of the FBI Hexenwolves. He's the one who misled Harry Dresden into looking into the Streetwolves during the Fool Moon case. During a fight at the Full Moon Garage with Harry, the Alphas, and Tera West, Harry stole Harris' talisman belt, which he later used in fighting Denton.

Harris accidentally shot his co-hexenwolf, George Wilson, in wolf-form. When Wilson returned to human form, they traded gunfire and killed each other.

Roger Harris

High Concept: FBI Hexenwolf

Notes

Use Agent Deborah Benn's stat block, aside from the aspects; while there may be a skill point or two of difference, it's easier on the bookkeeping that way! In human form, Roger Harris should have the best Deceit skill of the crew—he fooled Harry really well.

Total Refresh Cost: –8

Cujo may look dumb, but he was the first to realize I intended to trade the coins we'd collected from the Denarians in return for Ivy.

Mister Hendricks

AKA "Cujo"

Picture a gigantic (300 lbs. of muscle) guy, with a bright red buzz cut and no neck framing a face that looks like it's been smashed flat with board; his furtive, beady blue eyes peer from under jutting eyebrows. Basically, a shaved, red-haired gorilla. With a gun.

That's "Cujo" Hendricks: driver, bodyguard, and right-hand man to John Marcone. When Tommy Tomm died, someone had to step in as Marcone's Number Two. The story of how he went from all-star collegiate lineman to gangster capo are unknown at this time; Harry Dresden has theorized that it was because Hendricks wasn't smart enough to get into the pros, but he's shown smarts enough to wear Kevlar. He's also demonstrated intense loyalty to his boss, as well as aplomb when dealing with the supernatural (i.e., "shoot it until it stops moving, or run away").

Interestingly, when Sigrun Gard was gravely injured, he was surprisingly gentle with her and stuck close by her to protect her.

"Cujo" Hendricks

High Concept: Marcone's Enforcer

Trouble: I'd Follow Marcone to Hell

Other Aspects: Built Like a Gorilla; Keep It Simple; Remorseless; Smart Where I Need to Be; Unflappable

Hendricks doesn't like me much. The feeling is mutual, untempered by the modicum of respect—the modicum, mind you—I have for Marcone. Hendricks is a gorilla. However, in extremis, he is willing to work with me.

Skills

- **Alertness:** Fair (+2)
- **Athletics:** Good (+3)
- **Discipline:** Good (+3)
- **Driving:** Good (+3)
- **Endurance:** Good (+3)
- **Fists:** Great (+4)
- **Guns:** Great (+4)
- **Intimidation:** Good (+3)
- **Lore:** Average (+1)
- **Might:** Good (+3)
- **Rapport:** Average (+1)
- **Weapons:** Fair (+2)

Any unmentioned physical skills probably start at Average, before considering aspects. Assume other skills are Mediocre.

Stress

Mental OOOO **Physical** OOOO **Social** OO

Notes

In terms of purely mundane folks, Hendricks is one of the scarier guys out there, with or without a gun at hand.

Total Refresh Cost: –6 (Pure Mortal)

Stunts

Killer Blow (Fists): 1 fate point to add 3 to the damage of a Fists attack on a successful hit, once per scene.

Collegiate Lineman (Might): In combat, Hendricks gains a +1 to Might-based rolls where his size would prove an advantage.

I Got a Job To Do (Discipline): Hendricks uses his Discipline rather than Conviction to determine his mental stress track.

Target-Rich Environment (Guns): Hendricks gains a +1 to attacks with Guns whenever personally outnumbered in a firefight.

Like the Back of My Hand (Driving): +2 to Driving when using it for street knowledge and shortest-path navigation.

Bend and Break (Might): When Hendricks successfully breaks an object using Might, increase the effect by two steps.

Mighty Thews (Might): When determining approximate lifting capacity, Hendricks may consider his Might to be 2 steps higher than its actual rating.

Shoot First (Guns): Hendricks may use Guns instead of Alertness for initiative in the first exchange of a fight, provided that he commits to opening fire immediately. He doesn't need to specify the target at the time he makes this decision.





KINCAID

HIGH CONCEPT:
Supernatural Mercenary

TROUBLE: The Job Comes First

OTHER ASPECTS: The Hellhound; Ebenezar McCoy Has It in for Me; As Human As You Are; Technology Is The Great Equalizer; Protect The Archive

SKILLS

Kincaid has demonstrated at least a passable competency in every skill we have in this game, to one degree or another. All of his combat-related skills (Guns, Weapons, Fists, Alertness) are at Superb, all of his other physical skills are at Great, all of his mental and social skills (including Lore) are at Good, and all other skills default to Fair.

NOTES

Don't let Kincaid's completely theoretical refresh total fool you, his skills are far beyond what most mortals could hope to accomplish. He might also have Inhuman Toughness and/or Recovery, and Supernatural Senses of some stripe, but we're not sure. This is a pretty conservative estimate overall, mainly because we know he has to have a positive refresh, but consider that he's lived long enough to be able to "safely" spend a lot more than this. It wouldn't surprise me if he were actually way more amped up. Basically, he's like that PC that never stopped adventuring—he's been actively accumulating milestones for a century or more.

TOTAL REFRESH COST: –9

STUNTS

Shoot And Move (Guns): When using small firearms (handguns, submachine guns, etc), penalties to rolls due to him moving are reduced by up to two.

Sniper (Guns): With a properly equipped and adjusted rifle, and something to brace it against or a turn to take aim, Kincaid suffers no penalties to rolls due to range.

Target-Rich Environment (Guns): +1 to attacks with Guns whenever personally outnumbered in a firefight.

Occultist (Magical Countermeasures) (Lore): Kincaid gains a +2 to Lore rolls made involving his knowledge of magical defenses and countermeasures.

Swift and Silent (Stealth): When Skulking, any difficulty increases due to fast movement are reduced by 2.

POWERS

Inhuman Speed [–2]
Inhuman Strength [–2]

STRESS

Mental OOOO **Physical** OOOO **Social** OOOO

This is so, so speculative. He seems to be good at a ton of things, so I gave him a mountain more skill points than normal. I guess I could always trim down his skill points and make up the difference with a passel of stunts... which might better reflect his "real" refresh cost. Anyway, Kincaid gave me headaches, so I'm done.

If Kemmler comes back, it'll make the Vampire War & the Circle skulduggery look like a frickin' picnic.

Kalshazzak

See page 34.

Heinrich Kemmler

The name of Heinrich Kemmler is still whispered in the meetings of the White Council. A majorly-powerful necromancer, he's died and returned more than a few times. However, his last death (in 1961) involved the Merlin, the Senior Council, the brute squad from Archangel, all the Wardens, and every wizard and ally that could be called up against Kemmler's army of necromancers, demons, vampires, evil fae, mortal thugs, and every other sort of nasty critter in Europe.

Kemmler is best known for the following: his brilliance, madness, and evil; a hundred and fifty years of meddling in politics that led to World War I; reanimating mass graves in World War II; rampaging through Eastern Europe with an undead army; his penchant for coming back from the dead; and the White Council's extremely careful killing of him in '61.

He also self-published several books on necromantic theory—The Blood of Kemmler, The Mind of Kemmler, The Heart of Kemmler, and The Word of Kemmler—all dealing with scary, scary necromantic magical theory. The recipe for the Chicago Darkhallow used by the Disciples of Kemmler (page 64) was found in The Word of Kemmler. It is unknown if Kemmler himself managed a Darkhallow (though it would explain his resilience). It is mentioned that he knew how to rend ghosts asunder and devour them, feeding his own power, much like the Nightmare (AKA Leonid Kravos) did. For forty years, he owned a skull-spirit, twisting it to his evil will (see Bob the Skull).

While the White Council is fairly sure that Kemmler is really most sincerely dead, he's come back a bunch of times. Like with Corpsetaker and Cowl, if you have any hint that Kemmler is back, do **NOT** *approach him. Contact your regional Warden commander and then* **RUN THE HELL AWAY**.

It's just not worth statting up Kemmler. He would present anywhere from a Superb to a Legendary challenge for any direct action taken against him, minimum.

Jared Kincaid

AKA "The Hound of Hell," "The Hellhound"

A big man with a swimmer's build, the magical mercenary/assassin known as Kincaid is a picture of leonine power and grace. He has shoulder-length, dark golden hair and a short white scar above his cleft chin. His grey-blue eyes reveal little, if anything.

Kincaid's ruthless practicality is intensely frightening. He is trained in occult countermeasures useful for taking down wizards, vampires, fae, and other supernatural beasties. He has successfully hunted Denarians in the past. Kincaid has a knack with those weapons and technologies which are particularly handy for taking down mystical foes. He also has a deadpan sense of humor.

He claims to be a vanilla mortal, but this is a lie.

Kincaid can fire a dozen shots on the move while dodging wildly, never missing once, every shot a killing one. He's an expert sniper, able to drop two supernatural targets almost simultaneously. He can see into the infrared. He can identify chemical explosives by their smell. He's remarkably stealthy and strong.

He has a history with Ebenezar McCoy and knows that McCoy is the Blackstaff of the White Council—and their falling out happened a century ago in Istanbul. He was the attack dog of Vlad Drakul for centuries before that. It is probable that Kincaid, like Drakul, is a half-demon scion (page 77).

Which is only one of the reasons that Harry Dresden is uncomfortable with Kincaid's relationship with Karrin Murphy.

Still, Kincaid seems unswerving in his devotion to his mercenary code and has worked for the Archive for the lifetimes of at least three of its hosts. He has even worked for Harry Dresden on occasion.

Even if you ARE a Senior Council member, a Sidhe Knight, or a Knight of the Cross, you MIGHT slow Kemmler down enough for everybody—and we mean everybody!—to get called in to help take him down. And there's still a good chance a lot of us will die (or worse).

There's some sort of deeper story here—Nicodemus made some kind of reference to Kincaid re: "Cross my heart" at Shedd Aquarium during the Small Favor case.

Technically he said he's as human as I am...I wonder what he meant by that.

To my Sight, Kincaid looks enormous, malformed, silent, merciless, deadly. He has horns curling from his head, bat-like wings, and a hideous double-image behind him that looks like the corpse-specter of Death himself (Drakul?). I don't know if he's soulgaze-able, but I really don't wanna find out. Just a glimpse with the Sight was enough for me.

I wonder if the rope made from hair from a unicorn's mane that Fix once gave me was actually from Korrick.

Georgia — Kirby left his cell phone at our place again—we need to remember next time he's over.

Kirby

Other than Will and Georgia Borden, the other Alpha that we know most about from the case-files is Kirby…and we don't know much.

Kirby is a college student, originally from Texas. His arms and his legs are bigger than they should be for his body, and he has an untidy mop of black hair. Close friends with Will, he was slated to be the best man at the Bordens' wedding, but, just prior to the events of the "Something Borrowed" case, a run-in with a ghoul after Will's bachelor party put him in a full body cast and traction with two broken legs and a cracked vertebrae (necessitating Harry stepping into the role).

And he's an awesome GM.

Kirby

High Concept: Member of the Alphas
Other Aspects: Texan; Almost Billy's Best Man

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Conviction: Average (+1)
Discipline: Average (+1)
Endurance: Good (+3)
Investigation: Fair (+2)
Fists: Great (+4)
Stealth: Fair (+2)

Unlike some of the other Alphas, Kirby's skills don't change too much from form to form—he's pretty much the same guy, no matter how you meet him.

Powers

Beast Change [–1]
Echoes of the Beast [–1]
Human Form [+1] affecting:
Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Pack Instincts [–1]

Stress

Mental OOO **Physical** OOOO
Social OOO

Notes

Claws and Strength give him **Weapon:3** with his bite & claw attacks, which are made at Great. Initiative in wolf form is Epic, dodging at Superb.

Total Refresh Cost: –7

Korrick

Korrick is a broad-chested, bearded, heavy-browed smith. He's also a centaur (possibly a Sidhe centaur?), and his horse parts resemble a Clydesdale. Possessed of a temper, he can be fierce or merry at turns. He was part of the Court of Aurora, the Summer Lady, and disguised himself as a "unicorn" to try to stop Harry Dresden from visiting the Faerie Mothers. During the Faerie War Over Chicago, the Alphas—led by Will Borden—delayed him to give Harry time to pursue Aurora, but his fate is unknown. It's likely that, given his betrayal of Summer, Titania has dealt with him in some fashion.

The Ghost of Leonid Kravos

AKA "The Nightmare"

Leonid Kravos was a thorough, driven sorcerer who was taken down by Harry Dresden, Michael Carpenter, and Special Investigations prior to the events of Grave Peril. Kravos had a thin, pinched face under brown hair faded with grey. He had a full untrimmed beard and wide shoulders. He was very upset that Harry never seemed to take him seriously.

He had a lair down by the warehouse district, where he'd tap the power of his dozen cult followers for power. While attempting to summon the demon Azorthragal, Harry cut him off from his power before he could bind it. In jail, Kravos committed suicide.

Would that this were the end of the story.

Due to the "turbulence" kicked up in the Veil by the activities of Bianca St. Claire and Mavra, and his specifically ritualistic suicide, Kravos came back as the Nightmare. As the powerful ghost of a sorcerer, the Nightmare was adept at illusions, possession, dream invasion, and the consuming of others' power. Using Lydia—one of his followers who'd escaped the police—as a cat's paw, the Nightmare attempted to take his revenge on those who'd taken him down: the cops of SI, Michael Carpenter, and Harry Dresden.

The Nightmare was hoisted by his own petard in the end: as he'd consumed Harry's power, Harry consumed him, entirely, regaining his stolen talent…as well as Kravos'.

Korrick

High Concept: Summer Court Centaur

Other Aspects: Sometimes Merry, Sometimes Furious; Betrayer of Summer

Skills

Athletics: Fair (+2)
Craftsmanship: Good (+3)
Deceit: Good (+3)
Endurance: Good (+3)
Fists: Good (+3)
Intimidation: Fair (+2)
Might: Great (+4)
Rapport: Fair (+2)
Weapons: Good (+3)

Most other skills default to Mediocre or Average.

Stunts

Blacksmith (Craftsmanship): +2 when working metal.

Powers

Claws [–1] Hoof-kicks, really
Glamours [–2]
Echoes of the Beast [–1] Korrick gains +1 to Athletics when his horse-like nature would be a benefit to him.
Hulking Size [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is cold iron and the like.

Stress

Mental OO **Social** OO
Physical OOOOOO(OO), **Armor:1**

Notes

Korrick acts with Great Initiative, and his hoof-kick strikes made at Good are treated as **Weapon:1**. While rolls to hit Korrick are at +1 if his size is a factor, don't let that fool you; he's fast, getting a +1 to his Athletics (increasing it to Good) for dodging, and +3 to it for sprints, making it much too easy for him to run a target down.

Total Refresh Cost: –10

Kravos' Cult

(See *What Goes Bump*, page 61.)

- Leonid Kravos
- Lydia
- (A dozen or two other kids.)

Kravos' Ghost

High Concept: Sorcerer's Ghost

Other Aspects: Something to Prove; The Nightmare; Minions; In Your Dreams

Skills

Conviction: Great (+4)
Deceit: Good (+3)
Discipline: Good (+3)
Empathy: Good (+3)
Fists: Good (+3)
Intimidation: Good (+3)
Lore: Superb (+5)
Presence: Great (+4)

Most other skills default to Fair or Mediocre, but he's a ghost, so his physical skills are more or less irrelevant.

These stats are for Kravos the Nightmare, not Kravos the Sorcerer, so I've ignored things like Lawbreaker that he would have had had he not assumed room temperature.

Powers

Evocation [–3]
Thaumaturgy [–3]
Refinement [–6]
Spirit Form (Poltergeist) [–5]
Swift Transition (No Mortal Home) [–2]
Physical Immunity [–8]
The Catch [+1] is that he can be disrupted by things like running water, forcing him back into the Nevernever. In the Nevernever, the ghost still has Armor:2 against attacks that aren't specific countermeasures against ghosts (like ghost dust).

Specializations

Evocation: Elements (Spirit); Control (Spirit +1)
Thaumaturgy: Control (Psychomancy +3, Summoning +3, Necromancy +2, Ectomancy +2); Complexity (Necromancy +1, Ectomancy +1)

Stress

Mental OOOO **Physical** OO **Social** OOOO

Notes

As a ghost, Kravos tapped into even nastier stuff than when he was alive. When he consumed the power of Harry Dresden, he was able to modify his ectoplasmic appearance to match (since he was, in part, Harry). He used ritual knowledge to attack people through their dreams. Though flinging spells was more his speed, he manifested in the real world—immune to nearly everything—and actually strangled his target (his Conviction stood in for his Might thanks to his Poltergeist upgrade). Harry hit him the only way he could—ghost-on-ghost violence, eating some of his power back and using that to bring Kravos down.

Total Refresh Cost: –23

By the way, Boss, "kumori" means "cloudy" in Japanese.

Kumori

High Concept: Cowl's Apprentice
Other Aspects: Death Must Be Conquered; No Reason We Can't Be Civilized

Skills
Conviction: Good (+3)
Discipline: Good (+3)
Empathy: Fair (+2)
Investigation: Fair (+2)
Lore: Great (+4)
Rapport: Fair (+2)
Other skills are probably in the Mediocre to Fair range.

The usual mantra — we don't know much about Kumori, so this is largely speculation. It's probably underpowered

Powers
Evocation [–3]
Thaumaturgy [–3]
Refinement [–1]
Wizard's Constitution [–0]
The Sight [–1]
Soulgaze [–0]

Specializations
Evocation: Elements (Spirit, Air, Water); Control (Spirit +1); Power (Spirit +1)
Thaumaturgy: Control (Summoning+1, Necromancy +1); Complexity (Necromancy +1)

Stress
Mental OOOO **Physical** OO **Social** OO

Notes
It's not clear if Kumori has full access to Kemmlerian necromancy—which would make her refresh total higher—or if she just knows a few unusual rituals that can, for example, pull someone back from the just past the brink of death.

Total Refresh Cost: –8

Although she conceals her features, Kumori appears to be a human female and a wizard of some type. She is an associate—possibly the apprentice—of Cowl. Like Cowl, her voice isn't quite human; it has a quavering buzz and her words slither uncertainly, although her enunciation is precise. She seems more polite than one would expect of a bad guy.

Together, Cowl and Kumori accounted for all but two of the copies of Der Lied die Erlking. She was on the dais at Bianca St. Claire's masquerade and, along with Cowl, provided the athame (and possibly other gifts) given to Lea. She claims not to be with the White Council, but she seems to have a lot of information on Harry Dresden—like knowing of the existence of his force ring and his shield bracelet (which is an unusual level of intelligence); however, she wasn't aware of the injuries to Harry's left hand during the Blood Rites case.

Kumori is a true believer in the healing power of necromancy—she wants to end death itself. She used necromancy to save one of Marcone's men during the Dead Beat case. The energy she must have expended for this extremely powerful working probably explains why we didn't see much magic from her during the rest of the case; she was relegated to weakly trying to snatch Harry's copy of the book, having a quiet chat with him later, and helping Cowl disrupt Harry's binding of the Erlking.

It is unknown where she was or what she was doing during the Chicago Darkhallow, and she hasn't been seen since…that we know of.

The White Council

(See *Old World Order*, page 15.)

These are wizards not also on the Senior Council, page 15, or with the Wardens, page 60.

- "Bluebeard" (NE)—a balding wizard with bristling white eyebrows and a bushy blue beard, his scalp covered in flowing blue tattoos
- Etienne the Enchanter (?) (NE)
- Peabody
- Klaus Schneider

Boss, any clue what kind of magic LaFortier slings around? I haven't given him a stat block because I can't find much more about him aside from name and physical description.

It's not the sort of thing I've wanted to look into.

Billy, I don't know if Etienne was on the White Council. Remind me to check with Bob. Or Peabody.

Aleron LaFortier

Of average build, Aleron LaFortier looks normal until you see his face: emaciated features, grotesque cheekbones, bulging eyes. The bald head just adds to the skeletal effect. Which makes the resonant basso voice that issues from his lips all the more surprising.

LaFortier is one of the Senior Council of the White Council of Wizards, and thus one of the most powerful wizards on Earth. He may or may not be part of the Merlin's faction, and he has some sort of relationship with the Venatori Umbrorum. He received Don Paolo Ortega's missive requesting a duel with Harry Dresden; Ortega claimed (almost certainly falsely) that killing Dresden in this way would end the Vampire War.

Jason Lamar

Jason Lamar and his partner (Gary Simmons) were the EMTs that brought Marcone's man into the ER during the Dead Beat case. (This would be the man who Kumori used necromancy on to stave off death from mortal wounds.)

A former Marine medic, Lamar has dark black skin, a flat top haircut, and large but slender hands. He's a big guy, and comfortable with his size. He remembers Harry Dresden breaking into the maternity ward and doing… something during the Grave Peril case that caused the Cook County Hospital's SIDS rate to drop from the highest in the nation to zero, and he respects that.

No statblock here—use the EMT sheet from page 66. Lamar's time in the service might have him prepared for a fight, but the real reason you want him around is *afterward*.

Arthur Langtry

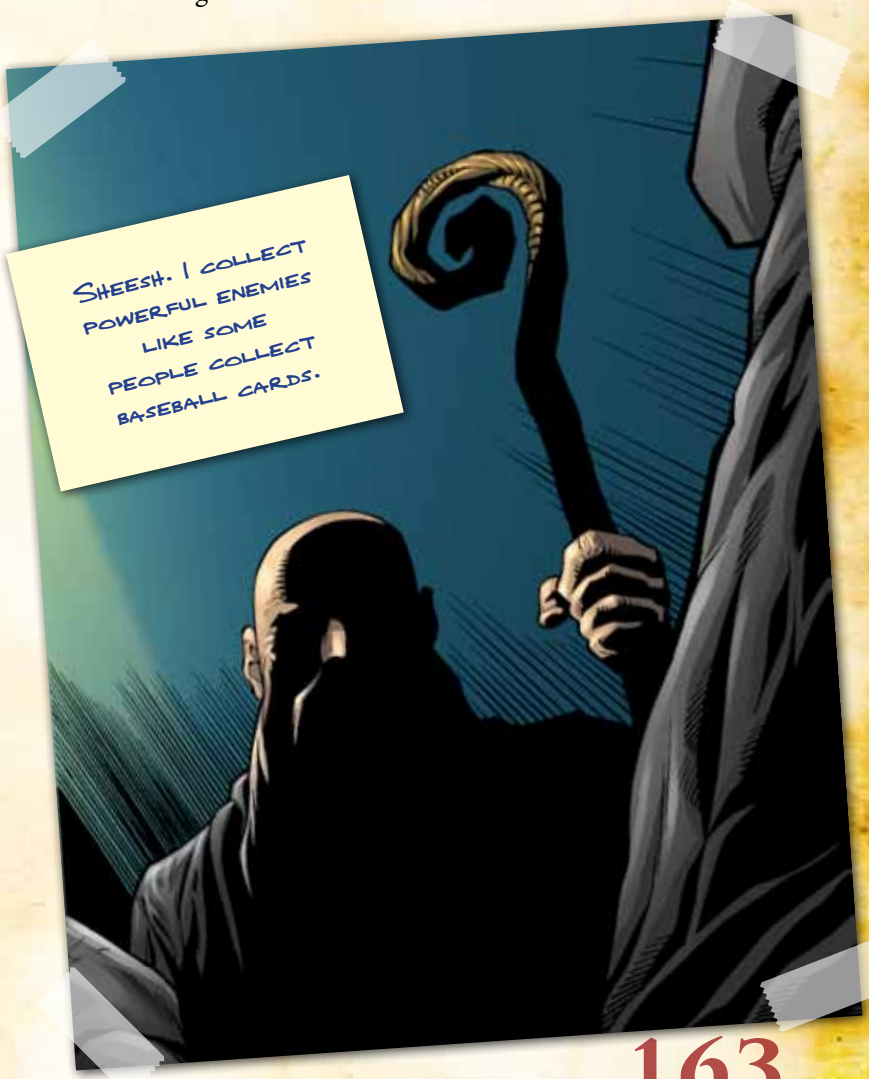
AKA "The Merlin"

Arthur Langtry, the Merlin of the White Council, certainly looks the part: tall, broad-shouldered, brilliant blue eyes, silver hair past his shoulders, and a flowing beard to match. He is the most powerful wizard on Earth.

The combination of his talent, experience, and knowledge is incredible, especially in the realm of Warding. (With the Gatekeeper's help, the Merlin used a single ward to hold off hundreds of Red Court vampires and their demonic and Outsider allies during a major offensive in the Vampire War.)

Langtry is a consummate politician. He always has three plans: the plan, the backup plan, and an ace in the hole. He does what is necessary over what is right, and he hates to compromise the Laws of Magic. This last bit helps explain the antipathy the Merlin has for both Ebenezar McCoy and Harry Dresden—both have protected an inadvertent magical lawbreaker vis-à-vis the Doom of Damocles, something that Langtry feels poses too great a threat to the entire White Council. Furthermore, Harry *is* a lawbreaker himself, has been made a Warden, and has publicly humiliated the Merlin at least twice. (That's four strikes against Dresden.)

He is known to be friendly with Donald Morgan, Klaus Schneider, and Peabody, and he is collegial with the remainder of his Senior Council colleagues.



ARTHUR LANGTRY

High Concept: The Merlin

Other Aspects: Plans Within Plans; Necessary Measures; No Compromises On The Laws; Politics Is My Favorite Game; Practicing Wizard When the Hills Were Young; Power Beyond Measure

Skills

Alertness: Good (+3)
Athletics: Average (+1)
Conviction: Fantastic (+6)
Contacts: Great (+4)
Deceit: Good (+3)
Discipline: Epic (+7)
Empathy: Good (+3)
Endurance: Fair (+2)
Intimidation: Great (+4)
Investigation: Fair (+2)
Lore: Fantastic (+6)
Presence: Great (+4)
Rapport: Good (+3)
Resources: Great (+4)

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–12] – at least!

Specializations

Evocation: Elements (Air, Earth, Spirit, Fire); Control (Air +3, Earth +1, Spirit +2, Fire +2); Power (Air +4, Earth +1, Spirit +2, Fire +1)
Thaumaturgy: Complexity (Divination +2, Wards +4), Control (Divination +1, Wards +3)

Focus Items

Staff (+2 defensive control for spirit) – This is (as always) speculation...

Stress

Mental OOOO, extra mild consequence
Physical OOO **Social** OOOO

Notes

This is at best a modestly powered write-up of the most powerful mortal spellcaster out there; he probably has even more juice than suggested here. Powerful politically, too. Able to construct a ward that can hold off the Red Court—**all** of the Red Court. Able to sling around power on the fly starting between 6 and 9 shifts of effect without breaking a sweat, but his bonuses put that as high as 10 or more in his preferred elements. Do not fight Happy Fun Merlin. Back away slowly.

Total Refresh Cost: –19

TESSA

High Concept: Powerful Denarian

Other Aspects: Small and Wily; Short-Tempered; Must Destroy Whole and Healthy Things; Host of Imariel; Wife of Nicodemus

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Conviction: Great (+4)
Contacts: Fair (+2)
Deceit: Great (+4)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Good (+3)
Investigation: Fair (+2)
Lore: Great (+4)
Presence: Fair (+2)
Rapport: Fair (+2)
Resources: Good (+3)
Weapons: Great (+4)

Powers

Evocation [–3]
Refinement [–6]
Inhuman Toughness [–2]
Mythic Recovery [–6]
The Catch [+2] for both: Blessed swords, holy water, faith magic, that sort of thing.

Specializations

Evocation: Elements (Air, Fire, Spirit); Control (Air +3, Fire +2, Spirit +1); Power (Air +3, Fire +2, Spirit +1) – These are speculative...

Stress

Mental OOOO **Social** OOO
Physical OOOO(OO), **Armor:1**

Notes

Tessa tosses around 6-shift evocations pretty easily, and she's almost impossible to kill. Worse, we're probably seriously low-balling her abilities here.

Total Refresh Cost: Explicitly, –17. Implicitly, far more.

Polonius Larissa

aka "Tessa"

Long ago in Thessalonica, Tessa's father's failing business caused him to sell her to the Temple of Isis as a temple prostitute. And that is where Nicodemus Archleone found her, offering her a silver coin.

Tessa is the second in command (and second oldest) of the Order of the Blackened Denarius; she is in full partnership with her Fallen (Imariel) and has her own faction amongst the Nickelheads. Tessa is dangerous because she is Tessa, not because she's the host of Imariel.

She is the wife of Nicodemus, though the pair rarely work together: where Nicodemus is focused on the long-term (and enhancing the potential talents of his recruits), Tessa is focused on the short-term (and encouraging the eagerness and raw desire of her recruits). What Nicodemus finds feisty, she finds annoying.

She is Deirdre's mother.

Tessa appears to be a human girl, perhaps fifteen years old, of medium height and build. She has short silver-grey hair. Her eyes are huge and gorgeous, set in a heart-shaped face with a pointy chin, high cheekbones, lovely symmetrical features, and pale, clear skin. Her nubile loveliness is marred, however, by her shiny black teeth.

Anything whole and healthy frightens Tessa.

Tessa is a powerful sorceress, tutored by the magical expert Thorned Namshiel. Harry Dresden considers her to be at White Council-level power, at least—when defending against her, the Archive dedicated one hand entirely against Tessa. She likes to throw thunderbolts around.

In her Denarian form, she appears to be a humanoid mantis. Though barely larger than a mortal child, Tessa appears as an insectoid horror, wrapped in red and black chitin, with the serrated arms of the mantis, buzzing membranous wings, and faceted eyes that seem far too large for her head.

Tessa can survive being blasted apart into *lots* of little mantises, which then swarm and reassemble. She likes to transform from Denarian "battle-form" to human-form by "vomiting out" her human form.

Tessa is responsible for the strife in Cambodia, Colombia, and Rwanda—as well as the Hundred Years War and the War of the Roses.

Lasciel

aka "The Seducer," "Lash," "Webweaver," "Sheila Starr"

Lasciel is not just one of the Fallen—the Seducer, Webweaver, and Temptress are among her epithets. Her sigil is formed by three lines, vaguely suggestive of an hourglass. A rebel angel among rebel angels, she doesn't follow Anduriel's lead (or that of his host/partner Nicodemus). During the Death Masks case, Harry refused Nicodemus' offer of Lasciel's coin. We do not know what her demonic form looks like.

What we do know is confined to the mental copy/shadow imprinted on Harry's mind—a sub-personality that Harry named "Lash." When Harry snatched Lasciel's denarius away from the toddler Harry Carpenter, Lash came into being…though Harry did not realize it for years. During the Blood Rites case, he began noticing his fire spells were more powerful, enhanced by Hellfire. His temper tended to get the best of him. And when he injured his hand during that case, a small unburned patch of skin in the shape of Lasciel's sigil appeared on his palm. This is all despite the denarius being immured in concrete under the summoning circle in his lab.

During the Dead Beat case, Lash finally revealed herself to Harry (after he consciously accessed Hellfire), first as a woman named "Sheila Starr" that ostensibly worked at Bock Ordered Books. Later, he discovered she was a mental projection that only he could see. Claiming to respect Harry, she began to offer him knowledge and memories of her 2000 years on earth and infinite thousands outside of it, as well as raw power. After all, she wished him no harm. If she wanted to just kill him, her ability to create illusions only he could see would have made that a snap. She desired a mutual partnership of possession, like Anduriel and Nicodemus.

Harry refused…for awhile. However, over time, he began to utilize her abilities more and more: her lore, her talent for languages, her ability to see what he saw and feel what he felt, her eidetic memory, and even her ability to control his senses. Harry often used his disregard for his own life—threatening suicide which would also kill the "Lash" reflection within him—as leverage.

Over the years, Harry learned that Lasciel had witnessed the birth of time and the

Billy, I told you about Lash off the record. This entire entry needs to go. If the wrong people find out, I'm in serious trouble.

Sure thing, next edit I'll remove it.

I have the worst luck with dating EVER.

Tessa's transformations are pretty gross to see in person.

formation of the mortal coil from darkness. That she thought the chapel of St. Mary of the Angels was beautiful, and that she missed her brothers and sisters. And also, since her Fall, she could not write original music any more.

All the while, Lash was speaking to Harry's subconscious, tempting him and changing him. And Subconscious Harry was doing the same to her. All three of them had discussions about free will and the potential for change. Harry pointed out that Lash was *not* Lasciel; any changes to her would vanish if Harry took up the coin and Lash merged back into the whole self—that is, Lash would die, just as if Harry died. He urged her to consider that maybe she didn't *have* to be Lasciel. Was Lash a separate entity with a choice? No other shadows had ever lasted more than a few weeks, much less 3 years.

During the White Night case she aided Harry repeatedly—with information, with analysis, with languages, with dangerously accelerating the processes of his brain, with shielding his mind from Vitto Malvora's mega-mental attack. After begging him to take up the denarius, just to survive, he again refused—and told her that she could continue to help him, if she only chose to. She was confused by this, saying her aid could give him permanent brain damage…and then she realized that he was doing it for his brother (Thomas Raith) and his friends. Something dawned inside her, and she said, "I…She doesn't deserve you."

Lash took a psychic bullet for Harry that day; the brain damage caused by the mental shielding and acceleration burned out the part of his brain that held the Lash construct.

Boss, do you think she's the one that fixed Little Chicago the first time you tried to use it?

Bob the Skull also claims that Harry gave Lash a piece of his soul, gave her a name, loaned her his free will. Perhaps Harry's actions led to some small part of a Fallen angel being redeemed? We may never know.

Harry dug up her coin and had Father Forthill come over to get it.

Lash usually appeared in Harry's mind as a tall, beautiful, athletic woman in a Greek tunic. Her eyes were the deep dark blue of a sunny October sky; she skin glowed wholesomely with vibrant life. Initially blonde, she switched her hair to auburn because there were too many blondes in Harry's life.



LASCIEL

This stat block is supposed to represent challenges provided by having a demon's shade in your noggin, but I don't really know what that means in game terms. I think I'm inclined to treat Lash like Bob—a powerful ally, just one without a body, and one which Harry has to negotiate with in order to get her help. Yes, her presence in his head meant he got to tap into Hellfire magic, which was represented on his sheet—she was essentially the "sponsor" behind that bit of Sponsored Magic. But the other tricks she enabled him to do were really **her** doing the tricks — and more to the point, done in an effort to bring Harry closer to making a choice he ultimately didn't.

Lawrence
aka "Gimpy"

One of Marcone's Mafia, Gimpy (as Harry always called him) stood as tall as Harry Dresden, but he was heavier and had a limp. During the Storm Front case, he clocked Harry with a baseball bat to warn him off of the Tommy Tomm case; later, he roughed up the wizard outside his apartment and snipped off a lock of his hair. This was his mistake—Harry tracked him to the Varsity club and confronted John Marcone over this theft. Only Marcone hadn't asked Gimpy to get some of Harry's hair; this let Marcone know that Gimpy was the traitor feeding information to the ThreeEye cult of Victor Sells. On Marcone's orders, Gimpy was killed by Hendricks for this blindingly stupid double-cross.

Leanansidhe
aka "Lea"

The Leanansidhe is very tall, slender, and inhumanly beautiful, with perfect breasts and reddish ringlets of hair that fall past her hips. Her flawless skin shows no signs of age. She has golden feline eyes, high cheekbones, and lush red lips. She moves with lithe, sensuous grace. She smells intoxicating, like wildflowers and musky earth. She has a thousand years of experience and knowledge, plus she was born to magic. She feeds on blood and power from mortal artists and poets, giving inspiration in return. She may have a connection to the Wild Hunt. She is the most vicious creature of the Winter Court, more than equal to the cruelty of Maeve. She is second only to Queen Mab in power—perhaps even stronger than the Winter Lady.

She is also Harry Dresden's faerie godmother. It is unknown how Margaret LeFay Dresden first came in contact with Lea, or what debts and bonds lay between them, but Maggie somehow focused Lea's attention on Harry. According to Aurora, Lea is a teacher and guide to Harry. The challenges she puts before him are teaching him to be stronger, smarter, and willing to act—for the strong conquer, and the weak are conquered. Aurora claims that Lea is teaching Harry to be a destroyer.

Gimpy

High Concept: Marcone's Enforcer
Other Aspects: Loyalty For Sale; Not Real Smart; Trick Knee
Skills
Alertness: Fair (+2)
Athletics: Good (+3)
Discipline: Average (+1)
Driving: Fair (+2)
Endurance: Good (+3)
Fists: Good (+3)
Guns: Fair (+2)
Intimidation: Fair (+2)
Stealth: Good (+3)
Weapons: Fair (+2)
Assume other skills are Mediocre to Average.
Stunts
Send a Message (Weapons): When using the Weapons skill to perform a maneuver (such as applying **Brained Upside the Head** to an unsuspecting target) Gimpy gains a +2 to the roll.
Thief's Retreat (Athletics): Gimpy gains +2 to Athletics rolls used to make his way away from the scene of a crime.
Stress
Mental OO **Physical** OOOO **Social** OO
Notes
Gimpy waits to get the drop on a victim, then strikes. He's an opportunist.
Total Refresh Cost: +0 (Pure Mortal)

Lea

High Concept:
Harry's Faerie Godmother
Other Aspects: Cruel and Vindictive; Power is my Drug of Choice; Loves to Win
Skills and Powers
This is another one of those plot device characters. You get around Lea, not through her. Assume she presents challenges of Superb or better to social conflict; in mental, magical, or physical conflict, most mortals outside of Senior Council wizards don't stand a chance. She stands second in power to Mab herself, probably rivaling or even outclassing the Winter Lady.
Total Refresh Cost: Second in power to Mab? Call this incalculable.

As a teenager, Harry made a pact with Lea for the power to defeat Justin DuMorne; he himself was the price—his service and loyalty to Lea. In a cave with walls of translucent crystal, Lea *did* something to Harry involving a cauldron, silver thorn manacles, his blood, the dark of the moon, and earthen bowls. When it was finished, he was indeed granted more power. Unfortunately, Harry has broken this deal, as well as a later similar deal, and this gives Lea power over him, even outside the Nevernever.

During the events of Grave Peril, Lea was involved with capturing Amoracchius from Michael Carpenter and she received a dark-handled athame from Bianca St. Claire. Intriguingly, Lea kissed Thomas Raith and burned him…implying she was in love with someone (or someone was in love with her, or both)—a very odd situation for a faerie. She also took a year of Susan Rodriguez's memories to give Harry relief from pain. After a self-poisoning stratagem of Harry's, she promised not to do any harm to him or his freedom for a year and a day.

That athame is gonna be important someday. If we just had more info to go on other than "ritual knife, dark handle, possesses great power, not due to WHAT it is but WHOSE it was, provided by Cowl and Kumori to Bianca to give to Lea." Oh, and it's apparently an equal exchange for Amoracchius, according to Bianca and Lea!

During the Summer Knight case, she sold the debts he owed her to Queen Mab, because the athame has somehow unbalanced the power of Winter. She nevertheless managed to aid Harry in numerous tricky ways, conveying him to the Stone Table and informing him of the gravity of what he faced…all without payment (though payment may have already been made by his mother). She also warned him to never let Mab bring him to the Stone Table; a being who is sacrificed upon it yields his, her, or its power to the Court who controls the Table.

When Harry called upon Lea in Dead Beat, Mab showed up instead, bearing the dark-handled athame. Lea had been imprisoned—in some discomfort but no danger—for challenging Mab's authority; once Lea acknowledges who rules Winter, she'll be restored to her station. In the mean time, Lea's oaths and bargains are now binding upon Mab, as long as she's stopping Lea from fulfilling them. Since Lea "knows some little" about the Erlking, Mab shared this information with Harry.

When Harry and company assaulted Arctis Tor during the Proven Guilty case, Harry used Summer fire—and Lea was found, half-mad, imprisoned in the frozen fountain of the garden of ice. She told Harry of Mab's torturing of the Winter Knight, Lloyd Slate, and started to tell him of her mistaken belief that she could overcome "what stalks us all"—but Mab taught her the error of her ways. As Winter's forces returned to the fortress, Lea began to change: she told Harry not to free her, for she could not yet be trusted and would violate her promise to Maggie to protect him…and then she changed her tune abruptly—disturbingly abruptly—to all sweetness and light.

Her current fate is unknown.

It occurs to me, boss, that Lea might mean that Mab badly wants your ability to take on Outsiders head-on. Yikes!

Nelson Lenhardt

A friend (ex-boyfriend) of Molly Carpenter, Nelson Lenhardt has had a rough life. An orphan, he's been in trouble with the law several times and used to be a heavy drug user. He's two years older than Molly. They met when Molly was studying martial arts at a dojo that Nelson attended. Of course, all this together meant that Molly's parents—especially Michael—didn't like him much. Molly also became friends with Rosie Marcella and Sandra Marling around the same time.

Nelson stands about 6' tall, with a long narrow face and sharp cheekbones, accentuated by his silver-rimmed spectacles. His mop of black hair is usually in artful disarray. Whipcord thin, he moves well and has had some martial arts training.

During the Proven Guilty case, Molly called Harry Dresden to help bail Nelson out of jail, because he'd been arrested for the assault on Clark Pell. In charge of security for SplatterCon!!!, he overheard Pell getting

Nelson Lenhardt

High Concept: Spell-Bound ex of Molly Carpenter

Other Aspects: Former Drug User; Father of Rosie Marcella's Baby

Notes

Um… Not much to say about Nelson. Shouldn't need stats, really—he's just plain Jane mortal, nothing special about him—I usually sketch that sort of character up with broad strokes, pure aspects, so that's what I did here. Assume skills of Mediocre or Average.

pounded in the bathroom and got pinched by the cops because he was only other person in there. After being sprung from jail, he went to pick up Darby Crane (AKA Madrigal Raith) from O'Hare Airport.

After the phobophage attacks on the convention that night, Nelson called Harry, almost incoherent, claiming to have seen something. Nelson was agitated and terrified, so Harry looked at him using the Sight and saw that Nelson had "bore holes" in his temples, just like Rosie—a sign of mind-control magic. It became clear that Molly had used mind control magic on him to make him fear drugs; unfortunately, her spell was twisted by her anger—turns out Nelson is the father of Rosie's baby, having cheated on Molly while under the influence.

His mind started to fracture under the strain of Molly's spell. Currently, Father Forthill is helping Nelson—there's a chance that, with the proper care, he can recover from the drug withdrawal and the psychic damage.

Li Xian

An assistant to Doctor Charles Bartlesby, Li Xian appeared to be an Asian male in his mid-20s. That's not the entire story, though—he was really a ghoul and the minion of Corpsetaker. A little under 6', he had wide shoulders, wire rim glasses, and hair pulled back in a ponytail. Adept at combat, he was especially skilled at throwing weapons—especially throwing stars and shuriken.

During the Dead Beat case, he retrieved the copy of Die Lied der Erlking owned by Harry Dresden and would have killed Harry if not for the interference of Marcone. He served as Corpsetaker's drummer.

Later in the case, he attacked the assembled Wardens with a car, but Harry and Sue the Zombie Dinosaur (page 94) stomped him. Sue later ate Li Xian.

Apparently, Jurassic Park wasn't big amongst the ghoul set.

Li Xian

High Concept: Undercover Ghoul
Other Aspects: Moves Like a Ninja; Paid In Meat

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Deceit: Good (+3)
Endurance: Good (+3)
Fists: Great (+4)
Guns: Good (+3)
Intimidation: Good (+3)
Presence: Fair (+2)
Stealth: Fair (+2)
Weapons: Good (+3)
Most other skills default to Mediocre, with any physical ones defaulting to Fair.

Stunts

Good Arm (Weapons): Thrown weapons can travel 2 zones.
Flying Pointy Bits (Weapons): +1 to attack with throwing knives and shuriken.

Powers

Claws [–1]
Human Guise [+0]
Feeding Dependency (Meat) [+1], affecting:
Inhuman Strength [–2]
Inhuman Speed [–2]
Supernatural Recovery [–4]
The Catch [+2] is wounds from holy objects. Also, dead is dead with a ghoul; if you inflict enough massive trauma (e.g., decapitation), it's not something they come back from.

Stress

Mental OO **Physical** OOOO
Social OOO **Hunger** OO

Notes

A nasty, but not particularly remarkable, ghoul. Epic initiative, Superb defense, Great attacks with **Weapon:3** "bare" hands and some ranged capability via throwing blades.

Total Refresh Cost: –9

Martha Liberty

Not much is known about the 6' tall black woman with grey hair who sits on the Senior Council. She is obviously a powerful and experienced wizard, battle-tested and solid. She appears to be fair-minded. She is close friends with Ebenezar McCoy and Listens to Wind. She knew Margaret LeFay Dresden, but we don't know what she thought of her. She has been an active strike team member through the course of the Vampire War, often paired with McCoy or Listens to Wind.

The Senior Council

(See *Old World Order*, page 15.)

- Ancient Mai
- The Gatekeeper
- Aleron LaFortier
- Arthur Langtry—the Merlin
- Martha Liberty
- Listens to Wind ("Injun Joe")
- Ebenezar McCoy—the Blackstaff)
- Simon Pietrovich (deceased)

(Also see the White Council, page 15, and the Wardens, page 60.)

Martha Liberty

High Concept: Senior Council Wizard
Other Aspects: Friend of "Joseph"; Friend of McCoy; Combat Wizard

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Conviction: Superb (+5)
Contacts: Good (+3)
Deceit: Average (+1)
Discipline: Superb (+5)
Empathy: Fair (+2)
Endurance: Great (+4)
Intimidation: Great (+4)
Investigation: Fair (+2)
Lore: Superb (+5)
Presence: Great (+4)
Rapport: Fair (+2)
Resources: Good (+3)

Like many of the Senior Council that we've written up, she may be underpowered here. I totally pulled the elements and specializations out of the air. Revise when we learn more about her.

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–9]

Specializations

Evocation: Elements (Air, Water, Spirit, Fire); Control (Air +2, Water +1, Spirit +3, Fire +1); Power (Air +2, Water +1, Spirit +3, Fire +1)
Thaumaturgy: Complexity (Divination +2, Ectomancy +1), Control (Divination +1, Wards +1, Ectomancy +2)

Focus Items

Staff (+1 complexity, +1 control for veils) — Just a guess...

Stress

Mental OOOO, extra mild consequence
Physical OOOO **Social** OOOO

Notes

All completely theoretical. Other than a very effective veil, we haven't seen Martha Liberty **do** anything yet. Like all Senior Council members, due to a lack of solid data this is quite possibly a very underpowered version.

Total Refresh Cost: –16

Works for me—though if I'm reading things right, this would make her a tough but beatable opponent for me. I'm not sure that's true about any of the Senior Council members.

Lily

High Concept: The Summer Lady
Other Aspects: Curvy and Lovely; Gentle and Sweet; Manipulative

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Good (+3)
Conviction: Superb (+5)
Deceit: Good (+3)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Fair (+2)
Intimidation: Fair (+2)
Lore: Superb (+5)
Presence: Good (+3)
Rapport: Good (+3)
Resources: Superb (+5)

Powers

Greater Glamours [–4]
Seelie Magic [–4]
Marked by Power [–1]
Supernatural Speed [–4]
Supernatural Toughness [–4]
The Catch [+2] is cold iron and the like, as well as trappings of Winter.

Stress

Mental OOOO (extra mild consequence)
Physical OOO (OOOO) **Social** OOOO

Notes

This is just based on what she's done on-screen. As with Aurora the Summer Lady, she's probably a lot more powerful than this. Then again, she is new to the role. While this version can throw around spell effects almost as comfortably as Harry, the source of those effects is Summer, making the available kinds of effects very different.

Total Refresh Cost: –16...?

Lily
The Summer Lady

(See "*The Changelings of Summer Knight*" on page 97 for more details.)

As a changeling (a half-nixie, in fact), Lily was all curves and long limbs, with hair the green of summer grass. She worked as a professional nude model—a fact much appreciated by the artists of the Court of Aurora, the Summer Lady. She was Meryl's roommate; when Lily went missing, Meryl hired Harry Dresden to find her.

This was difficult, as Aurora had placed the Summer Knight's mantle of power into Lily and transformed her into a statue. During the Faerie War over Chicago, Aurora un-transformed Lily using the Unraveling that Harry retrieved from the Faerie Mothers. Aurora planned to kill Lily on the Stone Table, dumping the Summer Knight's power into Winter—ending the Cycle forever. When Aurora died, Lily became the new Summer Lady, for she was the closest Summer vessel to Aurora when she died.

Today, Lily has pure white hair to her waist, and a sense of purpose, quiet strength, and gentle laughter. Though not a famed intellect before becoming Summer Lady, she has shown some cunning and manipulative tendencies since. She has summoned the power of Summer in the form of butterflies made of fire. She is skilled at opening and closing Gates, as well as Veiling.

Despite the debts she owed Harry (for her rescue as well as hunting a "rogue tornado" in Oklahoma), she was compelled not to aid him by Titania, the Summer Queen—for Harry killed Titania's daughter, Aurora. The debts owed Harry by Lily and Fix were transferred to Charity Carpenter during the Proven Guilty case; it's possible this canceled out all of Lily's obligations to Harry. The Summer Lady did offer substantial—if secretive—help in the rescue of Molly Carpenter from Arctis Tor.

She also showed up at Molly's warlock hearing, offering Titania's compliments and singling out two members of the White Council whose courage gained the admiration of Summer—Donald Morgan and Harry Dresden—inducting them into the Order of the Silver Oak.



At the end of the Summer Knight case, Lily thought she was still mortal—not having consciously made the choice—and that this was the first time a mortal had become the Summer Lady.

But as I understand things, in becoming the Summer Lady, Lily effectively chose to be Sidhe (and in becoming the Summer Knight, Fix chose to be mortal). I don't think they realized that at the time, but that's the way these things seem to work.

Perhaps it's better said that a changeling has never been the Summer Lady.

Morty Lindquist

High Concept: Spiritualist
Other Aspects: Paranormal Investigator; "Ghosts of Chicago"; Intimidated by the White Council

Skills

Alertness: Average (+1)
Contacts: Fair (+2)
Conviction: Good (+3)
Deceit: Great (+4)
Discipline: Good (+3)
Empathy: Fair (+2)
Investigation: Great (+4)
Lore: Great (+4)
Scholarship: Fair (+2)
Rapport: Average (+1)

Unlisted skills usually default to Average or Mediocre.

Should I give him Spirit Channeling? Nothing I've found suggests he's good at the speedy stuff.

Stunts

Séance Spiritualist (Deceit): +2 to Deceit checks to conduct a fake séance; add an additional +1 if he prepares a table, props, and the like.

Study the Mark (Deceit): When preparing a "con," Morty may use his Deceit instead of Empathy to read his mark.

Spirit Contacts (Lore): Morty can use his Lore instead of Contacts to find and make contacts in the spirit world. Spirits gain a +1 on their Contacts rolls to find Morty, too.

Powers

Supernatural Senses (Ghosts, Mostly-Invisible Spirits, Influences of the Nevernever) [–2]. Uses Lore.

Ritual (Ectomancy) [–2]

Stress

Mental OO **Physical** OO **Social** OO

Notes

Morty has little in-combat potency from what we can tell—though you never know what he might be able to cook up with his rituals.

Total Refresh Cost: –7

Harry, I was going to write Morty up as a fairly low refresh guy, but you keep talking about how he's pretty powerful within his own area of focus.

He is. And whether or not you approve of it, his years doing fakery rather than real magic means he's got some mundane skills of real use. I think this is a fair write-up, man.

Mortimer Lindquist
aka "Morty"

Twenty years ago, Mortimer Lindquist was a crackerjack paranormal investigator, aided by his natural ectomancy—a sensitivity to spiritual energies and apparitions. He wrote several good books on the subject; titles include Ghosts of Chicago, The Spook Factor, They Shall Rise (which discusses the tearing away of the barrier between the real world and the Nevernever), and a few others. For those who know how to read between the lines, these works display an insightful view into the intersection of magic and death. Eventually, the White Council warned him about using his powers, giving him the lowdown on the Laws of Magic and such. He backed away from real magic, and this started a slide for Morty that's only recently turned around.

He started making his living faking séances and running fortune-telling related cons. (Hey, it's better to get the cops' attention than the White Council's!) He's appeared on The Larry Fowler Show a number of times as a "local psychic." Over the decades, from lack of use, he began to lose faith in his powers, and they started to fade.

Harry Dresden, long a fan of his earlier work, caught up with him during the Grave Peril case. Their interaction actually stopped Morty's slide and got him back to using his powers. By the Death Masks case, his powers started to really come back. He mostly operates at night and has eased off the fake séances. Indeed, he seems to care more about the dead than the living, so he's active when they're active. (He counts at least a few of the dead among his friends.)

Physically, he's a dumpy man in his 40s, balding, with jowls. He seems affable and pleasant enough, but if you're alive, he's mostly humoring you. While not exactly a coward, he's not one for putting his life on the line for anyone.

People, you should read Morty's books. They are remarkable...and more than just a little useful when you're tangling with weird stuff.

Listens to Wind

aka "Injun Joe"

More than a few of the Senior Council members of the White Council can be said to be quiet and reserved, but only Listens to Wind seems to combine that stillness with a modicum of good humor. An honest to goodness Illinois Medicine Man, he looks like something out of a Western movie: long dark hair in a braid, age-seamed features, dark and intense yet inscrutable eyes, and skin the color of bronzed leather in the sunset. He is sometimes accompanied by a raccoon named "Little Brother."

He is friends with fellow council members Ebenezar McCoy—the only one who calls him "Injun Joe"—and Martha Liberty—who calls him "Joseph." He also knows Tera West. His particular forte is healing magic, and he leads a team of magical medical types. While this ability is vital in the ongoing Vampire War, do not think that Listens to Wind's powers are limited only to healing—he's mixed it up in combat plenty of times.

He has also created a map of the ley lines of the Great Lakes region, a copy of which was used by Captain Luccio during the Small Favor case.

Is Little Brother a familiar? I don't know. The White Council looks down on that sort of thing, usually, but it seems Listens to Wind was raised in a tradition of magic that existed here before the White Council showed up.

Or maybe Little Brother just likes hanging around because it's a good way to score candy bars.

Listens to Wind

High Concept: Senior Council Wizard

Other Aspects: Little Brother; Illinois Medicine Man; Patient and Quiet; I See Ley Lines; Friend of the Blackstaff; Friend of Martha Liberty

Skills

Alertness: Fair (+2)
Athletics: Fair (+2)
Conviction: Superb (+5)
Contacts: Good (+3)
Discipline: Fantastic (+6)
Empathy: Good (+3)
Endurance: Great (+4)
Intimidation: Fair (+2)
Investigation: Good (+3)
Lore: Superb (+5)
Presence: Great (+4)
Rapport: Good (+3)
Resources: Average (+1)
Scholarship: Good (+3)

Harry, you're more familiar with Injun Joe than any other senior council members except McCoy... did I get him right?

Just because I've met the man doesn't mean I know him that well. But I CAN tell you that anyone who calls him "Injun Joe" and is not himself named "Ebenezar McCoy" does so at his own peril.

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–10]

Specializations

Evocation: Elements (Earth, Water, Spirit, Fire); Control (Earth +2, Water +1, Spirit +3, Fire +1); Power (Earth +2, Water +1, Spirit +3, Fire +2)
Thaumaturgy: Control (Divination +1, Biomancy +2), Complexity (Divination +1, Biomancy +2)

Focus Items

Staff (+1 defensive power to... something) – He probably has way more...

Stress

Mental OOOO, extra mild consequence
Physical OOOO **Social** OOOO

Notes

As with the other senior council members, this is at best a modestly-powered version. He may have many more levels of Refinement, specializations in a broad variety of thaumaturgical methods beyond the ones listed, and all manner of enchantments allowing him to do who-knows-what. In a straight up slugfest—something most wizards avoid as it makes the least of their ability to prepare—he can still hurl around at least as much power as Harry Dresden... only he's in full control of it.

Total Refresh Cost: At least –17

Mab

The Winter Queen (aka "Ms. Sommerset," "The Queen of Air and Darkness")

The Winter Queen is as starkly beautiful as the season she embodies: hair that's white as snow, even paler skin set off by lips like frozen mulberries and deep green-blue Sidhe eyes. Flawless, ageless, gorgeous, with a cruel smile like barbed wire. And powerful—incredibly powerful.

Her first direct interaction with Harry Dresden happened during the Summer Knight case, where she engaged Harry as Winter's Emissary to look into the death of Ronald Reuel, the Summer Knight. She took over some (perhaps all) of Harry's debts to the Leanansidhe due to the strange athame that Lea received at the masquerade of Bianca St. Claire; later, she took on even more of those debts, when she claimed the athame as her own and imprisoned Lea.

Harry discharged at least one of these debts by rescuing Marcone from the hands of the Denarians during the Small Favor Case.

Interestingly, Mab showed up on Lea's behalf when Harry called on his faerie godmother during the Dead Beat case; Lea's oaths and bargains are binding upon Mab, as long as she's stopping Lea from fulfilling them. This is particularly interesting since Lea promised—probably to Maggie Dresden—to "do what I might to preserve [Harry's] life."

Mab does not trust technology (which she calls "mortal ferromancy"). She values freedom—anyone who doesn't have it, wants it. She seems to be friendly with the Gatekeeper, wants to destroy Bob for some slight, knows of Kemmler and reacts poorly to his name, and likes Uriel the best out of the Archangels.

Winter Fae

(See *What Goes Bump*, page 38.)

- Jenny Greenteeth
- Grimalkin
- Leanansidhe
- Mab, the Winter Queen
- Maeve, the Winter Lady
- Mother Winter
- Lloyd Slate

Though Mab doesn't tolerate challenges to her authority (and has involved herself in events where people have violated her Unseelie Accords, see page 12), she has offered Harry the position of Winter Knight on at least three occasions. (Though she has mentioned recently that, if Harry falls, she can always recruit his half-brother, Thomas Raith; asked about his fitness to be Winter Knight, she said only that being in love is mortal enough for her.)

Mab is one of the most powerful beings in Creation, matched or exceeded only by the Fallen, Old Gods, Old Ones, Faerie Mothers, the Archangels, and the Almighty. The weather of the mortal realm often conforms to her whim—she has hastened, deepened, and extended winter weather in support of her aims. She can freeze the water in your eyes. She has no compunction about playing around with another's mind, either by sheer power or by the threads of debt and obligation.

While not erratic by nature, Mab has been acting *quite* strangely of late. For example, she has not moved against the Red Court of vampires, despite their violation of Winter's territory in Faerie—indeed, she's given specific orders not to attack them, instead readying her forces against Summer. She's taking her time imprisoning and torturing Lloyd Slate, the Winter Knight, rather than just killing him and restoring access to his power to her. Maeve, the Winter Lady, thinks she might be in love, as perhaps Aurora was as well, and this drove them both insane.

She made me forget about my blasting rod and using fire evocations. Grr!

I also wonder if she messed with my head during the discussion we had in the hospital chapel after I talked with Jake.

Mab

High Concept:
The (Winter) Queen of Air and Darkness

Other Aspects: Summer, My Oldest Enemy; Dresden Owes Me, But Also Fascinates Me; Lea's Athame; Winter's Pity; Countless Minions

Skills, Powers, etc.
Pointless to list them. If you need numbers, assume Mab is Superb at worst, Legendary at most things, and even better at others (Contacts, for example). If you go up against her directly in social, martial, or magical conflict, you lose. However, like most powerful entities, she can be outmaneuvered if you're very good or very lucky; make sure you see the Faerie Queens entry (page 39) for a list of her specific weaknesses and limitations.

During the Proven Guilty case, there were attacks on her stronghold of Arctis Tor, which rained down mass destruction and bore the stink of Hellfire. (In the course of the Small Favor case, the evidence for this assault begins to point toward the Denarian Thorned Namshiel, who may be part of the Black Council, see page 61.)

Why, at the end of the conflict at Arctis Tor, did her eyes appear on one of Sidhe statues in the garden of ice and wink at Harry as he escaped after rescuing Molly Carpenter? Why, during the Small Favor case, was Grimalkin deputized as her "voice"?

Only time will tell.

MAC

High Concept: Mysterious Bartender

Other Aspects: "Yeah, I know him"; "Mac, Beer Me"; Accorded Neutral Ground; Not Just a Bartender; Monosyllabic

Skills, Powers, etc.

He's best saved as a plot device, if you use him in your game. It's not that Mac is some sort of superman (as far as we can tell), it's just that we don't know much about him. If you REALLY need stats, start with the Occult Proprietor on page 70 and work from there.

I keep wondering if Mac was—or is—part of the Venatori Umbrorum...doesn't seem likely, though. But he's done SOMETHING interesting in his past that I haven't quite puzzled out yet.

People You Might Have Met at McAnally's

- Anna Ash (deceased)
- Artemis Bock
- Kim Delaney (deceased)
- Harry Dresden
- Mortimer Lindquist
- Mac
- Thomas Raith
- Susan Rodriguez
- Lydia Stern

Mac

Laconic. That's the best word to sum up what we know of the proprietor of McAnally's Pub. Of course, running such an establishment has made him used to wizards and their problems—the whole design of the place is focused on dispersing the day-to-day weirdness that the typical practitioner suffers (thanks to the liberal use of the number thirteen and some other architectural features).

What we know about Mac: he opened his pub a few years before Harry Dresden came to Chicago; nobody knows where he'd been before that or what he'd done. He's a bit taller than average, with a medium build. He is of indeterminate age (at least 50 years old), is bald, has squinty eyes, and possesses a rare but mischievous smile. He gives off a sense of wisdom and strength. He always seems to have a good idea of what's going on and maintains decent relationships with much of the supernatural community of Chicago. He is most pointedly not part of the White Council…or any other organization we know of.

He owns a white '89 TransAm, with an 8-cylinder engine. He is a microbrewer of beers and ales of *extreme* quality; he's a good short-order cook. He can handle a short-barreled shotgun and a pair of Colt 1911s. He can speak Japanese (monosyllabically, but hey, that's how he speaks English, too). Morgan pointedly avoids looking at him using the Sight. He is friendly with Captain Luccio; they have some sort of history. He knows who Kemmler was. He knows of the Ordo Lebes and points Harry towards Anna Ash. He calls Harry in on the mysterious disappearance of Elizabeth Braddock during the Night of the Living Beers, as detailed in the "Heorot" casefile. He rewards Karrin Murphy with the statement "Bravely done," and a bottle of "God's own brew" after her face-down of Tiny during the Small Favor case.

Harley MacFinn

aka "The Loup-Garou"

One of the backers of the Northwest Passage Project (and thus opposed to John Marcone and his associate, James Harding III), Harley MacFinn was one of the ten richest men in the United States. The heir to a coal-mining and railroad fortune, he divested himself of most of his business interests to acquire capital once he

returned from the Vietnam War. He was also a monster, through no fault of his own.

An Irish-American, he suffered from a hereditary curse laid by Saint Patrick himself—that of the loup-garou. Every month at the full moon, MacFinn would become a killing machine of almost demigod-like power. At these times, he confined himself to a triple circle specifically designed to hold him. Unfortunately, this circle was broken purposefully by the FBI Hexenwolves led by Agent Phil Denton, leading to a rampage that led to the deaths of numerous people, including Detective Ron Carmichael and Kim Delaney.

As a man, MacFinn was big, broad, and middle-aged. He had stark and handsome features, burning green eyes, and a rugged physique—a hairy chest, beard, and long hair, all of grey. In loup-garou form, he was a gigantic matte black wolf (5 1/2' tall at the shoulder), more than a quarter ton of compact muscle, with ragged ears and glowing green eyes, giving off a sense of total wrongness.

As detailed in the Fool Moon casefile, MacFinn was used as a pawn in Denton's attempt to take down Marcone. Only through the efforts of his fiancée Tera West, her protégés the Alphas (page 91), and Harry Dresden was he stopped, permanently. Harry killed him using magic plus his inherited silver pentacle amulet; the whole thing was caught on film by Susan Rodriguez.

Unless Tera West was pregnant with a child, the MacFinn family curse has finally ended.

Harley MacFinn

High Concept: Accursed Loup-Garou
Other Aspects: Fiancée Tera West; 600 Pounds of Rage
Skills, Powers, etc
For the rest of his stats, take a look at the loup-garou on page 92, which is based on MacFinn.

MacFinn was a monster, but it wasn't his fault. Who the hell lays a hereditary curse, anyway? How is that fair to the innocent, unborn children who will turn into ravening monsters?

Maeve
The Winter Lady

The Winter Lady appears as a tall teenaged girl, pale, radiant, with perfect, exotic features and canted Sidhe eyes of brilliant green. Her dreadlocked hair bears the colors of glacial ice: pale blues and greens. She has a dimple and a silver hoop in her nose.

She's also nuts. Lazy, cruel, and sensual (like most Sidhe of the fae, especially Winter), she's not quite smart enough to avoid going mad when someone ruins a good mood. She violates the host-guest agreement by casting glamours on those to come to her under safe passage. Frankly, she's sloppy and has impulse control issues (though this may just be a standard ploy she uses to put her foes off-guard).

She sent Jenny Greenteeth to disrupt the wedding of Will and Georgia Borden in the "Something Borrowed" case, in retaliation for them killing the Tigress during the events of the Summer Knight case. Since the Bordens—and the rest of the Alphas—were following Harry Dresden when they killed the Tigress, her retaliation was an insult against Harry.

In Proven Guilty, Harry offered to forget the insult in return for her telling him why Queen Mab wasn't retaliating against the Red Court vampires' incursions into Winter's territory in Faerie. Maeve thought that Mab might be in love and that maybe Aurora was, too…and this love made both of them insane.

Magog

Magog is a Denarian, bound to one of thirty silver coins. He's known as a "bruiser." Indeed, he is the heaviest bruiser of Tessa's faction of the Nickelheads.

His demon-form is a big, leathery gorilla, albeit a gorilla with goat horns and heavy claws. He masses at least 700 (maybe 800) pounds, all muscle. Magog is fast, strong, and tough. For a Fallen angel, he is notably not all that bright. He has a thick masculine voice.

In the past, the Knight of the Cross Sanya, was the mortal host of Magog.

During the Small Favor case, Magog was repeatedly frustrated by Harry Dresden and eventually completely laid-out by Eldest Brother Gruff on the Island. Harry took Magog's coin; thus he is one of the Denarians who is known to be "contained" at the moment.

MAEVE

High Concept: The Winter Lady
Other Aspects: Cruel and Vindictive; Party Girl; My Whim Is Your Command; More Power Than Smarts

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Great (+4)
Conviction: Superb (+5)
Deceit: Great (+4)
Discipline: Good (+3)
Empathy: Fair (+2)
Endurance: Fair (+2)
Intimidation: Great (+4)
Lore: Superb (+5)
Might: Good (+3)
Presence: Fair (+2)
Rapport: Fair (+2)
Resources: Superb (+5)
Weapons: Great (+4)
Unlisted skills mostly default to Average.

By my reading of Harry's accounts of Maeve, she thinks she's a lot more socially skilled than she really is.

Powers

Supernatural Senses (Strange Senses) [–1]: Can feel and "smell" the presence of Summer-related people or objects
Greater Glamours [–4]
Unseelie Magic [–4]
Marked by Power [–1]
Supernatural Speed [–4]
Supernatural Toughness [–4]
The Catch [+2] is cold iron and the like, as well as trappings of Summer.

Stress

Mental OOOO **Physical** OOO (OOOO)
Social OOO

Notes

Maeve usually attacks and defends with Weapons at Great. Her initiative is "always first" unless she meets someone else with Supernatural Speed. She can fling about Unseelie Magic at a power level of 3–5 shifts with relative ease.

Total Refresh Cost: –15... But this is just what she's done "on-screen." As with Aurora the Summer Lady, she's probably a lot more powerful than this (her Unseelie Magic probably operates several steps above what her Conviction and Discipline would imply). Still, she might allow herself to "act like" this lower-powered version of herself, if it amused her...

MAGOG

High Concept: Denarian Bruiser
Other Aspects: Thug; Quick to Anger; Dependent Upon My Host

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Discipline: Average (+1)
Endurance: Great (+4)
Fists: Great (+4)
Intimidation: Great (+4)
Lore: Good (+3)
Might: Superb (+5)
Unlisted skills usually default to Average.

Powers

Claws [–1]
Hulking Size [–2]
Human Guise [–0]
Inhuman Speed [–2]
Mythic Strength [–6]
Supernatural Recovery [–4]
Supernatural Toughness [–4]
The Catch [+2] for both: Blessed swords, holy water, faith magic, that sort of thing.

Stress

Mental OO **Physical** OOOO (OOOOOO)
Social OO

Notes

Acts on Fantastic initiative, defends at Great, attacks at Great, and with his claws & strength he essentially hits as though he's a **Weapon:7** beast. If Magog closes with you, you're dead. Making him dead is tough, too: **Armor:2** against physical punishment, plus the listed extra stress boxes, and like most Denarians he's a fast healer. Not that this kept him from getting laid low by the Eldest Gruff.

Total Refresh Cost: –17

This isn't really a complete stat block for Magog; keep in mind that a Denarian is powerless without a host. If the host has any unique skills, stunts, or powers, those get tossed into the mix. The coin isn't considered an Item of Power—since it can only be separated from the host voluntarily or on death, it isn't really worth any "sell back."

Elaine Lillian Mallory

Like Harry Dresden, Elaine Mallory was an orphan adopted by Justin DuMorne to be his apprentice. As Harry and Elaine lived and studied together under DuMorne, they became each other's first love, sharing spells and kisses when their master wasn't watching.

DuMorne enthralled Elaine and attempted to use her to help enthrall Harry—who believed she'd turned against him. He fled DuMorne, but then returned to kill him. Harry thought Elaine died in the ensuing conflagration. Not so.

Freed of the mental and magical bonds of DuMorne, Elaine ran, fighting off the psychic fallout of her enthrallment—phobias and nightmares—for years. She eventually found asylum with the Court of the Summer Lady Aurora. This aided her mental recovery, but placed her under bonds of obligation.

When Aurora attempted to end the cycle of Summer and Winter (detailed in the Summer Knight casefile), Elaine and Harry were once again brought face-to-face. Elaine was serving as Summer's Emissary, and Harry as Winter's, both investigating the death of the Summer Knight and his missing mantle of power. After betraying Harry at the Faerie Mothers' cottage, she attempted to flee the War Over Chicago. However, she returned at the end, helping Harry penetrate the wall of thorns around the Stone Table, so that he could confront Aurora. When Aurora died, Elaine was free of her debt.

She attended college in San Diego and then moved to Los Angeles, where she's set herself up as a "consulting wizard" much like Harry has in Chicago—even going so far as to advertise her services in the phone book. She doesn't like the White Council, or want to join it, and was canny enough to fool Warden Carlos Ramirez into thinking her talent was too weak to join the White Council. (She's also turned down Carlos' dozen or so offers for dates.)

She was hired by Anna Ash and the Ordo Lebes to look into the mysterious "suicides" that formed the basis of the White Night case. In the course of her investigations, she once again encountered Harry. The pair worked together to puzzle out the mystery.

Elaine is tall and slender, with graceful and modest curves; she has the legs of a long distance runner. Her skin is pale, almost luminous, and her features are stunning. According to Harry Dresden, "her smile lights up her face. She is extremely graceful and elegant in all her movements, full of poised reserve (which hides surprising passion). Her hair is brown-gold, the color of ripe wheat, and her eyes are the grey of storm clouds."

So poetic, boss!

While Harry has a stronger magical talent, Elaine has more skill (definitely more skill than she lets on!). After all, she is talented in Air magic, Healing magic (by adapting Reiki practices), and Veils, and she relies more on finesse than strength. But that doesn't mean she's weak: after Harry helped her throw off the mental attack of the Skavis, she blew the vampire *right through the wall of a building*.

ELAINE IS CUTE, NO DISPUTING THAT. BUT ATTEND TO THE MIND THERE— THAT'S WHAT'S DANGEROUS.

After the events of White Night, Elaine is tied even more closely to the Ordo Lebes network; she has used the "weregild" (the compensation paid to the family of a murder victim) garnered from Lara Raith for the "suicides" to expand the Ordo to encompass more mid-level magical practitioners. With Harry she developed the "Paranet"—an early-warning system for mid-level practitioners to inform others (especially representatives of the White Council) of weirdness going down or the need for potent mystical aid in their local areas.

AT THIS POINT IN TIME, I THINK I TRUST ELAINE WITH MY LIFE... BUT NOT MY HEART.



Elaine Mallory

High Concept: Independent Wizard
Trouble: Hiding From the White Council
Other Aspects: DuMorne's Ex-Thrall; Harry Dresden's First Love; Precision Trumps Power; Under the Radar; I Must Look Out For Myself First

Elaine has slightly more skill points than a starting "Submerged" character. Makes sense, given that she has a few adventures under her belt. She might even spend another point of refresh on a second level of Refinement, probably for more focus items.

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Good (+3)
Deceit: Good (+3)
Discipline: Superb (+5)
Empathy: Good (+3)
Endurance: Fair (+2)
Investigation: Great (+4)
Lore: Great (+4)
Rapport: Fair (+2)
Stealth: Fair (+2)

Unlisted skills usually default to Average or Mediocre.

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–1]

Specializations

Evocation: Elements (Air, Fire, Spirit); Control (Air +1)
Thaumaturgy: Control (Divination +1)

Focus Items

Thorn Wand (+1 Offensive Power for air)
Shield Ring (+2 Defensive Power, +1 Defensive Control for air)

Role Spells

Fulminaris: Lightning strikes! Incorporates the ring to dish out 4 shifts of highly controlled power (Elaine's roll to control, and therefore aim and attack, is at Fantastic).

Stress

Mental OOOO **Physical** OOO **Social** OO

Notes

Elaine has high Discipline, lower Conviction, so she has an excess of control when she's doing most spellcasting (her Conviction gives her 3 shifts, which she can master easily)—so if she can tap into an available external source, she's still in good shape. Her focus items, not all of which are listed here, manifest as rings and earrings and other subtle forms, likely providing her a little extra power to throw around.

Total Refresh Cost: –8

That spell was NASTY.

Micky Malone

Micky Malone is an energetic man with a broad smile and a limp. He's medium height, balding, with very fair skin. A detective with Chicago's Special Investigations Unit, he was hamstrung by the loup-garou in the Fool Moon case. Despite this, he still came along to help Harry Dresden, Michael Carpenter, Karrin Murphy, and the rest of his SI buddies take down the sorcerer Leonid Kravos. Because of his limp, Malone retired on disability and lives in a residential neighborhood in West Armitage called Bucktown with his wife Sonia.

During the Grave Peril case, the "barbed wire spell" drove him nearly to the edge of insanity. Luckily, Harry was able to provide some relief and eventually end his torment.

His wife Sonia teaches elementary school. She's of medium height and comfortably overweight. The beauty of her youth is still evident, though it's now due to her self-confidence as much as her features. Malone is the uncle to another SI cop—Officer O'Toole. Malone's brother-in-law sells track lighting (but we don't know if this is Sonia's brother, or the husband of one of Malone's sisters.)

Lady Cesarina Malvora

The former head of House Malvora of the White Court of vampires, Lady Cesarina Malvora was also the mother of Vittorio Malvora. A tiny but curvy woman with wine red lips, she had immense power—physical, emotional, and political. While able to destroy one uber-ghoul (page 57) by herself at the battle in the Deeps during the White Night case, she was ripped apart by four others shortly thereafter.

Vittorio Malvora

aka "Vitto," "Grey Cloak"

Vittorio Malvora is a White Court vampire of House Malvora. During the White Knight case, he worked with Madrigal Raith on duplicating—or bettering—the Skavis' plan to cull the mortal wizard population by killing magically-talented females.

However, Vitto is also the apprentice—or cat's paw—of the wizard known as Cowl and is thus associated with the mysterious Circle. This has made him even more dangerous.

MICKY MALONE

High Concept: Retired SI Detective
Other Aspects: Murphy's Got My Back; Nobody Else For The Job But Us; Loving Family; I've Felt the Cold Touch of Evil

Skills

Alertness: Good (+3)
Contacts: Fair (+2)
Discipline: Fair (+2)
Empathy: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Fair (+2)
Investigation: Good (+3)
Lore: Average (+1)
Presence: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Stunts

Weird Informants (Contacts): +2 with Contacts when looking into "weird" cases.
Hard Boiled (Discipline): +2 to Discipline rolls defending against mental attacks and maneuvers
Corner of My Eye (Alertness): When passively picking up on details successfully, gain an additional 2 shifts.
Scene of the Crime (Investigation): At a crime scene, gain +1 to Investigation roll and arrive at findings one step faster than usual on the time table.

Stress

Mental OO **Physical** OOO **Social** OOO

Total Refresh Cost: –2 (Pure Mortal)

CESARINA MALVORA

High Concept: Head of House Malvora
Other Aspects: Pitiless; Politician

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Great (+4)
Conviction: Great (+4)
Deceit: Good (+3)
Discipline: Great (+4)
Endurance: Good (+3)
Fists: Great (+4)
Intimidation: Superb (+5)
Lore: Good (+3)
Presence: Superb (+5)
Rapport: Good (+3)
Stealth: Fair (+2)

Powers

Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Lasting Emotion: Fear; Potent Emotion; At Range) [–4]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Supernatural Speed [–4]
Supernatural Recovery [–4]
The Catch [+0] is True Courage—every bit as pure and selfless and rare as True Love.

Stress

Mental OOOO **Physical** OOOO **Hunger** OOOO
Social OOOO (1 extra mild consequence)

Notes

Lady Malvora could act first in a fight (Supernatural Speed), with an alpha strike (rolling her Superb Intimidation) that could drive an opponent to his knees in quivery fear (**Weapon:4** attack doing mental stress) up to a zone away. She could dish out punishment in the physical realm as well, even if that wasn't her style, but no amount of healing could help her when the uber-ghouls ripped her apart too fast to recover.

Total Refresh Cost: –14

Smart, organized, and respectful of dangerous opponents, Vitto is not someone to run afoul of. He appears to be in his mid-30s, tall, lean, and wolfish. An expert in the use of knives, he's also an incredible shot with a gun. He's fast, even for a White Court vampire. Plus, he's skilled at magic.

And if all that wasn't enough, Vitto has been given power (from possession by an Outsider) that allows him to fuse despair, terror, and guilt—all the worst the human soul has to offer—into a devastating mental attack that is an order of magnitude greater than that of other White Court vampires.

Alongside Madrigal, he fought an intense duel with Harry Dresden and Carlos Ramirez in the Deeps. In the course of that duel and the ensuing general melee, Harry blew Vitto's hand off with a shotgun and then later used a gigantic explosion to collapse the cavern on top of him.

We believe he didn't survive.

If need be, I'm happy to kill his vampiric ass again.

House Malvora

(See *What Goes Bump*, page 89.)

- Lady Cesarina Malvora (deceased)
- Vittorio Malvora (deceased?)

Vitto Malvora

High Concept: Spellcasting White Court Noble

Other Aspects: Cowl's Apprentice; Quick Draw

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Conviction: Great (+4)
Contacts: Fair (+2)
Deceit: Good (+3)
Discipline: Fair (+2)
Endurance: Good (+3)
Guns: Great (+4)
Intimidation: Good (+3)
Lore: Good (+3)
Presence: Fair (+2)
Rapport: Good (+3)
Stealth: Fair (+2)

Powers

Evocation [–3]
Thaumaturgy [–3]
Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Fear; Lasting Emotion, Potent Emotion, Super-Potent Emotion*, At Range) [–5]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
The Catch [+0] is True Courage—every bit as pure and selfless and rare as True Love.

* The "Super-Potent Emotion" upgrade on Incite Emotion is the Outsider-powered upgrade mentioned in Vittorio's bio. Once per scene, Vittorio may make a **Weapon:6** attack with his Incite Emotion ability.

Specializations

Evocation: Elements (Air, Spirit); Power (Spirit +1)
Thaumaturgy: Complexity (Summoning +1)

Stress

Mental OOOO **Physical** OOOO **Social** OOO **Hunger** OOO

Notes

Vittorio is skilled with magic, yes, but we don't know how broad or deep it goes, and it's fused together with his Incite Emotion in weird and Outsidery ways. For our purposes we'll assume he's got some solid, if undisciplined, Evocation at his disposal. He also knows to carry a gun for when his powers fail him. Lots of ways for this one to kill.

Total Refresh Cost: –17

Rosanna Marcella

aka "Rosie"

Rosie is a tiny, cute, teenaged brunette with pale skin and thin, frail features. She's a long-time friend of Nelson Lenhardt and Sandra Marling, and a more recent friend of Molly Carpenter.

When Rosie discovered that she was pregnant, Molly tried to help her kick the drugs by using mind control magic to make her feel fear whenever she approached them. This worked, more or less, as aversion therapy, but it made her a target for nasty things. (Molly was less successful with using the same spell on her boyfriend Nelson, due to her anger at Nelson being the father of Rosie's baby, conceived when they fooled around with each other while high; for more info see Molly and Nelson's entries.)

During the Proven Guilty case, Rosie was watching one of the Suburban Slashers movies at the SplatterCon!!! convention with her boyfriend Ken and her friend Drea Becton. When Drea took out her compact to check her make-up, a fetch (page 41)—one of the nasty things attracted to Molly's use of fear magic—came out through her mirror in the form of the monster of that movie, the Reaper. In the mayhem, Rosie's collarbone was broken, Drea went catatonic, and Ken died.

While the damage to her psyche from Molly's spell is visible to the Sight, the spell still holds—Rosie is dedicated to staying off of drugs for the sake of her baby. The spell reinforces that, and it's likely that she'll recover from the mental damage caused by it.

We hope.

Of course, it's unknown how she'll deal with seeing her boyfriend killed in front of her.

Rosie Marcella

High Concept: Spell-Bound Friend of Molly Carpenter

Other Aspects: Former Drug User; Single Mom; Molly and Drea and Me, BFFs

It seems a little useless to stat her out beyond aspects; assume a Mediocre or Average challenge if anyone winds up in direct conflict with her.



John Marcone
"Gentleman Johnny"

Marcone is probably the most dangerous "vanilla mortal" man on Earth.

He's a shrewd businessman; ridiculously wealthy; a patron of the arts; a big-money political donor. He's also the top boss of Chicago, a gangster extraordinaire. Furthermore, he's physically impressive—not in a bulky, muscular way, but more in speed and grace. And he's the *first* vanilla mortal Freeholding Lord, with rights and protections under the Unseelie Accords, *ever*.

His life before he became a capo of the Vargassi family is unknown (other than that his parents were poor), but it's probable that he was a soldier—a highly skilled one—given his genius for tactics and strategy and his skills with guns, knives, and military method. His rapid rise in the organization made him enemies—especially Marco Vargassi, the son of the boss of bosses, Tony Vargassi.

Seeing Marcone as a threat to his position in the family, Marco laid a trap for Marcone—a hit in a public park, done personally. Unluckily for the Old Man's son, Marcone survived. However, there *was* a casualty from the hit, one that has haunted Marcone ever since: he saw ten year old Amanda Beckitt take a bullet intended for him.

Tony Vargassi—unwilling to let people know that his own kid tried to hit one of his own capos, and *failed* (lose-lose, there)—put pressure on the Medical Examiner, the police, and the papers to declare the girl dead and throw the blame onto the Jamaican gangs trying to muscle into Chicago at the time. He also spirited the comatose girl away and hid her in a nursing home, in case Marco ever came to trial for murder; if Tony could produce the girl, the incipient murder case would go away.

The Jamaicans started pushing back, hard, and Tony was busy dealing with the repercussions of his son's actions. Marcone capitalized on the instability and started building his own organization. In the near free-for-all in the underworld due to these conflicts, he wound up overthrowing the Vargassis while successfully repelling the Jamaicans (by means probably best left unconsidered). This established his reputation as a dangerous man and paved his path to power. (Tony and Marco Vargassi have, alas, been "lost" somehow.)

While Marcone tolerates no excuses or freelancers in his territory, he's been a strangely civilizing influence on organized crime in Chicago. Malcontents like Torelli are allowed to exist so that he can use them as decoys to draw out other usurpers. While the crime rate has gone down overall, the profits from his criminal activities have skyrocketed. He has brought order to the chaos. His criminal enterprises are all just as profitable and efficient as his above-board ones.

An example would be Lake Michigan Ventures, a subsidiary of Mitigation Unlimited, which is currently building plan-homes in the greater Chicago area, such as the new subdivision called Sunset Point. The CEO of Mitigation Unlimited is, of course, Marcone (who has secreted a safehouse in the suburban plan).

Restaurants, holding companies, import/export businesses, investment firms, financial businesses, construction companies…all of them—*all*—launder money for Marcone.

After becoming aware of the supernatural—through run-ins with Harry Dresden, a loup-garou (page 92), werewolves (page 90), hexenwolves (page 91), and the Order of the Blackened Denarius (page 53)—Marcone has applied himself to learning as much as he

Part of me wants to say "while I don't like Marcone, I respect him," but he's still a crook. Maybe "respect" in the sense of respecting a rattlesnake or a tiger.

But, then I found out about Amanda, and he came through for me—well, all of us—at the Deeps during the White Night case (and Ivy and Michael, during Small Favor)…I don't know what to think. It's difficult to simply chalk him up as mere criminal scum.

Marcone's Mafia

(See *Old World Order*, page 20.)

- "Ms. Demeter" (AKA Helen Beckitt)
- Mr. Franklin
- Ms. Sigrun Gard
- Lawrence (AKA Gimpy; deceased)
- "Cujo" Hendricks
- Eduardo Anthony Mendoza (AKA "Bony Tony"; deceased)
- "Spike" (deceased)
- Tommy Tomm (deceased)
- (Workers at his businesses)
- (Some mercenaries)

can about the magical side of the street and protecting himself (and his organization) from it.

When Harry refused to become his "personal security consultant," Marcone hired a consultant from the Monoc Corporation—Sigrun Gard. His Gold Coast estate has been strongly warded, he's familiar with basic occult countermeasures, and he has learned how to activate a few specific items for his own protection. He now knows to always plan for the supernatural.

Marcone is good-looking: athletic and tan, with salt-and-pepper hair and green eyes like well-worn dollar bills. He is enthusiastic, genial, witty, and great at banter. That's what's on display.

What is normally hidden about Marcone is that he's fast as a snake, he's a dead-shot with pistols and rifles, he carries two knives with him at all times (and knows how to use them), and he can—while bound, hanging upside-down, spinning, in the dark, while *bantering*—throw a knife accurately and strongly enough to cut a platform support wire.

He's extremely loyal to "his people" whether they work for his legitimate or criminal enterprises. (This care seems to extend further than his own employees: when he discovered that Amanda Beckitt still lived, he moved heaven and earth to hide her away, safely, and give her the best care; see her entry.) He doesn't lie, as a habit.

Marcone's path has crossed Harry's many times and he appears throughout the casefiles. In the Storm Front case, his bodyguard Tommy Tomm was taken out by the ThreeEye Cult to get at Marcone, and one of his men—Lawrence, AKA "Gimpy"—double-crossed him on behalf of the ThreeEye Cult. In the Fool Moon case, his business partner against the Northwest Passage Project, James Harding III, was killed; the FBI Hexenwolves managed to set Marcone against the Streetwolves, the Alphas, and Harry Dresden. In the Death Masks case, he hired the Churchmice to steal the Shroud of Turin, in the hopes that it could help heal Amanda; he later joined with Harry and the Knights of the Cross in taking on the Order of the Blackened Denarius. During the Dead Beat case, he saved Harry from the ghoul Li Xian, not caring that it was Harry's destiny to die in that alley (according to Ms. Gard), and he shared some details of his association with Bony Tony.

Before the beginning of the White Night case, he hired "Ms. Demeter" (Helen Beckitt) to work at Executive Priority Health (AKA "The New Velvet Room"), though he hasn't told her of the survival of her daughter. All of his establishments have been ordered to give Harry red carpet treatment (less hard on the buildings—and insurance premiums—that way). He served as Harry's backup in the Deeps, led men into direct battle against supernatural creatures, and was responsible for bringing the cavern down with demolitions.

Marcone became a Freeholding Lord ("Baron Marcone"), with Lara Raith and Donar Vadderung—the CEO of the Monoc Corporation—as his signatories.

His two most usual companions are "Cujo" Hendricks—his bodyguard, chauffer, and right-hand man—and Ms. Sigrun Gard.

Marcone has established a number of magical and mundane "panic rooms" for his safety. The mundane caches contain many things, including medical supplies.

During the Small Favor case, the Denarians performed a mystical assault on his panic room. It fell in the face of their sheer power. (The Denarians were using Marcone as a test-case before taking on the Archive.) Marcone was swept up as a mere "target of opportunity" for Denarian recruitment. (The Faerie Queen Mab expressed an interest in seeing him rescued…but perhaps this was simply a ploy to involve Harry deeper in the fight against the Denarians.) He was tortured and abused by the Denarians—he's now missing the top of his left ear.

JOHN MARCONE

High Concept: Clued-In Crime Lord
Trouble: Everyone Wants a Piece of Me
Other Aspects: A Cold Tiger's Soul; I'm Loyal to Those who are Loyal To Me; No Mercy But No Cruelty; Freeholding Lord; Bring Order to Chaos

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Burglary: Fair (+2)
Conviction: Good (+3)
Contacts: Great (+4)
Deceit: Good (+3)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Good (+3)
Fists: Great (+4)
Guns: Great (+4)
Intimidation: Good (+3)
Lore: Good (+3)
Presence: Great (+4)
Rapport: Good (+3)
Resources: Superb (+5)
Stealth: Fair (+2)
Weapons: Fair (+2)

He's a gangster, a murderer, a ruthless bastard— but he's better than creepshow freaks like Cowl or Nicodemus, any day. He cares (at least) about little girls.

Stars and stones, I'm almost starting to like the guy.

Almost.

Stunts

Paranoid? Probably. (Alertness): Gain +2 to Alertness when rolling against surprise
I Know Just The Guy (Contacts): When Gathering Information, Marcone's efforts are at a +1, and are 1 time increment faster.
Nose For Competence (Contacts): Marcone gains a +2 to Contacts when hiring competent and knowledgeable employees and contractors.
Calm Blue Ocean (Discipline): +2 to Discipline when rolling to keep emotions under control.
The Social Graces (Empathy): Marcone gains +2 to Empathy for social conflict initiative.
Subtle Menace (Intimidation): When the context of power is absent, or Marcone's victim is actually in a superior position, Marcone's victim does not get any advantage bonus.
Leadership (Presence): When using Presence to command a group, Marcone gains +1 on the effort. His efforts to coordinate a group happen one time increment faster than normal.
Filthy Lucre (Resources): Marcone gains a +2 to Resources whenever using it for illicit purposes.
Taking Aim (Guns): Marcone may use his Guns skill rather than Weapons for thrown weapons.
Trick Shot Artist (Guns): When attacking with Guns, +2 on the roll for shots taken at things (not characters), such as ropes holding chandeliers, etc. (Particularly effective when used with Taking Aim.)

Stress

Mental OOOO **Physical** OOOO **Social** OOOO

Notes

Marcone can make you ten kinds of dead, most of them subtle. Don't worry about those. Worry about his plans for you while keeping you alive.

Like Kincaid, don't let Marcone's refresh of "only" –8 fool you. He is one of the most skilled and competent people on Earth; confront him at your extreme peril. Marcone's write-up here has a ridiculous number of skill points (explicitly or implicitly, over 70 have been spent)—a PC would have to be active in a very long-term campaign to assemble this many.

Another way to stat Marcone would be to decide he's past the point of free will; instead of a mountain of skill points, give him a bunch of stunts to provide comparable bonuses. You might even consider him a "plot device" character, despite his status as a normal mortal.

Total Refresh Cost: –8 (Pure Mortal)



Sandra Marling

Sandra Marling is a brown haired woman in early middle age. A part-time volunteer at homeless shelters, she befriended Nelson Lenhardt and Rosie Marcella in their troubled youths. Later, when Molly Carpenter was sentenced to community service, she befriended her, too. (In fact, she's the one that clued-in Molly to the recent studies on the use of fear to bypass psychological barriers like addiction.)

Sandra was also the convention chair of SplatterCon!!!, a horror-movie themed convention, which became the focus of supernatural mayhem (detailed in the Proven Guilty casefile). She was the one who told Harry Dresden that the police came to talk to Molly and that they had been interrogating her for hours.

Her current whereabouts are unknown.

Harry, you mentioned the set-up in PG made you think Madrigal Raith was the big bad, right? Glau was just a cut-out man, killed to cover a trail? Well, look at this—according to your notes, Marling was the one who gave Molly the fear spell idea (making her a phobophage magnet) AND as con-chair she would have been the one responsible for bringing Darby Crane, AKA Madrigal Raith, to the con... making him the obvious responsible party for all the fear-freakiness.

YEAH, WHEN I WAS WRITING UP MY CASEFILE NOTES, I NOTICED THAT, TOO, AND I STARTED THINKING ABOUT THE HOMELESS SHELTER CONNEC-TION—YOU KNOW, LIKE MAVRA'S IN THE BR CASE?—SO I TRIED TO LOOK INTO MARLING'S HIS-TORY. GUESS WHAT I FOUND?

NOTHING. THE TRAIL DEAD-ENDS AFTER SPLATTERCON!!! A-S FAR AS I CAN TELL, SAN-DRA HAS LEFT THE BUILDING.

SO, YEAH, YOU'RE ONTO SOME-THING—BUT THE TRAIL IS COLD AS THE GARDEN IN ARCTIS TOR.

SplatterCon!!!

- Drea Becton—attendee
- Molly Carpenter—attendee; convention staff
- Darby Crane (AKA Madrigal Raith)—Guest of Honor (deceased)
- Nelson Lenhardt—head of security
- Rosie Marcella—attendee; convention staff
- Sandra Marling—convention chair
- Clark Pell—convention supporter

Sandra Marling

High Concept: Volunteer Do-Gooder
Other Aspects: Horror Fan
Notes

We just don't know enough to stat her out beyond aspects; until we learn more, assume a Mediocre or Average challenge if there's conflict involving her.

Martin

Martin is a totally unremarkable man. He's average height and weight and has medium brown hair. Even his voice is boring.

But Martin is much more than he seems. He's a half-vampire, infected by a Red Court vampire—if he kills and feeds, his transformation into a creature of the night will be complete. He's a member of the Fellowship of St. Giles, and his flesh bears their control tattoos. And he is 100% dedicated to taking revenge on the vampires that did this to him.

During the Death Masks case, he and Susan Rodriguez were sent by the Fellowship to Chicago to kill Duke Paolo Ortega of the Red Court. Martin has a strong sense of duty to the Fellowship; he is also a skillful driver and a trained sniper. He always carries a few grenades, just in case.

The Fellowship of Saint Giles

(See *What Goes Bump*, page 87.)

- Martin
- Susan Rodriguez

Ebenezar says she killed a friend of his in the Venatori Umbrorum.

Mavra

Mavra first appeared in the casefiles during the events of the Grave Peril case, working with Bianca St. Claire and Leonid Kravos to stir up trouble for both Harry Dresden and Michael Carpenter. And, as an old and powerful Black Court vampire, she can stir up a lot of trouble.

She hates Michael for destroying her "children" and "grandchildren" over 20 years ago, so she planned to use the blood of an innocent (Lydia) to unmake his Sword Amoracchius. Thwarted in this, she disappeared for a time.

She popped up again in the Blood Rites case, creating Renfields (page 84) in a homeless shelter. She was taken down by the efforts of Harry, Kincaid, Karrin Murphy, and Ebenezar McCoy.

During the events of the Dead Beat case, she showed up again, forcing Harry to find The Word of Kemmler for her, under threat of sending blackmail photos of Murphy—taken while Murphy was working on the Blood Rites case—to the authorities. When Harry provided the book, he threatened her, and she initially laughed it off—until Harry outlined the lengths he'd go to just to get her, if she persisted.

In addition to the vast Black Court vampire powers she has, Mavra seems to be skilled in magic. She is ridiculously adept at using Veils and is responsible for the "barbed wire" spells that afflicted Agatha Hagglethorn and Micky Malone. Furthermore, her command of mind magic is extensive.

Mavra is slender and pallid, with blue lips and hair like dried straw and bread mold. She looks exactly the same to the Sight as she does to normal vision.

Black Court Vampires

(See *What Goes Bump*, page 82.)

- Vlad Tepesh (AKA Dracula) (NE)
- Drulinda (deceased)
- Mavra

Reminder: update Mavra's Warden dossier.

Mavra

High Concept: Ancient Black Court Sorceress
Other Aspects: My Hatred Is Boundless; Scheming; Cruel and Vengeful

Otherwise, use stats for Master Black Court Vampires (page 84), but add Evocation and Thaumaturgy, and possibly Kemmlerian Necromancy—assume a Great challenge to counter necromantic thaumaturgy (like the barbed wire spell), and Superb to counter her spirit evocation-driven veils.

Martin

High Concept: St. Giles Fellow
Other Aspects: Bland and Unobtrusive; Watches Susan's Back; Sudden Violence

Skills

Alertness: Good (+3)
Discipline: Good (+3)
Driving: Good (+3)
Endurance: Good (+3)
Guns: Great (+4)
A mix of Fair and Average skills round him out.

Powers

Tattoos of St. Giles [–2]
Addictive Saliva [–1]
Blood Drinker [–1]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Recovery [–2]

Stress

Mental OOO **Physical** OOOO
Social OO **Hunger** OOOO

Notes

Martin prefers to keep his distance unless swift, violent extraction is needed. He'll use a sniper rifle, a speeding car, or a grenade to deal with a problem long enough to get himself and his allies gone. If he has to rely on his infected powers, he heals fast and can swing **Weapon:2** punches with his bare hands.

Total Refresh Cost: –7

Ah, Mr. Excitement.

Ebenezar McCoy

aka "The Blackstaff"

The newest member of the Senior Council of the White Council of Wizards, Ebenezar McCoy is still better than three centuries old. Short and stocky, he's bald with a fringe of white hair, a bristling white beard, gold-rimmed spectacles, and a jowly countenance over a bull neck. He has a horse farm in the Ozarks (Hog Hollow, MO), and works it (mostly) with the sweat of his brow, giving the old man a surprisingly strong back and hands. He's an amateur stargazer and makes his own Scotch.

Don't let his "down-home-jus'-folks" nature make you think he's not that sharp—his book Elementary Magic is still the first one many magical instructors give their pupils. McCoy also has a reputation as a magical brawler, using primal destructive forces. This has come in handy during the current Vampire War.



Before his election to the Senior Council, McCoy was mostly known as Maggie LeFay's master before she ran off and started doing nasty things—McCoy blames himself for pushing his apprentice too hard and being too involved in her life. This regret was one of the drivers behind his taking on the Doom of Damocles when he took on the lawbreaker Harry Dresden as his apprentice.

McCoy taught Harry patience, peace, and the value of creating something worthwhile. He has soulgazed Harry and has faith in the younger wizard. Those on the White Council still argue over how successful he was with his problematic student. Notably, he is one of the few people that Harry ever shows respect to.

What most people do *not* know about Ebenezar McCoy is that he has been the Blackstaff of the White Council for at least two centuries. He is the assassin of the White Council, the sole wizard empowered to break all of the Laws of Magic to protect wizard- and mortal-kind.

In the past, McCoy has tangled with other entities who were "in the trade" representing other supernatural nations, such as Paolo Ortega as well as Kincaid—who he has promised to kill for crossing the boundaries of professional courtesy and respect a century ago in Istanbul. He has tried to kill Lord Raith three times for killing Maggie Dresden with a ritual entropy curse—and failed every time. He is responsible for the eruption of Krakatoa, the Tunguska Blast (a comet?), the New Madrid earthquake, and the destruction of Casaverde (where he pulled an old Soviet communications satellite out of orbit to smash Ortega's stronghold).

McCoy was only allowed to accept the Doom of Damocles for Harry on the condition that he'd kill the boy if Harry showed any signs of backsliding into dark magic. The discovery of this condition—as well as the hypocrisy of not following the very rules he impressed upon his apprentice—has understandably put a strain on McCoy and Harry's relationship.

McCoy wears plain steel rings on his index fingers; his staff and Harry's come from the same lightning-wounded tree on his farm.

I think that stuff with the Old Man is improving a bit. But it's tough to get over all the lies, of commission and omission, with him being the Council's Blackstaff.

Ebenezar McCoy

High Concept: Senior White Council Wizard
Trouble: God Help Me, I'm The Blackstaff
Other Aspects: Master of Harry Dresden; An Honest Day's Work; Brawler; Patient Teacher; Respected Scholar; No Time for Bullies

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Conviction: Superb (+5)
Contacts: Good (+3)
Deceit: Good (+3)
Discipline: Fantastic (+6)
Empathy: Good (+3)
Endurance: Great (+4)
Fists: Fair (+2)
Intimidation: Good (+3)
Lore: Fantastic (+6)
Presence: Great (+4)
Rapport: Good (+3)
Scholarship: Good (+3)
Survival: Good (+3)

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–9]

Specializations

Evocation: Elements (Air, Earth, Fire, Spirit); Control (Air +1, Earth +1, Fire +2, Spirit+3); Power (Air +1, Earth +1, Fire +2, Spirit +3)
Thaumaturgy: Control (Divination +3); Complexity (Divination +2); Strength (Crafting +1)

Focus Items

The Blackstaff (see below)
Rings (+1 offensive power for spirit evocation)

Stress

Mental OOOO, extra mild consequence
Physical OOOO **Social** OOOO

Notes

Not reflected here are the elements that truly make him the Blackstaff: how he manages to break the Laws without that consuming him. How does one manage to stare into the abyss without it staring back, exactly? We aren't sure. (His staff, **the** Blackstaff, may have something to do with it, perhaps as a unique item of power that can absorb the "sins" of the broken Laws.) In the meantime, we're content to understand that he can throw around power in both the immediate and slow-but-deadly senses with equal efficacy, whether he's blasting you to a pulp where you stand, or letting you spend some nice quiet time at home before dropping a satellite on your head.

Total Refresh Cost: –16 is the starting point; likely, much more.

Eduardo Anthony Mendoza

aka "Bony Tony"

A former carnival sword-swallower, Eduardo Anthony "Bony Tony" Mendoza turned his skills to smuggling. A "ballooner," he'd place small items—jewels, drugs, microchips, etc.—into a balloon tied off with some string. Swallowing the balloon, he'd wedge the string between his back teeth, thus permitting him to smuggle small, high-ticket items covertly. Tony's contacts included workers at the Field Museum in Chicago, which allowed him to acquire, appraise, and dispose of valuable artifacts easily. However, it didn't help him avoid doing a dime in a federal penitentiary for smuggling narcotics.

A long-term employee of Marcone, Mendoza was a loyal member of Marcone's Mafia. Finally ready to retire, he found an old storage locker sealed since 1945 full of art, jewels, and cultural artifacts. Wisely, he gave Marcone first pick of the goods, then asked his advice on how to dispose of the rest.

When he found a buyer (Grevane) for one of the antique books in the cache and discovered that Grevane's resources were far beyond the ordinary, he again went to Marcone for counsel. Marcone advised Mendoza of the difficulty wizards have with modern technology. Mendoza hid the book (The Word of Kemmler) and swallowed a balloon containing a jump-drive with a single empty computer file on it—the filename was a 16 digit string of numbers (a set of GPS coordinates).

Tiring of the runaround, Grevane—or his assistant "Liver Spots" (Quintus Cassius)—killed Mendoza in a head-on collision on the expressway…with Mendoza as a pedestrian.

When Dr. Brioche passed Mendoza's corpse on to Waldo Butters, Harry Dresden became involved in the case he called Dead Beat.

I'll always remember that, for such a large, rough woman, Meryl had the softest, quietest voice.

MERYL

High Concept: Half-Troll Scion of Winter

Other Aspects: Soft-Spoken; Abused by Maeve

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Deceit: Average (+1)
Fists: Good (+3)
Endurance: Good (+3)
Intimidation: Good (+3)
Might: Good (+3)
Weapons: Good (+3)

Most other skills default to Average, the rest to Mediocre, with a few Fair standouts.

Powers

Inhuman Strength [–2]
Inhuman Recovery [–2]
The Catch [+1] is cold iron and the like.

Stress

Mental OO **Physical** OOOO **Social** OO

Notes

Even partially transformed, Meryl isn't someone you'd want to cross, with **Weapon:2** fists swung with Good skill.

Total Refresh Cost: –3

BONY TONY

High Concept: Retired Ballooner

Other Aspects: Loyal to Marcone

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Burglary: Good (+3)
Contacts: Fair (+2)
Endurance: Fair (+2)
Fists: Fair (+2)
Rapport: Fair (+2)

Most other skills default to Mediocre, with a few at Average.

Stunts

Keep Your Eyes Open (Burglary): Mendoza may use his Burglary rather than Alertness for initiative rolls.

In Over My Head (Contacts): Mendoza gains a +2 to Contacts rolls when seeking advice or assistance.

Stress

Mental OO **Physical** OOO **Social** OO

Total Refresh Cost: +0 (Pure Mortal)

MERYL

(See "*The Changelings of Summer Knight*" on page 97 for more details.)

As a changeling (a half-troll), Meryl was a tall, brawny, bull-necked woman with hair the greenish-brown of a muddy pond, a wide smile, and a blunt, ugly face. When her roommate Lily went missing, Meryl hired Harry Dresden—at triple his normal rate!—to find her. Later, she showed up with the Alphas and Fix to help Harry in the Sidhe War Over Chicago (Fix made her denim-silverware "armor" to wear into battle). After being shot by Ace and further hurt by Slate, she got even trollier. During the War, she made her final Choice to become a full troll and took on Lord Talos to give Harry the time to deal with the crazed Summer Lady Aurora. Meryl died from her battle injuries and the wounds she got pushing through a poisonous wall of thorns.

The stat block represents Meryl before she embraced her troll-ness. Once she makes that Choice, just use the Troll stat block on page 51. Since she went full troll, this would be the moment she became an NPC—but a good GM would let her ride the story through to its sad conclusion.

MIKE THE MECHANIC

The mechanic of Harry Dresden, the diminutive Mike has been called the "automotive repair equivalent of Jesus Christ (or Dr. Frankenstein)" on more than one occasion. He's the only reason that Harry's car—the Blue Beetle—can still run at all. He also doesn't seem to be fazed by damage to the Beetle from mold-demons exploding out of the upholstery or from ramming into a rampaging zombie or chlorofiend.

Mike's Garage is about halfway between Harry's apartment and the Bordens' place. George the Tow-Truck Guy works there, driving a wrecker for Mike.

I don't know how he does it, honestly. It's real magic.

No need for stats for Mike. He fixes stuff real good – that's all the game needs to know. From one perspective, he's simply the result of a good Contacts roll.

I promise not to tell Mister that you said I own him. He thinks it's the other way around.

Mister

Found in a dumpster, Mister is an enormous grey cat owned by Harry Dresden. He's at least 25 to 30 pounds, is missing his tail (other than a tiny stump), and is bigger than some dogs. Mister hates cars and dogs—well, all dogs other than Mouse, who he's "managed" since Mouse was a puppy. He craves Coca-Cola and has a complicated, unpredictable ramble schedule. He tends to make lots of noise then leave whenever there's supernatural danger around.

Mister is occasionally possessed by Bob if Bob needs to go out secretly or during the day; Mister tolerates this because he gets to see new things when Bob's on a mission. He seems to like Harry, Bob, Molly, Karrin Murphy, Thomas Raith, the Archive, Carlos Ramirez, and Mouse.

During the Small Favor case, Mister was used to great effect in a thaumaturgical spell. When Harry became aware that the Summer Court was using the pin to track him and send gruffs after him, he combined some catnip, the pin, a long rubber band, and his construct of "Little Chicago" to mystically link the pin to the matrix around Little Chicago. As Mister batted the catnip-wrapped pin around, the "beacon" sent out false positives for his location to the gruffs.

Not going to stat Mister (maybe a Great challenge to spot him if he's skulking around), but believe me — he could take down a whole bunch of commoners.

TO GET

- 3 bottles Coke
- cat food (canned and 1 bag dry)
- dog food (50 lbs. bag)
- cat ass-sand
- paraffin
- Cheerios
- mothballs
- plastic sealable tubs
- shower curtain
- grass rake
- lawn gnome

Lawn gnome?

Moe

High Concept: Moe the Gorilla
Other Aspects: Falsely Accused

Skills

- **Alertness:** Fair (+2)
- **Athletics:** Great (+4)
- **Endurance:** Good (+3)
- **Fists:** Superb (+5)
- **Intimidation:** Good (+3)
- **Might:** Superb (+5)
- **Survival:** Good (+3)

Moe knew who to trust, and when to kill. The hag never knew what hit her—but we do: Superb attack, Weapon:2 fists—super nasty. (Good thing she was skin-free, though.)

Stunts

- **Bend and Break (Might):** When successfully breaking an object using Might, increase the effect (stress, usually) by two steps.
- **Mighty Thews (Might):** When determining approximate lifting capacity, consider Moe's Might to be 2 steps higher.
- **Wrestler (Might):** Maneuvers to switch from Fists to Might are made at +2.
- **Defend My Tribe (Fists):** When fighting in the defense of another ape (or person) that Moe considers to be a part of his tribe, he may deal an additional 2 stress on a successful hit with his Fists.

Stress
Mental OO Social OO Physical OOOO, +1 mild consequence
Total Refresh Cost: –2 (pure mortal)

Moe

Moe was a suspect in the killing of Maurice Sandbourne, a security guard at the Lincoln Park Zoo, as detailed in the "Welcome to the Jungle" casefile. The catch? Moe is a lowland mountain gorilla, a silverback, weighing around 450 pounds.

That's the A-pe House.

For an ape, he is rather perceptive and a good judge of character. Living at the Regenstein Center of the Zoo, he was closest to Doctor Reese and Willamena Rogers. Indeed, Moe spent a lot of time in an enclosure attached to Reese's office. The protective patriarch of his family, Moe seemed to count Reese and Rogers as part of that family (he appeared to mourn Reese's murder).

Doctor Dana Watson was responsible for the murders of Sandbourne and Reese (which Moe witnessed). She also took blood from Moe—a totemic beast—for use in an Ascension Ritual.

When Watson (in her Hag form) started choking Rogers in Reese's office, Harry Dresden released him from his enclosure. Moe leapt forward, grabbed the Hag, freed Rogers, and started tearing Watson limb from limb.

Don't mess with the monkey!

Warden Donald Morgan

Donald Morgan is a Warden of the White Council. Due to the impairment of Captain Luccio, he is currently serving as the field commander of the White Council's forces in the Vampire War. He's a very tall man, heavy-chested, and well-muscled. He appears to be in his 50s, but he's been a Warden for over a century. His hair is long, going grey unevenly, and usually pulled back into a ponytail; he also wears a similarly patchy short beard. His eyes are grey, dangerous, and edged with crow's feet; they peer out of a pinched, thin face.

Morgan has an air of ponderous dignity when at rest, but in battle, he's a demon. A seasoned soldier and a talented swordsman, he is also one of the deadliest evocators alive, specializing in earth magic. He is utterly loyal to the White Council (especially the Merlin), with an anal-retentive sense of duty and honor. A total zealot about the Laws of Magic, he considers those who break them murderers and traitors. Still, he is an honest, decent man (despite his flaws). He will never let a child come to harm.



His biggest flaw, one could say, is his unreasoning distrust and paranoia about Harry Dresden. Morgan despises Harry because Harry is the exception to every rule. It is suspected that this distaste—and the loss of someone Morgan cared about at Archangel—led to his role in the Merlin's plan during the Summer Knight case; Morgan was to taunt Harry into taking a swipe at him so Morgan could kill Harry in self-defense and the White Council could offer Harry's body to the Red Court to end the Vampire War.

In the Dead Beat case, he almost killed Harry after seeing Harry shoot Luccio in the head. Luckily, the real Luccio—in a new body, courtesy of Corpsetaker—appeared and convinced Morgan of the truth. After this, the relationship between Morgan and Harry eased slightly: Morgan still doesn't like Harry and still thinks he's dangerous, but he is no longer convinced Harry does things out of malice. Although Harry lacks discipline and discretion, he regularly puts himself in harm's way to protect others. Morgan believes that Harry has no evil intentions—just arrogance and poor judgment. For that reason, Morgan has not put any Wardens under Harry's command, requiring only that Harry cooperate with the other regional commander in North America.

In the Proven Guilty case, the Merlin ordered Morgan to execute Molly Carpenter as a warlock. It hit Morgan very hard when Harry pleaded that she was just a child: he hesitated, obviously not wanting to do it, but his sense of duty drove him. Only the timely intervention of the Gatekeeper and the arrival of other Senior Council members—plus Michael Carpenter—stopped him from completing the execution, much to Morgan's relief.

In the course of the Vampire War, he has performed admirably. Indeed, in one major battle, he personally cut down a Duke and two Counts and got within 20 feet of the Red King himself. This act of courage and skill garnered him the admiration of the Summer Court of Faerie, and they have made him a member of the Order of the Silver Oak, a friend and esquire to the Summer Court. If Morgan is near Faerie, he can touch the silver leaf device of the Order and call on Queen Titania for aid *once*.

I used mine recently, but I think Morgan still has his.

Donald Morgan

High Concept: Acting Captain of the Wardens

Other Aspects: Mercy Has No Place in the Law; Combat Veteran; Children Must Be Protected; Zealotry in the Cause of Justice Is No Vice; Student of Luccio; Merlin's Ally

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Conviction: Superb (+5)
Contacts: Fair (+2)
Deceit: Fair (+2)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Good (+3)
Fists: Fair (+2)
Intimidation: Great (+4)
Lore: Great (+4)
Presence: Good (+3)
Rapport: Good (+3)
Weapons: Superb (+5)

Morgan's always been looking for an opportunity to lop my head off. Blames me for everything that goes wrong, even when it isn't my fault. Plus, he's buddy-buddy with the Merlin. Two crappy tastes that go crappy together.

Stress

Mental OOOO, extra mild consequence
Physical OOOO **Social** OOOO

Total Refresh Cost: –13

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–6]

Specializations

Evocation: Elements (Earth, Fire, Spirit); Control (Earth +3, Fire +2, Spirit +1); Power (Earth +2, Fire +1, Spirit +1)
Thaumaturgy: Control (Divination +1, Wards +2); Strength (Crafting +1)

Enchanted Items

Warden Sword: Cuts through anything (it counts as a Weapon:3 sword at minimum in all circumstances); reduces any magical effect that it is wielded against by 3 shifts; uses two enchanted item slots.

Notes

Morgan can toss out thunderous earth-shaking evocations at an Epic (7-shift) level with ease, and can go higher if he needs to. There's a reason he got within 20 feet of the Red King. If he has no time for evocation, he'll at least have time to swing that sword—as a Superb swordsman.

Mother Summer

Mother Summer appears as an old fae woman, stooped with age—this alone makes her and Mother Winter unique among the fae who rarely show any signs of age. Green eyes glitter from her weathered, rosy face. She speaks in a crisp tone and is more active during the season of summer. She is a maker and creator.

She lives in a cottage somewhere in deep Faerie with Mother Winter, presumably maintaining the natural order of things.

Mother Winter

Mother Winter appears as an old fae woman, stooped with age—this alone makes her and Mother Summer unique among the fae who rarely show any signs of age. While most of her features are veiled by the hooded cloak she usually wears, her teeth are yellowed and her hands are withered. She speaks with a raspy, whispery voice and is more active during the season of winter. She is an unmaker and destroyer.

She lives in a cottage somewhere in deep Faerie with Mother Summer, presumably maintaining the natural order of things. During the Summer Knight case, she gave Harry Dresden an Unraveling that could undo any enchantment. It was used by Aurora, the Summer Lady to turn the statue of the changeling Lily back into living flesh.

Personified Forces of Nature

The Faerie Mothers (and possibly the Erlking when he's leading the Wild Hunt) are effectively forces of nature so powerful they beggar the imagination. See "*Supernatural Heavyweights*," page 26.

Mother Summer

High Concept: Mother Summer

And that's about all you need to know.

Mother Winter

High Concept: Mother Winter

Yep, that about wraps it up.

Read it. Learn it. Live it. Be as polite as possible when interacting with entities that can destroy you with a stray thought.

Mouse is smarter than a lot of the people I know. No joke.

Mouse

Damned good dog. You know, Billy, I bet Mouse could give you, or maybe even a couple of the Alphas, a good workout.

No bet.

When Harry Dresden recovered some stolen puppies for Brother Wang at the beginning of the Blood Rites case, one of those puppies was braver (or stupider) than his littermates. The notch-eared little guy stowed away under the driver's seat of the Blue Beetle, and thus became Harry's dog.

Because the puppy was, at first, quiet and grey and small enough to fit in his duster pocket, Harry named him "Mouse." Of course, Mouse has grown since then. A lot. A whole lot.

Mouse is a Temple Dog (page 77) and has supernatural powers of a protective and guarding nature. He can sense evil magic (including demons, maleficent fae, the use of vampiric powers, and the stink of black magic and necromancy). He can see, bite, claw, and physically strike ghosts and spirits—this is often accompanied by a sort of St. Elmo's Fire around his head and forepaws. He can produce a mystical "alarm bark" that carries for miles in the real world and even into the Nevernever, though this takes a lot out of him. Mouse's collar has a single shield charm on it, so Harry can always track him. At Harry's side, Mouse has fought necromancers, evil wizards, vampires, undead, ex-Denarians, and other nasties, and he has killed some of them.

Nicodemus seemed worried to see Mouse. He put his damned freaky shadow between his body and Mouse. That implies something, I'm sure. Mouse went into full combat mode (low growl, bared fangs, hackles) when he saw Nico.

During the Small Favor case, both the Archive and Nicodemus were surprised to see Mouse in Harry's company; in Nicodemus' case, this included…fear?

Physically, Mouse's shoulder comes up past Harry's waist—and recall that Harry is very tall. He's broad-chested and powerful, with a strong muzzle. Mouse's coat is primarily a uniform grey color, marked with black on the tips of his ears (one is notched), tail, and lower legs; he also has a little bit of a mane of fur around his neck. When asked his breed, Harry's called him everything from a "wooly chammoth" (half-chow, half-wooly mammoth) to a "West Highlands Dogasaurus."

Mouse is warm, loving, brave, and protective of his master and his master's friends. He is *extremely* smart: Mouse can walk himself, get Harry's mail, and make plans to protect people—like dragging Waldo Butters into a linen closet during the Dead Beat case, pushing Harry out of the way of the van driven by Madrigal Raith during the Proven Guilty case, or jostling the aim of Torelli's goon during the Small Favor case—all on his own.

Mouse has excellent people skills (for example, he has an affectation of wagging his tail a bit too much in order to seem friendly). Harry has acquired a service dog apron for Mouse to allow him walk around in public places with his master. Mouse likes going places in the Blue Beetle; of course, he fills up most of the backseat.

Harry's cat Mister is in charge of Mouse and has been since Mouse was a puppy; Mouse takes this with good humor. He gets along well with Waldo Butters, Molly Carpenter, and Karrin Murphy, tolerates Thomas Raith so long as he's not doing any freaky vampire stuff, and made a fast friendship with Toto, the dog of Ordo Lebes member Abby.

MOUSE

HIGH CONCEPT:
Tibetan Temple Dog

NOTES
See stats on page 77.

Collin Murphy

Collin Murphy was husband to Marion and father to Karrin, Lisa, and an unknown number of Murphy boys. Collin Murphy was also a cop. Not just an ordinary cop, though: Collin was a "black cat investigator" working out of Precinct 13. For 12 years, he specialized in weird cases—much like his daughter would later encounter with Special Investigations. Thirty years ago, Rawlins saw him kill something that was strangling a woman in an alley, using a shotgun loaded with rock salt. Collin was also friendly with Morty Lindquist.

When Karrin was 11, Collin died. The job had started to get to him: he started to drink and committed suicide at his desk. Lindquist still counts him as a friend, so perhaps the ectomancer is interacting with Collin's ghost?

I wish I had a chance to meet Murph's dad. He sounds like he was quite a character.

Collin Murphy

High Concept:
Black Cat Investigator

Other Aspects:
Father of Karrin Murphy

Skills
Alertness: Good (+3)
Contacts: Fair (+2)
Discipline: Fair (+2)
Empathy: Fair (+2)
Endurance: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Fair (+2)
Investigation: Good (+3)
Lore: Good (+3)
Presence: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Stunts
Weird Informants (Contacts): +2 with Contacts when looking into "weird" cases.
Occultist (Lore): +2 to Lore checks to determine physical weaknesses of supernatural bad guys
Corner of my Eye (Alertness): When successfully rolling Alertness passively to pick up on details, gain an additional 2 shifts.
Scene of the Crime (Investigation): At a crime scene, gain +1 to Investigation roll and arrive at findings one step faster than usual on the time table.

Stress
Mental OO **Physical** OOO **Social** OOO

Notes
As expected, a capable cop: Good initiative, Good shot with a gun (**Weapon:2** or so). You might notice his stats are a lot like Detective Malone above. We know only a little, so It seemed right to use a slightly upgraded SI cop to represent Mr. Murphy.

Total Refresh Cost: –2 (Pure Mortal)

Karrin Murphy

Detective Sergeant Karrin Murphy

Murph is probably my best friend in the world.

Karrin Murphy—or more usually, Murphy or Murph—is a police officer in Chicago, assigned to the Special Investigations Unit. She's part of the voluminous Irish-Catholic clan of policemen and firefighters that is the Murphys. The eldest daughter of Collin and Marion Murphy, she has a sister named Lisa and an unknown number of brothers (who are also cops).

There is friction between Marion and Karrin, stemming from four things: 1) the relative strictness with which Karrin was raised as compared with her sister Lisa; 2) Karrin's dedication to her job and need to live alone; 3) Karrin's divorcing of hubby #2, Rick Boughton; and 4) Karrin's need to keep the "weird parts" of her life from her mother. The friction between Lisa and Karrin mostly comes from two things: 1) Karrin's perception that Lisa gets away with murder and 2) the fact that Lisa is now married to Karrin's ex-husband Rick.

Karrin had to sneak out of the house to go to her own prom!

Murphy is rather short—a flat 5 feet—and very cute: blonde, blue eyes, round features, upturned nose. She looks like a cheerleader, but she's a hard-minded detective, black belt in aikido, and a champion marksman. She's been married twice—once to Gregory Taggart (her first love, they married at 17, he left her; though they tried to talk, it always ended in a fight) and Rick Boughton (they split up because Rick wanted a family, Murph wanted to be a cop *and* have a family).

Tiny, but FIERCE!

She owns a Saturn and a Harley and is an expert at driving both. She owns a house in Bucktown, left to her by her Grandma Murphy. Murph tends to wear pantsuits—the only dress she's been seen in was the one her mother made which Murph wore to a family reunion. Generally spooked by morgues and dogs, she still seems to get along with Waldo Butters and Mouse. She's a tea aficionado (with a vast collection of different types) and takes her coffee with no cream and two sugars. And she likes Monty Python.

Murph has always appeared as an avenging angel to my sight. Though she's gotten psychically bruised and battered over the years, she still keeps fighting.

As a cop, Murphy's record has gone up and down. When she was just a beat cop, she met Harry Dresden during her first face off with the supernatural—jumping on the back of a troll and throttling it with her nightstick. It's unknown if this put her directly into the Special Investigation Unit, however, as usually that

Who's Who (Karrin Murphy)

There's a lot of information here that CAN'T make it out to the public, Billy—especially the blackmail stuff.

detail is reserved for "inconvenient" cops who've ticked off someone in authority. However, by the time of the Storm Front case, she's a lieutenant and actually in charge of SI. She held that position longer than any of her predecessors.

She has more experience with the weird than most Wardens of the White Council. She's been beaten severely and poisoned by a giant magical scorpion; she's shot and killed a loup-garou with bullets made out of a pair of silver earrings inherited from Aunt Edna; she's come under at least two—possibly more—Internal Affairs investigations; she was put into a brief coma by a malevolent spell; she's trained her SI companions in self-defense; she's earned a reputation of not being particularly cooperative with other cops outside of SI; and she's taken down supernatural nasties without wizardly help. She's also been busted down to Detective Sergeant (losing command of SI, alas)—though she's still the one her fellow officers listen to in the field.



During the Dead Beat case, Mavra blackmailed Harry with photos of Murphy participating in the assault on Mavra's lair, shooting Renfields. It's doubtful that IA would accept the explanation that the people Murphy was shooting in the pictures were mind-warped thralls of a vampire. But this had nothing to do with her demotion. While working on an active case, she disappeared for a few days to participate in the rescue of Molly Carpenter from Arctis Tor. She called in every chip she had, just to keep her job. She was successful in this, but Murphy will almost certainly never hold command status again—indeed, she may never get another promotion.

Most of this foofarah can be laid at the feet of Harry Dresden. When Murphy became head of SI, she started hiring Harry to consult on weird cases. Murphy keeps hiring Harry, sometimes even "off the books" out of her own pocket, because his cases have a 90% likelihood of resolution. Early on, she had a more combative relationship with Harry, even arresting him a few times. Then, during the Summer Knight case, he finally clued her in to the world's supernature.

Since then, they've worked as partners more than at cross-purposes. Murphy's even figured out how to apply her limited knowledge of magic and the supernatural to her policework. She understands the wizards' hexing effect on technology and can prepare the proper weaponry for the proper critter.

She's also shown skill at playing the supernatural politics game, such as when she faced down Tiny at McAnally's during the Small Favor case—she convinced Tiny that attacking Harry while under her protection would be a declaration of war on the mortal authorities of Chicago, and earned Tiny's grudging respect in the process. On one hand that's no small feat, but on the other perhaps navigating the environment in the Chicago PD has prepared her well for faerie politics.

More Well-Known Character Syndrome

So, Karrin Murphy has the dubious distinction of having a presence in nearly every one of Harry's major casefiles. As such, she very likely has experienced the same advances he has throughout the course of the same events. We chose to stat her as she was in the *Storm Front* case, to provide a good example for players looking to make strong, competent mortal characters. Something closer to "present day" Murphy would have five or six more points of refresh and ten more skill points, making her quite formidable.

She also might have added any of the following aspects at various points after this:

- I Trust Harry Dresden
- My Sister Makes Me crazy
- My Ex Makes Me Crazy
- I've Had Monsters In My Head (possibly an extreme consequence)
- Busted to Det. Sergeant
- Partner: Rawlins
- Kincaid Gave Me This Gun

MURPH

High Concept: Special Investigations Lead Detective

Trouble: Unbelieving Bureaucracy

Other Aspects: Don't Judge Me by My Size; Avenging Angel; Aikido Master; Champion Marksman; I Don't Know if I Trust Dresden, But He Gets Results

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Burglary: Average (+1)
Contacts: Average (+1)
Conviction: Fair (+2)
Discipline: Fair (+2)
Driving: Fair (+2)
Endurance: Good (+3)
Fists: Good (+3)
Guns: Great (+4)
Intimidation: Average (+1)
Investigation: Great (+4)
Presence: Average (+1)
Lore: Fair (+2)
Scholarship: Average (+1)
Stealth: Fair (+2)
Weapons: Average (+1)

The stat block represents Murph during the **STORM FRONT** *casefile. Like Harry's stats, they improve as time goes on.*

Stunts

Hard Boiled (Discipline): +2 to Discipline rolls defending against mental attacks and maneuvers by criminals and suspects.

Martial Artist (Fists): Make assessments and declarations related to fighting styles and fighting culture using her Fists skill.

Redirected Force (Fists): On a successful defense roll using Fists against close-combat attacks, Murphy may sacrifice her next action to treat the defense as a successful maneuver, placing a temporary aspect such as Thrown to the Ground on her attacker.

Extensive Training (Fists): Murphy may use her Fists skill instead of Weapons to wield a variety of close combat weaponry: short clubs, staves, katana/bokken, and the like.

Pin the Tail (Investigation): +2 to Investigation rolls when trying to keep track of a target during Surveillance. When Shadowing someone using Stealth, she may use Investigation to complement her Stealth skill.

Scene of the Crime (Investigation): At a crime scene, +1 to Investigation rolls and arrive at findings one time step faster than usual.

Stress

Mental OOO **Physical** OOOO **Social** OOO

Notes

This stat block may not do her justice, but it does show Karrin Murphy as a very capable cop with a good balance of stunts and refresh potential. Despite her extensive martial arts training, she knows it's a good idea to bring a gun (or something more potent!) to a fight with a perp, whether supernatural or mundane. Depending on your notion of who Murphy is—and where she is in her career—she may be missing a few other stunts. Then again, maybe having a pile of fate points on hand is why she's so damned helpful for Harry whenever she shows up in a case.

Total Refresh Cost: –4 (Pure Mortal)

Players might consider playing one of Murphy's brothers—might be an interesting character, if their sister clues them in to what's going on with Special Investigations!

Despite their regard for one another, there is no romance in the cards between her and Harry, for a number of reasons: he couldn't keep it casual; Murph keeps relationships separate from her job after Rick; she has significant professional drive and ambition which conflicts with her desire for a family and someone to grow old with; Harry would outlive her significantly, which also plays havoc with her desire for a family and someone to grow old with; her failed marriage to Rick wounded her more deeply than she likes to admit; and it's just never been "the right time" for them to get together. Murph has mentioned, however, that although she likes Luccio on a personal level, Luccio is all wrong for Harry.

Still, Murph and Harry are extremely close friends and he trusts her implicitly; she has a personalized talisman to get through Harry's wards, and she was one of the first (and remains one of the few) people to realize that Thomas Raith is Harry's brother. She pointed out when Harry's anger—exacerbated by Lasciel—was getting the better of him. She also trusts him; at his request, she called in a bomb threat to O'Hare airport during the Death Masks case to stop the Denarians. She entered Winter itself and assaulted Arctis Tor with him to help save Molly Carpenter, at the cost of her career. She agreed not to call in the authorities when she and Harry took out Lord Raith's bodyguards—Lara Raith now owes her a favor—a two-edged sword indeed.

Some of the big issues that Murphy has had to deal with in recent years include: her need to make her reports believable to those not clued-in; the death of her first ex-husband to cancer; the re-marriage of her second husband to her sister; her loss of rank and command of SI, plus a psych eval, in the aftermath of Arctis Tor; the attack of the loup-garou and her shooting and killing of Agent Phil Denton; at least two IA investigations; being magically tortured by the Nightmare (Leonid Kravos); finding out about the supernatural underbelly of the world; being mentally/sexually whammied by Lord Raith; a new relationship with the mystical mercenary Kincaid after a dry-spell of several years; being partnered with Rawlins, a cop who was friends with her father; and her fear of growing old alone.

Murphy puts the good of others before herself. She has said, unequivocally, that she *will* bring in SI and the mortal authorities if innocent lives are on the line.

Intriguingly, during the Small Favor case, Murph touched the Holy Sword Fidelacchius and even pulled it an inch from its scabbard. This created a blinding white light that blasted the Denarian Deirdre. Harry considers this a "job offer" from the faith-based set, but Murph says that she already has a job.

Marion Murphy

As the widow of Collin and mother to Karrin, Lisa, and an unknown number of Murphy boys, Marion Murphy is one of the matriarchs of the Murphy clan. There is some friction between her and her eldest daughter, mostly coming from Karrin's divorce from her second husband (Rick Boughton), who Marion liked. Of course, Rick is again her son-in-law, by virtue of marrying her other daughter Lisa.

Somewhat taller than Karrin, Marion is plumper and more matronly, her dark blond hair threaded with grey, her blue eyes revealing a flash of stubborn steel. Karrin believes that Marion doesn't approve of her daughter living alone or being a cop; however, Marion knows that Karrin is involved with creepy things (much as her husband was) and gives her a hard time so that Karrin can feel good about having a secret.

Well, I assume that Mrs. Murphy knows. It's just that I can't keep track of them all.

Chicago PD: Special Investigations Unit

(See *What Goes Bump*, page 66.)

- Ron Carmichael (deceased)
- Micky Malone (retired)
- Karrin Murphy
- Rawlins
- John Stallings
- O'Toole, Varetti, & Farrel (NE)

(See also Chicago Cops, page 150.)

The Murphy Clan

- Lisa (Murphy) Boughton
- Rick Boughton
- Collin Murphy (deceased)
- Karrin Murphy
- Marion Murphy
- Gregory Taggart (NE) (deceased)
- Unknown number of Karrin and Lisa's brothers
- Large number of aunts, uncles, cousins, and in-laws

Nicodemus

Last name "Archleone". See page 100.

"Obsidian Statue"

Picture an androgynous, naked, bald statue made of obsidian, with green glowing eyes over human blue ones. This is the Denarian Obsidian Statue (mortal and angelic names unknown).

Part of Tessa's faction, Obsidian Statue restrained Harry Dresden at Shedd Aquarium during the Small Favor case, until Kincaid blew its head off.

After becoming headless, Obsidian Statue bled black sludge (much like hot asphalt) and hammered at the concrete floor for some minutes before falling over inert.

Obsidian Statue

High Concept: Denarian Thug

Skills and Powers

We don't know much about this guy (gal? object?); assume he presents a Superb or better physical challenge. His social, mental, and magical prowess is unknown. Likely has Supernatural Toughness.

Total Refresh Cost: Mid teens? High twenties? Who knows?

Don Paolo Ortega

Doctor Don Paolo Ortega, Duke Don Paolo Ortega

Doctor Paolo Ortega of the University of Brazil at Rio de Janeiro has a worldwide reputation as the premiere analyst and debunker of paranormal phenomena. "Magic is a hoax," is the message he sends, even claiming once on Chicago's The Larry Fowler Show that he could very easily make the entire audience believe that he was a vampire. The studio audience laughed, of course.

They shouldn't have—Ortega *was* a vampire. In fact, he was one of the most dangerous vampires of recent centuries: both a warlord and a skilled assassin of the Red Court, with the rank of Duke. Killing six Wardens of the White Council in the midst of a single battle hardly seemed a challenge; even Ebenezar McCoy, the Blackstaff of the White Council (page 15), spoke of Ortega's abilities with respect.

Don Ortega was born in a savage time (at least 600 years ago) as a grandee of Spain. He was equally adept at using brutality or civility—whatever would be the best way to kill his target. A deep-chested and brawny man of medium height, he had black hair and a dark complexion. He had a manor in Honduras called Casaverde, complete with vampiric retainers and a nearby village full of humans addicted to Red Court venom, used as slaves and food. Though he attempted to conceal his emotions, his arrogance and vengefulness were too strong to hide. Ortega was a member of a high-level faction of the Red Court who want the Vampire War ended… mostly because they feel it started prematurely.

Harry Dresden first met Ortega briefly during the Grave Peril case at the masquerade thrown in honor of the elevation of Bianca St. Claire to the rank of Margravaine in the Red Court. During the events of Summer Knight, Ortega communicated with Senior Council member Aleron LaFortier regarding Harry's involvement in the Vampire War. In Death Masks, Ortega came to Chicago to kill Harry in single combat: a duel of champions to end the Vampire War, mediated by the Archive.

Ortega claimed to have a modicum of respect for Harry's abilities, so much so that he was prepared to cheat in their duel (twice over). First, he threatened Harry with the fact that his vassals at Casaverde would hunt down and kill Harry and his friends—Susan Rodriguez, Karrin Murphy, Mac, Nick Christian, the Carpenters, the Alphas, and Ebenezar McCoy—if Harry won the duel, contrary to their formal agreement per the Unseelie Accords. Second, he pulled a gun (hidden under his ectoplasmic flesh-mask) when he began losing the duel. This—along with the interference of the Fellowship of St. Giles—caused massive chaos, placing the validity of the duel in doubt.

He escaped to Casaverde, preparing to wreak his revenge on Harry, when a decommissioned Soviet communications satellite smashed into the manor, killing Ortega and many of his vassals and slaves. He is survived by his widow, the Duchess Arianna Ortega of the Red Court, who was the leading bidder in the online auction of Harry Dresden when Madrigal Raith put him on eBay during the Proven Guilty case.

I don't know whether Ortega's cheating says more about his nature as a ruthless assassin for the Red Court or his supposed respect for my abilities.

Methinks someone was compensating for something, with all those fancy titles in front of his name.



Looks like you're really starting to clear the field here, boss.

Red Court Vampires

(See *What Goes Bump*, page 85.)

- Kelly Hamilton (deceased)
- Kyle Hamilton (deceased)
- Duchess Arianna Ortega (NE)
- Duke Doctor Don Paolo Ortega (deceased)
- Bianca St. Claire (deceased)

(See also the Fellowship of St. Giles, page 87.)

I've been thinking about the duel in terms of system. It's pretty much a pure contest of Discipline vs. Discipline, and Ortega's is set one step above yours. He had the upper hand, and that's how things started. But then he said something that gave you a context for invoking some of your aspects, and you had fate points at that point in the story to spend. Ortega didn't.

Paolo Ortega

High Concept: Duke of the Red Court

Other Aspects: a Liar and a Cheat; Warrior; Arrogant

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Conviction: Good (+3)
Deceit: Superb (+5)
Discipline: Great (+4)
Fists: Great (+4)
Endurance: Great (+4)
Guns: Good (+3)
Intimidation: Great (+4)
Might: Good (+3)
Presence: Great (+4)
Rapport: Good (+3)
Scholarship: Fair (+2)
Stealth: Good (+3)
Weapons: Good (+3)

Other social skills tend to be no worse than Fair; others tend toward Average.

Powers

Addictive Saliva [–1]
Blood Drinker [–1]
Claws [–1]
Flesh Mask [–1]
Feeding Dependency [+1] affecting the following powers:
Cloak of Shadows [–1]
Inhuman Strength [–2]
Supernatural Speed [–4]
Inhuman Recovery [–2]
Supernatural Toughness [–4]
The Catch [+2] is sunlight, holy stuff; armor doesn't protect belly.

Stress

Mental OOOO **Social** OOOO
Physical OOOO(OOOO), **Armor:2**
Hunger OOOO

Notes

Broadly competent in many fields, and specifically deadly as a personal combatant (always acts first, Great attack rolls with **Weapon:3** clawed hands). Here, we've presented him as a cut above a baseline Red Court Vampire, but that might be lowballing it. He might also have a few "mortal" stunts to represent his political and financial power.

Total Refresh Cost: –14

Parker

The leader of the lycanthrope biker gang known as "the Streetwolves," Parker was a large snaggle-toothed man with long, greying, greasy hair. Thanks to a false lead from Agent Roj Harris of the FBI Hexenwolves, Harry Dresden was looking into Parker's gang as a probable cause of the "Lobo Killings." Harry inadvertently challenged Parker's long-time but weakening dominance over the other Streetwolves in this confrontation, and then it was *on*.

He was eventually killed and eaten by Agents Denton and Benn when his usefulness to their plans had been exhausted.

For Parker, just borrow the Lycanthrope stats on page 92.

Peabody

The secretary of the White Council, Peabody is a prim-looking wizard—some compare him to a "dried-up spider"—with a reedy voice; he is rarely seen without a quill in his hand. He maintains the minutes of various conclaves and other important Council records, like the Registry of Wizards. While not a member of the Senior Council, he is often in the company—and confidence—of the Merlin. He was in attendance at the conclave in the Summer Knight case as well as the warlock hearing for Molly Carpenter during the Proven Guilty case.

The only other notable thing about Peabody is that he compiled the book Die Lied der Erlking early in the last century. Considered a work of nearly pure speculation, it collected the notes of a dozen crusty old wizards. Interestingly, the third poem within is a viable summoning, suitable for grabbing the attention of the Erlking himself. Fewer than 1000 copies were printed, and Cowl and Kumori claimed during the Dead Beat case that they had accounted for all but two of them: those belonging to Grevane and to Harry Dresden. Harry's copy was stolen by Li Xian and Corpsetaker later, and that copy—along with Grevane's—is assumed to have been destroyed in the aftermath of the collapse of the Chicago Darkhallow.

I can't believe a meticulous twerp like Peabody got his German wrong. I'll have to razz him about that next time I run into him.

The Streetwolves

(See *What Goes Bump*, page 92.)

- Parker (deceased)
- Lana (NE)
- Flatnose (NE)

Peabody

High Concept: White Council Secretary

Other Aspects: Prim and Proper; Record Pack-Rat; That's Highly Irregular...

Skills

Alertness: Good (+3)
Athletics: Average (+1)
Conviction: Good (+3)
Contacts: Good (+3)
Deceit: Good (+3)
Discipline: Great (+4)
Empathy: Fair (+2)
Endurance: Average (+1)
Investigation: Fair (+2)
Lore: Superb (+5)
Presence: Fair (+2)
Rapport: Average (+1)

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–6]

Specializations

Evocation: Elements (Air, Earth, Spirit); Power (Air +1, Earth +1, Spirit +1); Control (Air +2, Earth +1, Spirit +1)
Thaumaturgy: Control (Divination +2, Summoning +2, Psychomancy +1), Complexity (Summoning +1, Psychomancy +1)

Focus Items

Staff (+1 defensive control for air) – This is speculation (surprise, surprise)...

Stress

Mental OOOO **Physical** OO **Social** OOO

Notes

Peabody's abilities are speculative here, but as a records-keeper it would make sense that he'd put his Lore above his other arcane skills and dabble more on the thaumaturgy side of things.

Total Refresh Cost: –13

Morgan said something about losing someone that he cared about at Pietrovich's tower in Archangel, but I don't know who that could've been.

Clark Pell

A regular supporter of SplatterCon!!!, Clark Pell is the owner of Pell's Theater, which is conveniently located next to the downtown Chicago hotel that hosts the horror convention. Convention attendees can watch select horror movies on the big screen at his theater.

He's a sour-looking cuss, a fighter and a survivor, seemingly made out of shoe leather and gristle. When Harry Dresden looked at him with the Sight, he saw that under that shoe leather and gristle was more shoe leather and gristle…and iron. Therefore, it was suprising when, during the Proven Guilty case, he was attacked—and psychically mauled—in one of the hotel bathrooms by a phobophage, a creature that feeds on fear. It later came out that the phobophage had appeared to him as Hammerhands, the monster in the only movie that ever scared him.

Simon Pietrovich

Simon Pietrovich was a Russian Senior Council member of the White Council of wizards. He was the Council's expert on vampires. This explains why he—and his heavily defended tower fortress in Archangel, full of wizards and apprentices—was the first target in the current Vampire War. It is suspected that the compound was taken by treachery.

Interestingly, Pietrovich was the mentor to Justin DuMorne, who was the first mentor of Harry Dresden.

We don't know a lot about Pietrovich. If you really need stats for him, choose a stat block for one of the other Senior Council members, then add Mentor of Justin DuMorne, high Lore, and a Vampirologist stunt.

Rachel
(AKA "Paula")

An employee of Bianca St. Claire, Rachel worked at the (old) Velvet Room. She was a young, well-groomed woman with short straight hair. Unfortunately, in the course of events recorded in the Storm Front casefile, she was unintentionally sucked dry by Bianca after a tête-à-tête with Harry Dresden that left Bianca weakened. Rachel's death sparked a deep enmity between vampiress and wizard, leading to the proximate cause of—or, if you prefer, the convenient excuse for—the current Vampire War.

Clark Pell

High Concept: Theater Owner
Other Aspects: Iron Will; Horror Fan
Skills
Alertness: Fair (+2)
Contacts: Fair (+2)
Discipline: Good (+3)
Lore: Average (+1)
Rapport: Fair (+2)
Resources: Fair (+2)
Most other skills default to Mediocre, with a few at Average.
Stunts
Unshakeable (Discipline): Pell's aspects are only worth a +1 when tagged by an attacker inflicting social or mental stress.
Stress
Mental OO **Physical** OO **Social** OO
Notes
In the **Proven Guilty** case, Pell was a colorful victim. In your game, he might be an interesting contact for someone—or his theater might be a base of operations.
Total Refresh Cost: +1 (Pure Mortal)

Rachel

High Concept: Red Court Prey
Other Aspects: Addicted
Skills and Powers
Not much else to Rachel/Paula. Apply the above aspects to a more specific stat block and you're good to go.
Total Refresh Cost: ?

Harry, this person seems to be referred to as "Paula" in the SF casefile, and alternately "Paula" and "Rachel" in the GP casefile. What gives?

"Paula" was her stage-name at the Velvet Room; that's how I was introduced to her at first, so that's what I wrote. Later, I found out that her real name was "Rachel."

Plus, with everything that was going on, Billy-boy, you're lucky those notes are typed and not scrawled in crayon.

Her ghost was bound to Bianca's mansion and, during the Grave Peril case, stopped Bianca from killing Harry. Rachel's ghost may have helped the other ghosts kill Bianca at the climax of that case.

Inari Raith

Inari Raith is a perky, pretty, skinny woman in her 20s. She has creamy skin, a light and sweet scent, and favors a Princess Leia hairdo. When she smiles, she upgrades from "pretty" to "lovely."

A daughter of Lord Raith, she is the half-sister of Lara, Thomas, and the other siblings, and the cousin of Madeline and Madrigal Raith. She's the apple of her father's eye. This means that she *should* be a White Court vampire.

During the Blood Rites case, Inari's Hunger was triggered for the first time; her father sent her to Harry, hoping she would kill him with her first feeding. Through a combination of Harry's love for Susan Rodriguez and his presence of mind, that didn't happen. She later had sex for the first time with her boyfriend Bobby with whom she was in love; as this didn't kill Bobby, it must have expelled the vampiric spirit of Hunger from her.

She accompanied Bobby and his friend Jake Guffie to California. Though she had worked as an associate production assistant on at least one pornographic film, she seems to have spurned that in favor of helping Bobby and Jake with their feng shui business.

Inari

High Concept: White Court Virgin
Trouble: Unaware of My Heritage
Other Aspects: In Love with Bobby
Skills
Alertness: Fair (+2)
Athletics: Good (+3)
Deceit: Fair (+2)
Discipline: Fair (+2)
Fists: Fair (+2)
Endurance: Good (+3)
Intimidation: Fair (+2)
Presence: Fair (+2)
Rapport: Good (+3)
Stealth: Fair (+2)
Most other skills default to Mediocre, with a few at Average.
Powers
Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Lasting Emotion, Lust) [–2]
Stress
Mental OO **Physical** OOOO
Social OOO **Hunger** OOO
Notes
Inari's abilities are mostly latent—she was raised without knowledge of what her bloodline really meant. Still, under some circumstances her powers seem to work unintentionally—consider this to happen as a compel on Unaware of My Heritage. This is Inari as a White Court virgin; once she consummates her relationship with Bobby, take away the vampire powers.
Total Refresh Cost: –3

Lara Raith
(AKA "Lara Romany")

Harry Dresden first encountered Lara Raith during the Blood Rites case; since that time, their activities have become entwined on a regular basis.

Lara is insanely attractive and sexy—words can barely describe how much so. Any description pales in comparison to seeing her in the flesh. She is tall, beautiful, graceful. She has long, curly, black hair with highlights that are almost blue. Her eyes shift between dark grey-violet and arsenic grey-periwinkle blue. Her dark pink lips seem a little large for her narrow-chinned face.

She is intelligent, strong willed, and possessed of a sardonic wit. She does not take unnecessary risks, plans ahead, and is an excellent shot. She's more than a century old—possibly two.

She has a strong sense of family, inculcated by her father, Lord Raith, the White King of the White Court of vampires. (She is his oldest child, although—believe it or not—not the prettiest.) This means she has an iota of concern for her half-siblings Inari and Thomas which, for a subtle and cunning weaver of plots and plans, is significant. She has less concern about her cousins Madeline and Madrigal Raith. She is the originator of the "culling" plan used by the Skavis during the White Night case, set into motion to turn the Malvoras and the Skavis against one another. She has also begun testing the fae by capturing pixies that trespass on the grounds of Chateau Raith in Chicago.

Previously enthralled by her father, she was able to turn the tables on him after discovering the truth of his impotency during the events of

Huh. I never realized that Lara was a grown woman when my mother hooked up with Lord Raith. Weird.

Lara Raith

High Concept:
Secret Queen of the White Court

Other Aspects: Dominating Daddy Dearest; Dresden Will Be My Slave; Dead Sexy; Thomas Is My Brother, Justine Is My Hostage; Catspaws Make Good Politics; Assets Are Expendable

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Contacts: Good (+3)
Conviction: Good (+3)
Deceit: Superb (+5)
Discipline: Great (+4)
Endurance: Good (+3)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Great (+4)
Investigation: Fair (+2)
Lore: Good (+3)
Presence: Great (+4)
Rapport: Superb (+5)
Resources: Superb (+5)
Stealth: Great (+4)
Weapons: Great (+4)

Lara Raith has few skills below Fair.

By giving her the Sex Appeal stunt, I'm saying that Lara sometimes goes for the more subtle, "legitimate" way of inciting lust in a victim. Thrill of the hunt? A way to draw someone in without using an overt (detectable) supernatural power on them? Could be.

Stress

Mental OOOO **Physical** OOOO (OO), **Armor:1**
Social OOOO **Hunger** OOOO

Total Refresh Cost: –14

Stunts

Personal Magnetism (Presence): When rolling Presence to establish a "passive" reaction to her, Lara makes the roll at +2.

Sex Appeal (Rapport): She receives a +2 to the roll on any seduction attempts she makes with Rapport, provided that the target is someone who could be receptive to her advances.

Subtle Menace (Intimidation): When the context of power is absent, or Lara's victim is actually in a superior position, her victim does not get any advantage bonus.

Powers

Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Lust; Lasting Emotion, At Range) [–3]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
Inhuman Toughness [–2]
The Catch [+0] is True Love.

Notes

Lara is far deadlier away from the battlefield, as a politician and manipulator. Still, in a fight she's not to be trifled with, acting on Epic initiative, defending with Superb Athletics, using her Inhuman Strength to boost damage by 2.



the Blood Rites case. Today, she is secretly the effective head of House Raith—and thus the White Court—with her father as a figurehead and completely under her thumb.

Married briefly, she acquired the last name of "Romany" which she uses as a stage name when she acts in kinky pornographic films for Silverlight Studios (part of House Raith's holdings). She owes Karrin Murphy a favor. Thomas' girlfriend Justine is under her protection and serves as her assistant. Warden Carlos Ramirez has soulgazed Lara and told her firmly, "I am not food." While amused by Carlos' virginity, she realizes he's wise beyond his years.

She has a circular scar on her palm from picking up the wrong wedding ring and has been burned by Harry Dresden's love for Susan Rodriguez at least twice. She knows that Harry and Thomas are half-brothers. Lara considers Harry the greatest weapon she's ever wielded. Still, Harry has gotten use out of his acquaintanceship—and mutual blackmail agreement—with Lara: information during the Dead Beat case, a kiss from her which transferred the emotional energy caused by her powers into magical power to create a shield around them (which helped them survive the battle in the Deeps), the end of the culling plan and weregild for the victims' families, the freedom of the pixies she'd captured, and her agreement to serve as one of the signatories for John Marcone to become a Freeholding Lord.

I want to see one of her films!

No. Just... no.

House Raith of the White Court of Vampires

(See *What Goes Bump*, page 89.)

- Lucius Glau (jann)
- Justine (human)
- Inari Raith (human, now)
- Lara Raith
- Lord Raith
- Madeline Raith
- Madrigal Raith (deceased)
- Thomas Raith
- Lord Raith's other daughters (NE)
- Lord Raith's other sons (deceased) (NE)

Lord Raith

The head of House Raith and the White King of vampires, Lord Raith is the father of Lara, Thomas, and Inari—as well as three other daughters and a not inconsiderable number of deceased sons—and the uncle of Madeline and Madrigal Raith. While Lara is his eldest surviving child, Inari is the apple of his eye. He has often viewed Thomas as something of an embarrassment, despite being the only one of his sons to have survived for so many years. Though Lord Raith respects and fears members of the Red Court, he has repeatedly insulted them by sending Thomas—his least regarded child—as his emissary to them. It is his policy not to tell his children about their supernatural nature until they become full White Court vampires by feeding to death on their first sexual partner. He has inculcated a strong sense of family among his children—primarily to better control them. (And he sexually fed on his own daughters to break their will and dominate them.)

You're really playing with fire here, Billy. The political ramifications of this information getting out are big. We need to talk about this.

Lord Raith is 6' tall, with broad shoulders. He is extremely handsome, with dark hair, pale flesh, and the eyes of a drowsy jaguar. He wears a scarlet gem in his left earlobe. His voice is deep and quiet and as smooth as honey. All told, Raith is remarkably sexy. He's smart, experienced, subtle, and fast—a dangerous foe.

In addition to being an old and powerful White Court vampire (and thus having access to the Kiss of Death, able to rip the life out of anyone), he may have magic of his own. It is known that he is protected from magic by something big—a huge demon, an Old God, an Outsider—such that even the best efforts of Ebenezar McCoy have been unable to harm him. This protection is an aura of...nothing: a void, cold hungry emptiness—like mordite—that just sucks up magic.

Starting in the 16th or 17th Century, Raith has painted pictures of the women who bear his children. The first portrait in his gallery (located at Chateau Raith in Chicago) is Emilia Alexandria Salazar. Every 20-30 years, he finds a woman and has a child by her, then—when he tires of her—Feeds.

One of these women was Margaret LeFay, later Margaret Dresden. The two of them had some sort of business (no doubt dark) that developed into something else. She is Thomas' mother. However, Maggie was eventually too strong for Raith to ensnare permanently, and she

escaped when Thomas was five years old. While on the run, she met Malcolm Dresden, fell in love, and became pregnant with Harry Dresden.

Raith had Maggie killed by a ritual entropy curse during Harry's birth, but not before she was able to cast her death curse at him. Over the years, many have assumed that Raith's mystical protection deflected the curse. However, Harry and Thomas discovered what it actually did: the curse prevents Lord Raith from gaining energy from Feeding, and the enchantment is anchored to the lives of her sons, Harry and Thomas. Even hampered by her death curse, Raith has vast energy reserves and can still put out vampire mojo to heal, become stronger, become faster, or affect others' minds—as evidenced by the whammy he put on Karrin Murphy during the Blood Rites case. Still, he rarely travels far from home now and is usually accompanied by several bodyguards (he used to have four—two pairs of identical twins, male and female, that Harry nicknamed the "Bodyguard Kens" and "Bodyguard Barbies").

During the Blood Rites case, he backed the Evil Eye Franchise of the three Ex-Mrs. Genosas—Madge Shelly, Lucille Delarossa, and Trixie Vixen—to punish Arturo Genosa for breaking away from Silverlight, the adult film studio controlled by House Raith. When Lord Raith discovered that the entropy curse had targeted Inari, however, he had Lucille killed by Madge Shelly to feed their Outsider sponsor, He Who Walks Behind (page 74).

If killing Raith wouldn't destabilize the White Court entirely, I'd make a real go at it.

Lord Raith

High Concept: King of the White Court

Trouble: Cursed to be Impotent

Other Aspects: Dominated by Lara Raith; Stunningly Handsome; Father of Thomas and Lara Raith; Ruthless S.O.B.

Skills

Alertness: Good (+3)
Athletics: Great (+4)
Contacts: Good (+3)
Conviction: Good (+3)
Deceit: Superb (+5)
Discipline: Superb (+5)
Endurance: Great (+4)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Great (+4)
Investigation: Fair (+2)
Lore: Good (+3)
Presence: Superb (+5)
Rapport: Great (+4)
Resources: Superb (+5)
Stealth: Good (+3)
Weapons: Great (+4)

Lord Raith has few skills below Fair.

Billy, why is Lord Raith missing his "antimagick shield" and having HWWB as a sponsor?

This is after he was "tamed" by Lara. I'm not sure he still has those on his sheet. If need be, treat the former like Madrigal's "ward cloth" Item of Power.

Stunts

Personal Magnetism (Presence): When rolling Presence to establish a "passive" reaction to him, Lord Raith makes the roll at +2.

Stress

Mental OOOO **Physical** OOOO
Social OOOO, extra mild consequence **Hunger** OOOO

Total Refresh Cost: –17

Powers

Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Lust; Lasting Emotion, Potent Emotion, At Range) [–4]
Feeding Dependency [+1] affecting the following powers:
Supernatural Strength [–4]
Supernatural Speed [–4]
Supernatural Recovery [–4]
The Catch [+0] is True Love.

Notes

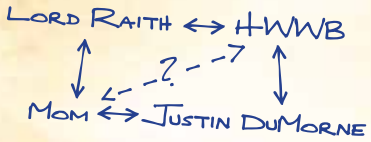
Raith has a lot of power, but using it is a big problem. Cursed to be Impotent always gets compelled if he needs to Feed (it's essentially an extreme consequence), so he can't ever recover from Hunger consequences. In a practical sense, this means that he is unwilling to use more than 4 to 6 refresh points' worth of his dependent powers (Supernatural Strength, Speed, Recovery) in any given scene, because any higher means he faces a particularly difficult Discipline roll to avoid taking Hunger stress. This tends to mean that he doesn't push his strength or speed as far as he could, limiting himself to Inhuman levels at best, and making sure he can exercise his Supernatural Recovery if he needs to.

This stat block reflects Raith as he is under Lara's thumb; think hard before you tag his King of the White Court aspect, and compel Dominated by Lara Raith frequently to penalize his Presence.

Lord Raith knows Harry Dresden on sight. He sent the injured Inari to Harry in an attempt to kill him and turn her, while simultaneously sending Justine to an injured Thomas in an attempt to kill her.

At the conclusion of that case, his daughter Lara Fed on him, turning the tables and assuming dominance over him. Only a few people know the score—among them Harry, Murphy, and Thomas; Marcone seems to have some suspicions. As Lara's puppet, Lord Raith has begun approaching the Red Court to begin peace talks with the White Council to end the Vampire War.

During the White Court conclave at the Deeps during the White Night case, Lord Raith was taken to safety by Harry's allies.



Madeline Raith

A White Court vampire, Madeline is the fraternal twin of Madrigal Raith and a cousin of Lara, Thomas, and Inari Raith. We haven't seen much of her "onscreen" in Harry's casefiles.

What we do know: she once picked up a rose that was a gift between lovers, and it poisoned her so badly that she was in bed for a week. She indulges her twin Madrigal's tantrums. She holds no particular animosity towards Thomas, not caring much either way when he was cut off from the rest of House Raith. She was present during the White Court conclave at the Deeps during the White Night case and irritated Lara by Feeding—or just "chewing"—on one of the human thralls that lined the red carpet path to the cavern. She escaped the destruction of the Deeps through the aid of the allies of Harry Dresden.

Madeline Raith

High Concept: White Court Vampire

Other Aspects: Indulgent and Indulged; Twin Sister of Madrigal Raith

Notes

Add the above aspects to the White Court stats in on page 87.

Madrigal Raith
(aka "Darby Crane," "The Passenger")

A White Court vampire, Madrigal was the fraternal twin of Madeline Raith and a cousin of Lara, Thomas, and Inari Raith. Madrigal had some animosity towards Thomas due to jealousy over Thomas' lover, Justine. Even though he was a member of House Raith, he consorted with—some say "sucked up to"—House Malvora, because he also fed on fear (as they do), in addition to lust (as House Raith does). Like his father before him, his personal advisor and legal council was Lucius Glau.

He was a good-looking man (though not as handsome as Thomas), spare and slender, of medium height, with short dark hair, dark eyes, and stark cheekbones. He spoke with a baritone Midwestern newscaster accent and he smoked. He seethed with cruelty and contempt. Thomas characterized Madrigal as "more a jackal than a wolf."

He was also known by another name: Darby Crane, the producer/director of a number of well-regarded horror films (Harvest, featuring the Scarecrow, is especially notable). In this identity, he was the Guest of Honor at the SplatterCon!!! horror convention in Chicago that formed the background of the Proven Guilty case.

During that case, he recognized Harry Dresden and seemed scared of him. In the course of that investigation, he clocked Harry with a tire iron, took Harry and Rawlins to the Full Moon Garage, slapped thorn manacles on Harry, tried to sell Harry on eBay, and shot Rawlins in the foot—threatening to kill him to keep Harry in line. He did all of this despite not actually being the cause of the phobophage attacks on SplatterCon!!!—he just grabbed Harry for fun and monetary gain. (Harry was apparently supposed to think Madrigal was behind it all; whatever forces were behind that case set Madrigal up to take the fall.)

After the Proven Guilty case, Madrigal considered Harry a mere thug and left clues (Exodus 22:18) to draw him into the White Night case for the express purpose of letting him rampage over the Skavis who were culling female magic users. All the while, he and Vitto Malvora were proceeding with a similar plan—although Madrigal screwed up, killing an unrelated woman named Jessica simply because

MADRIGAL RAITH

High Concept: White Court Vampire

Other Aspects: Twin Brother of Madeline Raith; I Must Have Justine; Darby Crane; Greedy; Fear and Lust

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Fair (+2)
Deceit: Great (+4)
Discipline: Fair (+2)
Endurance: Good (+3)
Fists: Good (+3)
Guns: Good (+3)
Intimidation: Great (+4)
Presence: Good (+3)
Rapport: Fair (+2)
Resources: Good (+3)
Stealth: Fair (+2)
Weapons: Great (+4)
Other skills default to Mediocre or Average.

Madrigal was about as sharp as a sackful of wet mice.

Stunts

Lunge (Weapons): Madrigal gains a +2 to attacks made when he begins his turn in a different zone than his target. He may only use this stunt once per exchange, and it doesn't cover thrown weapons.

Powers

Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Lust; Additional Emotion: Fear; Lasting Emotion) [–3]
Feeding Dependency [+1] affecting the following:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
The Catch [+0] is True Love and True Courage.
Item of Power (Ward Cloths) [+1] affecting the following:
Physical Immunity [–8]
The Catch [+5] is that Madrigal is only immune to mortal magic, not mundane sources of harm. The cloths themselves can be destroyed by physical and anti-magic attacks.

Stress

Mental OOO **Physical** OOOO
Social OOOO **Hunger** OOO

Notes

Madrigal never fights fair if he can avoid it, which is why the cavern fight was less than ideal for him. Still, he acts on Fantastic initiative, defends with Great Athletics, and knows his way around a spear (**Weapon:2** in most cases, boosted to **Weapon:4** by his Inhuman Strength).

Total Refresh Cost: –12

he saw her with a member of the Ordo Lebes (Helen Beckitt). At this time, Madrigal was attempting to get Vitto to introduce him to the Circle, with little success. (According to Harry's case notes, Madrigal was the individual noted as "the Passenger" in the early part of that case.) He commanded at least thirteen ghouls in an attack on Harry, Elaine Mallory, and the refugees that Thomas was transporting to a safe house aboard the Water Beetle.

At the duel in the Deeps, Madrigal and Vitto stood against Harry and Carlos Ramirez. Madrigal used a spear and wrapped ward cloths around his arms; these were strips of black cloth that granted some resistance to magic. Carlos used his Warden Sword to cut through those strips, making them explode with power; then Harry killed him with the judicious use of his force rings.

Destroying an Item of Power

An item of power is usually unbreakable, but Carlos' Warden Sword sliced through and destroyed Madrigal's ward cloths. In a long term system sense, the item is essentially permanent all the same—the cloths can be replaced unless the player chooses to trade in the item of power for something else. As an alternative, the ward cloths might be an enchanted item created by another spellcaster, counting against his or her allotment. The mechanical implementation there would be different (probably manifesting as a persistent Armor value against magic), but the end effect in the cavern fight would be largely the same.

Thomas Raith

Pale as a statue, well-muscled (but not too much), with long and curly sable hair, smoky blue-grey eyes, thick dark eyelashes, stark cheekbones, a strong jaw, and a toothpaste commercial smile, Thomas Raith is a handsome devil. He's also a vampire of the White Court, the only surviving son of Lord Raith, the cousin of Madeline and Madrigal Raith, and the half-brother of Lara and Inari Raith. What most people don't know that he is also the half-brother of Harry Dresden, through their mother Margaret LeFay Dresden.

Billy, ix-nay on the alf-brother-hay bit in the next draft, okay?

His birthday is February 14, Valentine's Day.

Thomas often claims not to be a good vampire, but he is proud of being a fantastic liar. (He's lying about the former part: he's actually an *extremely* good vampire.) About the only thing that Thomas is bad at is being "normal"—the wealth, connections, and supernatural power that go along with being part of House Raith have kind of spoiled him for normal, day-to-day interactions. Still, he is the least regarded member of the White Court and has been used by his father as a formal emissary at times when the White King wished to place a pointed insult.

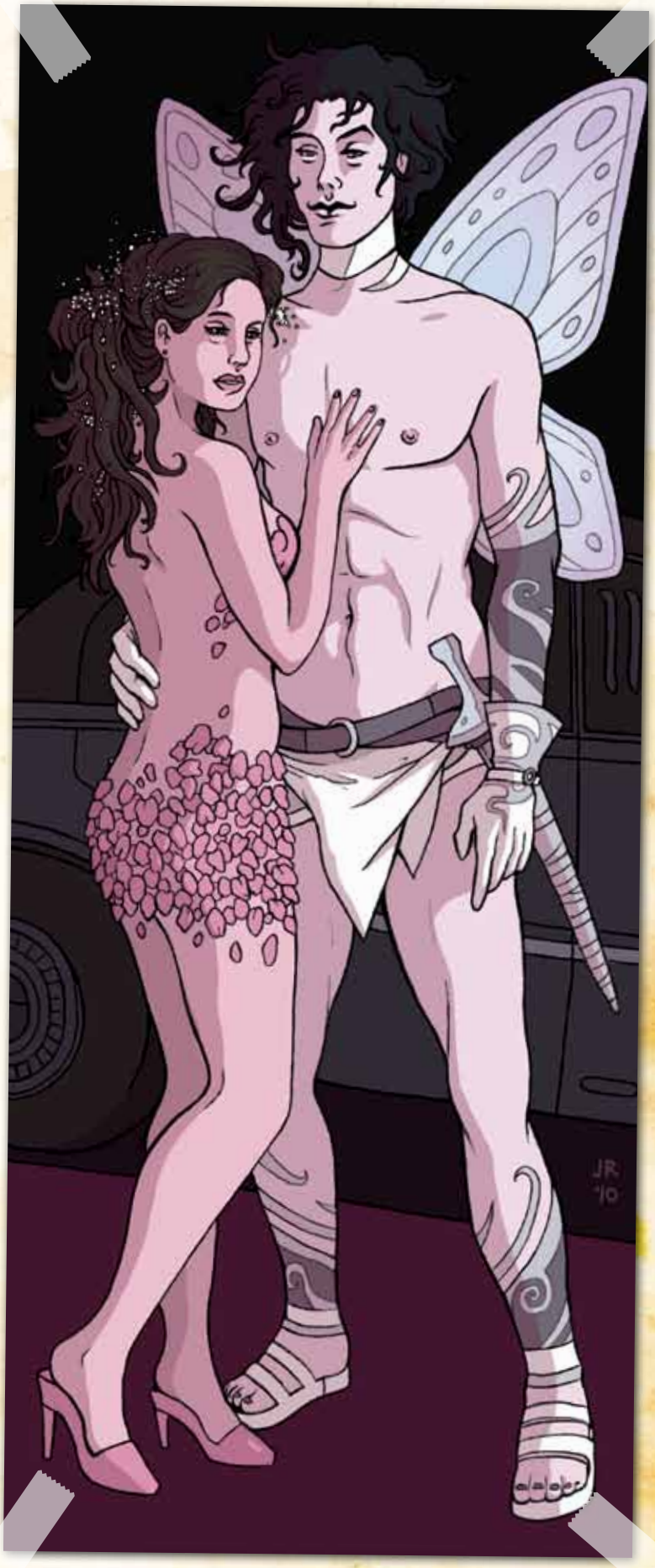
Thomas is uncomfortable in hospitals—the "vibes" of the sick, injured, and dying mortals spark his predatory instinct.

He is an excellent fencer, decent marksman (though he prefers shotguns), deadly in hand-to-hand, and can drive nearly anything if it's fast and sporty. Thomas makes any outfit look good. He has a taste for the rich life (which means, if there are no servants or maids to clean up after him, he's a bit of a slob). He has recently purchased a white Humvee, with all of the usual extras. He enjoys the music of Cole Porter, Mozart, and the Violent Femmes.

He is at turns intensely selfish and intensely dedicated to friends and family. He typically wears a silver pentacle that is a twin to his brother Harry's (it was a gift from his mother on his fifth birthday). He has a pass-crystal for the wards around Harry's apartment and a key for the mundane door.

He loves a human woman named Justine, who he's been seeing—and Feeding on—for several years. Although he sees her as more than food, he Fed exclusively from her for nearly 5 years, much longer than White Court vampires generally keep a companion. This repeated, long-term co-mingling of their energies led to a psychic bond between them which permitted Thomas to Feed with a simple caress; this bond might also have been instrumental in allowing Thomas to pull away *after* the "last moment" during Feeding without killing them both.

Unfortunately, Thomas has fallen in love with Justine (and vice-versa). With True Love being poison to a White Court vampire, he is burned whenever he touches her (or an object of love's devotion between them—like the inexpertly crocheted scarf she made that Thomas wears during the Small Favor case). Justine's relationship with Thomas was also a point



Thomas is cool beyond cool—but he's still a mind-bending vampire. And he could be one of the strongest of the White Court, second only to his sister Lara, if he didn't constantly keep his demon underfed and under control. Take off those kid gloves and he'd be even more frightening.

Mouse seems to like Thomas, so long as he isn't doing any creepy vampire stuff.

He pronounces "laboratory" with five freaking syllables, because he knows I hate that. Jerk.

THOMAS

High Concept: Fallen Prince of the Raith Family

Trouble: True Love in My Family's Hands

Other Aspects: Loyal to my Brother; Lara, My Sister, My Foe; Toe-Moss; Justine Is My True Love; I Must Fight My Demon

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Conviction: Fair (+2)
Deceit: Superb (+5)
Discipline: Good (+3)
Driving: Average (+1)
Endurance: Good (+3)
Fists: Fair (+2)
Guns: Great (+4)
Intimidation: Average (+1)
Investigation: Great (+4)
Presence: Average (+1)
Lore: Average (+1)
Resources: Superb (+5)
Stealth: Average (+1)
Weapons: Great (+4)

Powers

Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Lust; At Range) [–2]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
The Catch [+0] is True Love.

Stress

Mental OOO **Physical** OOOO **Social** OOO
Hunger OOOO

Notes

If he's armed, attacks are usually at Great; Thomas tends to favor swords (**Weapon:2**, 4 with his Strength) and kukri knives (**Weapon:1**, 3 with his strength), though he'll also bring firearms whenever the need arises. His initiative is Fantastic when he's using Speed, and he dodges most attacks at Great. He can incite lust in targets using Deceit; the target defends with Discipline.

Total Refresh Cost: –8

Is Lea Thomas' faerie godmother, too?

of contention between him and two other vampires: Bianca St. Claire and Madrigal Raith both wanted Justine for themselves, and they hated Thomas for having her.

Thomas first met his half-brother Harry during the Grave Peril case, where he was serving as the White Court's emissary to Bianca's elevation in the Red Court. Interestingly, Lea—another attendee of the party and Harry's faerie godmother—kissed Thomas and burned him… implying she was in love with someone (atypical for a faerie) or that someone was in love with her.

His "gift" from Bianca was a thinly-veiled threat: the deed to a condo in Hawaii and one plane ticket, hinting that he should just leave Justine and go. He actually sold out Harry, Michael Carpenter, and Susan Rodriguez during the battle, but later joined up with them in order to recover Justine; he also returned the stolen Amoracchius to Michael. His sexy vampire powers distracted the Nightmare in the body of Lydia, allowing Harry to exorcise it.

In the Death Masks case, he served as the second of Duke Ortega in his duel with Harry—another calculated insult from Lord Raith. However, Thomas had his own plan: revenge against the Red Court. As soon as Ortega started cheating, Thomas began attacking Ortega's entourage, while Martin—a sniper and member of the Fellowship of St. Giles—began picking them off.

Thomas persuaded Harry to take on the Blood Rites case, calling in his marker for the favors he'd done Harry. In the course of trying to protect Arturo Genosa and the women around him, Harry discovered the truth of his mother's death and that he and Thomas are half-brothers. He also learned that he and Thomas are the two parts of a binary enchantment caused by their mother's death curse that stops Lord Raith from gaining energy from Feeding.

Harry soulgazed Thomas, finding out about Thomas' struggle with his demon and his strength of will—and activating a long-awaited mystical message from their mother. The siblings then united to take down Lord Raith; because of their involvement (along with Karrin Murphy), the White King came under the thrall of his daughter Lara. However, Thomas was cut off from the Raith family. After beggaring himself to pay off Harry's debt to the mystical mercenary Kincaid, Thomas moved in with Harry.

The White Council can never know that Harry and Thomas are friends (much less *half-brothers*!), for they would be suspicious of the relationship.

During the Dead Beat case, Thomas struggled with finding a normal job, with little luck. He helped keep a protective eye on Waldo Butters and got Lara to give Harry some information during the massive blackout that hit Chicago leading up to the Darkhallow. During the Darkhallow itself, however, he went MIA—only later did Thomas reveal to Harry that he had actually been forced to join the Wild Hunt (page 38).

During the events of the Proven Guilty case, Thomas was gone all day and night; he seemed abrupt and distant, but surprisingly well-fed. Later, it was discovered that he had been working nights as a security guard and taking cosmetology courses during the day. Thomas eventually moved out of Harry's apartment (and even paid his back rent!), got his own place in the Gold Coast region, and opened a mysterious business. He also managed to help save Harry and Rawlins from Madrigal Raith, and helped Harry, Murphy, and Charity Carpenter rescue Molly Carpenter from Arctis Tor.

In the course of the White Night case, Harry discovered that Thomas was a suspect in a series of strange serial abductions and killings of women with magical talent. Thomas was actually stalking and rescuing the targets, taking them to a safe house, because he was aware of the culling plan of the Skavis, though he had been enjoined from telling Harry anything about it. He served as part of Harry's back-up for the assault on the Deeps and helped rescue many from the uber-ghoul attacks and the collapse of the cavern.

Given this heroism in defending the White King, Thomas is currently back in the White Court's good graces. Also, Harry discovered what Thomas' mysterious business is: the Coiffure Cup, a beauty salon/cafe, where Thomas is camping it up as "Toe-moss," a gay French hairdresser. (The intimacy and trust of washing, cutting, and styling hair permits Thomas to Feed by "sipping," as well.)

As a favor to one of his employees (a girl named Sarah), Thomas accompanied her to the Evernight LARP held in Woodfield Mall on the night of his birthday, inadvertently placing him in the middle of the "It's My Birthday, Too!" case.

During the Small Favor case, Thomas not only served as a decoy for Harry (using a clay figurine that Harry enchanted to make the bearer resemble him), but also put his boat Water Beetle in Harry's service.

Warden Carlos Ramirez

The unofficial poster boy for the younger generation of wizards, Carlos Ramirez is heroic, in all senses of the word. His sharp, classically Spanish features (dark hair, dark eyes, naturally tan skin), impressive skills, brilliant mind, and remarkable overconfidence—the possibility of failure never occurs to him—lend to this effect. He is athletic, given to bursts of strength and sprinting rather than endurance. He speaks Spanish fluently, and his family runs a restaurant in East Los Angeles. Despite his womanizing talk, he is a virgin.

Carlos was present for Harry's display at the White Council Conclave during the Summer Knight case (he was the older apprentice who covered his mouth with his hand to avoid laughing at something Harry did). As a full wizard, he has less power than Harry, but greater skill—and a bigger ego (if that's possible). He's good at water magic and Veils. His combat skills revolve around speed and accuracy; he's quite skilled in swordplay and gunplay, his shield is composed of entropy and water magic, and his blast is disintegration. His concentration is such that he can take a knife to the leg and barely notice it; this—along with his overconfidence—leads him to get seriously injured on a regular basis.

Due to the ongoing Vampire War, Carlos became a Warden at a very young age; not just that, he's the regional commander of Wardens for the western United States and is based in Los Angeles. In that role, he provides security for Council meetings and hearings, like that for the warlock hearing of Molly Carpenter in Proven Guilty, and he runs the standard wizard tests on practitioners to see if they're eligible for admittance to the White Council (though Elaine Mallory hoodwinked him).

He met Harry personally during the Dead Beat case, where he said the immortal words: "Everyone else who lets me ride on their dinosaur calls me Carlos." His gut says Harry is an okay guy; he's impressed by Harry's past work, degree of power, and general attitude.

BILLY, I WILL HAVE YOU KNOW I AM THE VERY MODEL OF MODESTY AND DECORUM IN A WIZARD.

HA!

GET THIS: A STRAIGHT VAMPIRE PLAYING A GAY HUMAN HAIRDRESSER PLAYING A STRAIGHT VAMPIRE. IT WAS INDEED HIGH COMEDY.

Who's Who (Warden Carlos Ramirez)



'Los got game, for such a young punk. But, honestly, I think if he chased after Molly, she'd just destroy him (in a romantic sense). Ah, to be young and stupid again. (Not.)

"Again"? That makes it sound like you stopped being stupid somewhere along the line.

CARLOS

High Concept: Hot-Shot Warden

Other Aspects: I Am Not Food; Virginal Ladies' Man; That's Going to Hurt Later; We Can Take 'Em; I Make This Ego Look Good

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Great (+4)
Discipline: Great (+4)
Endurance: Good (+3)
Fists: Fair (+2)
Intimidation: Fair (+2)
Lore: Good (+3)
Rapport: Fair (+2)
Stealth: Fair (+2)
Weapons: Fair (+2)
Most other skills default to Average or Mediocre.

Stunts

No Pain, No Gain (Endurance): Ramirez may take two additional mild physical consequences.

Powers

Evocation [–3]
Thaumaturgy [–3]
The Sight [–1]
Soulgaze [+0]
Wizard's Constitution [+0]
Refinement [–1]

Total Refresh Cost: –9

Specializations

Evocation: Elements (Earth, Force, Water); Control (Water +1), Power (Water +1)
Thaumaturgy: Complexity (Entropomancy +1)

Rote Spells

Entropy Field: Ramirez must have his gauntlet in order to cast this rote. Attacks that pass through the field face Armor:3 in the form of disruption and disintegration or can serve as a Fantastic (+6) block. Ramirez sometimes devotes one or two of his basic six shifts to persistence—reduce the block or armor value accordingly when he does.

Focus Items

Staff (+1 Offensive Power, +1 Offensive Control +1 for water)
Gauntlet (+1 Defensive Power, +1 Defensive Control for water)

Enchanted Items

Warden Sword: Cuts through anything (it counts as a Weapon:3 sword at minimum in all circumstances); reduces any magical effect that it is wielded against by 3 shifts; uses two enchanted item slots.

Stress

Mental OOOO **Social** OO
Physical OOOO, two additional mild consequences

Notes

Carlos is a capable spellcaster, using the flexibility of water magic to produce chaotic, unpredictable effects. In his element of specialty, he can throw out 4–6 shifts of effect strength with ease.

Harry respects Carlos' abilities and character as well, and considers him a friend. In the White Night case, Carlos brought catnip for Mister and played with Mouse when he visited Harry's apartment, which speaks volumes for his character. He thinks that Harry's apprentice Molly is *fine*.

Carlos and Harry work surprisingly well together—as a duo, they took on Grevane and Corpsetaker during the Dead Beat case, and Madrigal Raith and Vitto Malvora during the White Knight case. Through the course of the Vampire War, the pair of them have been collecting vampire fangs and serving as instructors at the Warden training camps set up by Captain Luccio. However, Carlos has admonished Harry for not trusting him with regard to deeper issues going on in Harry's life, such as his suspicions about the machinations of the Circle, who Carlos calls "the Black Hats."

He's also attracted the attention of Lara Raith, who attempted to work her wiles upon him, delighted to find a virgin wizard. With great wisdom, he soulgazed Lara, allowing him to dissuade himself from falling under her spell. This permitted him to deliver another pithy line: "I am not food."

Linda Randall

Linda Randall was in her late twenties but looked much younger; she was pretty, with beautiful eyes the color of rain clouds, Cupid's-bow lips, long shapely legs, and medium-brown hair that she kept in a tight braid, except for bangs which were tousled over her forehead. Her voice was velvety, with a delicious laugh, and double-entendres were always on her lips. Her flirting and sex-appeal, more than her appearance, is what made her incredibly sexy. She may have had a police record for narcotics and solicitation.

She was a close friend/roommate/lover of Jennifer Stanton, whom she met while they both worked at the Velvet Room—a high-end bordello run by Bianca St. Claire. She had slept with Tommy Tomm, Jennifer's paramour (sometimes alone, sometimes with Jennifer) and claimed he was great in bed. She left the Velvet Room—mostly because she felt Bianca was "a prissy bitch"—to work for Greg and Helen Beckitt, as a chauffer and "servant who'd do more than windows" (wink-wink).

That's how she became involved with the ritual sex cult of Victor Sells and the production of the magical drug known as ThreeEye. Linda, Sells, his wife Monica, Jennifer Stanton, and the Beckitts would all have sex to generate energy that Sells could use to create his drug. It was all good (for certain values of "good") until Linda got greedy.

She cut a deal with photographer Donny Wise to take blackmail photos of their little sex-parties out at the Sells' lakehouse. This, combined with the deaths of Jennifer Stanton and Tommy Tomm (for other but related reasons), led Victor Sells to use his "heart-explodey" spell on Linda, right before she had a chance to spill what she knew to Harry Dresden during the Storm Front case.



Linda Randall

High Concept: ThreeEye Cultist

Other Aspects: Bisexual; Secretly Insecure; Jennifer Stanton and Tommy Tomm Are My Friends

Skills

Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Average (+1)
Deceit: Good (+3)
Endurance: Fair (+2)
Lore: Average (+1)
Presence: Fair (+2)
Rapport: Great (+4)

Most other skills default to Mediocre, with a few at Average.

Stunts

Sex Appeal (Rapport): Randall receives a +2 to any seduction attempts she makes with Rapport, provided that the target is someone who could be receptive to her advances.

Stress

Mental OO **Physical** OOO **Social** OOO

Total Refresh Cost: +1 (Pure Mortal)

Detective Sergeant Rawlins

Detective Sergeant Rawlins has been up and down the promotion track at the Chicago PD several times, being busted down from Detective to Sergeant because of his "attitude problem" (said problem seeming to be that he doesn't take much crap). He's a black man in his late 40s, a bit overweight, greying at his temples and in his beard. He has a great sense of humor.

When he was a young cop, he heard a woman screaming and ran down an alley to try to save her. There he saw something strangling the girl that still—nearly 30 years later—gives him nightmares. Collin Murphy showed up and killed it with a shotgun loaded with rock salt. Since that time, Rawlins was a friend to Collin and watched his daughter, Karrin Murphy, grow up to be a cop herself. Rawlins admires and respects Murph as "a cast-iron bitch," but he knows that her attitude about Special Investigations makes her less than popular with other cops.

During the Proven Guilty case, he aided Harry Dresden and Murphy in trying to track down the phobophages attacking SplatterCon!!!, even going so far as carrying a wardflame candle that Harry made. He was abducted with Harry by Madrigal Raith and Lucius Glau, and suffered several injuries. After Murphy got busted down to Detective Sergeant, Rawlins became her new partner.

Rawlins

High Concept: Special Investigations Officer
Other Aspects: Murphy's Partner; Busted from Detective—Twice; A fine line between Cynicism and Courage; More Agile Than He Looks; Nightmares

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Good (+3)
Discipline: Fair (+2)
Endurance: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Good (+3)
Investigation: Great (+4)
Lore: Average (+1)
Rapport: Good (+3)
Presence: Fair (+2)

Most other skills default to Mediocre, with a few at Average.

Rawlins is a good guy to have with you. He respects the spooky.

I've given him a good 40 skill points, implicitly and explicitly. I figure you've got to be broadly competent if you're going to survive as Murphy's partner.

Stunts

Weird Informants (Contacts): +2 with Contacts when looking into "weird" cases.
No Pain, No Gain (Endurance): Rawlins may take two additional mild physical consequences.
Killer Blow (Fists): Add 3 to the damage of a Fists attack on a successful hit, once per scene, for a fate point. This stacks with any other damage-increasing stunts for Fists.

Stress

Mental OOO **Social** OOO
Physical OOO, two additional mild consequences

Total Refresh Cost: –1 (Pure Mortal)

The Reaper

See page 41.

Doctor Reese

Until his untimely murder at the hands of Dana Watson during the "Welcome to the Jungle" case, Doctor Reese was head of the gorilla program of the Regenstein Center at the Lincoln Park Zoo. He was especially close to Moe and was ably assisted in his work by Willamena "Will" Rogers. When Harry Dresden convinced Reese that he didn't believe that Moe was a murderer and thus didn't need to be destroyed, Reese offered Harry a beer.

Though Reese looked like a pint-sized, wacky old grampa with white scraggly hair, he was a firebrand when trying to protect his primate charges.

His office looked more like a college professor's than a scientist's lab: messy, overstuffed, and homey. Notably, he had a small fridge stocked with bottles of beer and a glass-paneled wall leading to a small ape enclosure.

Reese was killed while protecting Moe from a Hecatean Hag. He fought her tooth and nail—and a strand of hair caught by one of his nails allowed Harry to track the Hag and eventually end her murderous streak.

The old guy tried to fight off a Hag all by his lonesome, rather than let her get to Moe!

Cool though he was, he doesn't really warrant his own stat block.

Ronald Reuel, the Summer Knight

Ronald Reuel was a well-regarded visionary American artist with frizzy white hair, living in the Bucktown neighborhood. He was also the Summer Knight, a mortal associated with the Summer Court of Faerie.

As the Summer Knight, Reuel was entrusted with great power and the ability to use it in matters not directly pertaining to the fae. He took several Winter Court changelings under his wing (see "*The Changelings of Summer Knight*" on page 97, for more details).

During the Summer Knight case, Lloyd Slate killed Reuel on the orders of Aurora; Reuel's mantle of power was stolen and hidden.

Susan Rodriguez

Susan Rodriguez is tall, with striking, dark beauty. Her straight, raven-black hair falls to the nape of her neck. Her dark caramel skin and chocolate eyes set off her full mouth. Long legs (and she knows how to use them) complete the picture. In addition, she's charming, witty, and perceptive, and a heck of a conversationalist. She is passionate like few others are, motivated to go, do, and act. She wishes to make people think, to make them see the truth.

While working as a reporter for the Midwestern Arcane (a tabloid focusing on the weird and occult), she tended to use her sexuality in pursuit of her stories, to great effect—especially with regard to one Harry Dresden. Through her dealings with Harry, she got a number of top-notch stories, including an attack by the toad demon Kalshazzak (written up as "Date with a Demon"), the death of a loup-garou (shown for days as a WGN Channel 9 exclusive, until the film disappeared; the film and story got Susan a promotion, a raise, a guest shot on Larry King, and her column syndicated), and an exclusive on the University of Chicago Library ghost. Their close association led to a deep romantic relationship between Harry and Susan.

During the Grave Peril case, however, Susan crashed Bianca St. Claire's masquerade celebrating her elevation to the nobility of the Red Court of vampires. During that evening, Susan traded a year of her memories to the Leanansidhe to ease Harry's suffering and was

Ronald Reuel

High Concept: Summer Knight
Trouble: Protective of the Weak
Other Aspects: Artist

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Good (+3)
Deceit: Fair (+2)
Discipline: Great (+4)
Endurance: Good (+3)
Fists: Fair (+2)
Intimidation: Good (+3)
Performance: Good (+3)
Rapport: Fair (+2)
Weapons: Great (+4)
Most other skills default to Mediocre, with a few at Average.

Totally speculative, but a fun exercise.

Stunts

Art Historian (Performance): Reuel gains a +1 whenever using Performance as a knowledge or perception skill to research or study a work of art. He gains an additional +1 when considering paintings.

Powers

Seelie Magic [–4]
Marked by Power [–1]
Item of Power (Sword of Summer's Flame) [+2]: Creatures affiliated with the Winter Court are especially vulnerable to this blade when wielded by the Summer Knight. Grants the following abilities when wielded by the Summer Knight:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is trappings of Winter.

Stress

Mental OOO **Social** OOOO
Physical OOOO(OO), **Armor:1**

Notes

Reuel swings his sword (at least **Weapon:2**) with magical strength (increasing the weapon value by 2) and Great skill. He's able to act swiftly, and can throw around some Summer-fueled magic besides.

Total Refresh Cost: –11

I TRIED, I REALLY TRIED, TO FIND A CURE FOR HER. AND I FAILED.

Uh, Harry, there was a whole bit in the casefile about when you were trapped in your apartment behind magical defenses? When you tied her up with a unicorn's mane rope, and then the two of you had kinky bondage sex?

I, uh, left that out.

MERCI BEAU COUPS, BILLY.

also half-turned into a Red Court vampire, one of the Infected. Now, if she ever kills by feeding on another's blood, she will become a full vampire. By the end of the case, Harry was able to help her recover her missing memories (because the two of them had shared a soulgaze in the past) and became obsessed with finding a cure for her vampirism. He asked her to marry him, but she said no. (However, her love for him, and his for her, continued to somewhat protect Harry against the powers of White Court vampires of House Raith.) She left for Peru before the Summer Knight case began, and she and Harry exchanged a few letters.

She returned to Chicago during the Death Masks case to quit her job with the Arcane. She also aided Harry against the Denarians and stood as his second in the duel versus Duke Ortega of the Red Court. Unknown to Harry at the time, she and her associate Martin, as part of the Fellowship of St. Giles (page 87), were working with Thomas Raith to strike against the Red Court.

She bears the control tattoos of the Fellowship and has learned various new things—gunplay, Tai Chi, magical lore—to aid her in taking revenge on the vampires who infected her. This has changed her—allowed her to grow, be more relaxed, to find a purpose; yet it has also made her somehow hungrier and more sensual.

Willamena "Will" Rogers

Cute as a button, smart, capable, with a rapid mode of speech and a kind of "deer in the headlights" look behind her glasses, Will worked tirelessly with Doctor Reese on the gorilla program of the Regenstein Center at the Lincoln Park Zoo. Many have said she did most of the heavy lifting around the Ape House. She worked extensively with Moe and served as Reese's right hand woman.

Though naturally timid, she is calm and brave when confronting injured or angry animals (especially primates). She loves them, understands them, cares for them.

During the "Welcome to the Jungle" case, she met Harry Dresden and was introduced to the supernatural side of the street. She worked with Harry in trying to clear Moe of the murder of Maurice Sandbourne—as well as the later murder of Reese. In this effort, she ran afoul of big cats under a binding spell, a Black Dog, and Dana Watson—a Hecatean Hag! She was saved from dying at the Hag's clawed hands through the intervention of Moe, who ripped the monster limb from limb.

IT'S BEEN YEARS, BUT I WONDER IF SHE STILL WORKS AT THE LPZ?

Will

High Concept: Primatologist
Other Aspects: You Will Not Harm This Animal

Skills
- **Alertness:** Fair (+2)
- **Conviction:** Fair (+2)
- **Empathy:** Average (+1)
- **Endurance:** Fair (+2)
- **Investigation:** Fair (+2)
- **Rapport:** Fair (+2)
- **Scholarship:** Great (+4)
- **Stealth:** Fair (+2)
- **Survival:** Good (+3)

Most other skills default to Mediocre, with a few at Average.

Stunts
- **Scientist (Scholarship):** Rogers gains a +1 to all Scholarship rolls dealing with biology, and an additional +1 when dealing with primates.
- **Animal Handler (Survival):** Rogers gains a +1 to Survival rolls made for animal handling, and an additional +1 when dealing with primates.

Stress
Mental OOO **Physical** OOO **Social** OO

Notes
She's not much in a fight, but if you need a good contact at the zoo, she's one of the best.

Total Refresh Cost: +0 (Pure Mortal)

SUSAN

High Concept: Red Court Infectee
Other Aspects: Fellowship of St. Giles; Former Lover of Harry Dresden; Former Paranormal Reporter

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Conviction: Fair (+2)
Deceit: Fair (+2)
Discipline: Good (+3)
Empathy: Good (+3)
Endurance: Fair (+2)
Fists: Good (+3)
Guns: Fair (+2)
Investigation: Great (+4)
Lore: Fair (+2)
Rapport: Good (+3)
Stealth: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Stunts

Ear to the Ground (Contacts): Difficulty of any Getting the Tip-Off roll is reduced by 2.

Powers

Tattoos of St. Giles [–2]
Addictive Saliva [–1]
Blood Drinker [–1]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Recovery [–2]

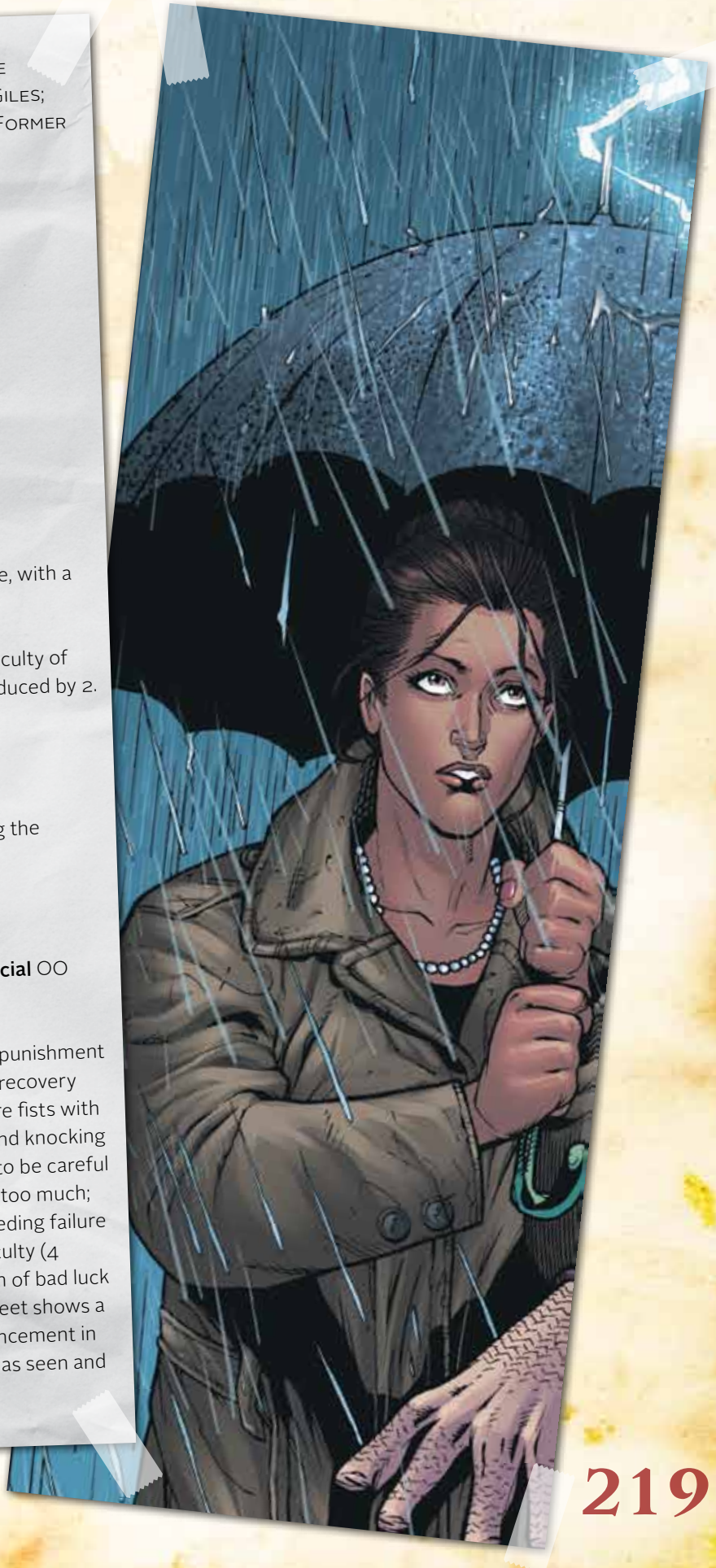
Stress

Mental OOO **Physical** OOO **Social** OO
Hunger OOOO(OO)

Notes

In a fight, Susan can take physical punishment others couldn't, thanks to a quick recovery afterwards, and can swing her bare fists with **Weapon:2** force, crushing bone and knocking doors off their hinges. Susan has to be careful about using her Inhuman abilities too much; if she uses the full spread, her Feeding failure check is made against Great difficulty (4 shifts). The tattoos help, but a run of bad luck could leave her ravenous. This sheet shows a character who's seen some advancement in skill points. Given all that Susan has seen and been through, that's about right.

Total Refresh Cost: –8



ROSANNA

High Concept: Denarian Sorceress
Other Aspects: Sex Appeal; Mentor; Façade of Weakness

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Conviction: Good (+3)
Deceit: Great (+4)
Discipline: Good (+3)
Endurance: Good (+3)
Fists: Great (+4)
Intimidation: Great (+4)
Lore: Good (+3)
Presence: Great (+4)
Rapport: Good (+3)
Weapons: Fair (+2)
Unlisted skills usually default to Fair or Average.

Stunts

Sex Appeal (Rapport): She receives a +2 to the roll on any seduction attempts she makes with Rapport, provided that the target is someone who could be receptive to her advances.

Powers

Evocation [–3]
Human Guise [–0]
Inhuman Recovery [–2]
Supernatural Speed [–4]
Supernatural Strength [–4]
Supernatural Toughness [–4]
The Catch [+2]: Blessed swords, holy water, faith magic, that sort of thing.
Refinement [–3]

Specializations

Evocation: Elements (Fire, Spirit); Control (Fire +2, Spirit +1), Power (Fire +2, Spirit +1)

Stress

Mental OOOO **Social** OOOO
Physical OOOO (OO), **Armor:2**

Notes

As with all Denarians, her coin is NOT represented as an item of power, since it can only be separated from her on death or by her willing choice. In combat, her fists strike as **Weapon:4** with an attack at Great, initiative is usually won automatically, and she dodges routinely at Superb, Epic when sprinting. She can also throw out 2–3 shift evocations with little effort.

Total Refresh Cost: –17

Rosanna

The first thing you notice about Rosanna is a pair of mournful, haunted, yet somehow sensual eyes the color of hot chocolate.

Next, you notice that she's a tall and striking woman with dark hair. Her mien is complex: sadness plus regret plus steely resolve. Arrogance tempered with reserve. Strength hidden under a veil of weakness. And the whole package is sexy.

And *deadly*.

Rosanna is a Denarian. A powerful one—she is both a sorceress and Tessa's second. She recruited Sanya and served as his handler—and lover. She didn't seem to care about the color of his skin, and she sought shelter in his arms when she had her recurring nightmares. Together, they roamed the world, indulging their very worst appetites.

However, she did Sanya wrong. After Tessa was driven out of Antwerp by Shiro Yoshimo, Tessa came to Rosanna's Venice apartment. There, Sanya overheard Rosanna telling Tessa what she *really* thought of him. Right there, he was lost to the Denarians; he left, dropped his coin in a canal, and found redemption with the Knights of the Cross.

In demonic form, Rosanna appears as a beautiful woman with scarlet skin, goat's legs and hooves, leathery black wings, delicately curling horns, and a barb-tipped tail—in other words, a classic image of a demoness. Her Fallen's eyes glow green. Often, she carries a bag full of magical equipment for sorcery purposes.

You know, a couple of years ago, I'd have totally fallen for Rosanna's "maiden of sorrow" routine. HOWEVER. Since we know that Nickelheads go by their mortal name—rather than the name of their Fallen—if they're in the driver's seat (so to speak), Rosanna CANNOT be all that pathetic.

And I caught onto this, in person, with her beaming full-force sextastic rays at Sanya, Michael, and me. The two Knights seemed taken in by it, but not me.

I think I've grown.

Harry! Straight line alert! You can't do this to me!

Detective Rudolph

A young, good looking, clean-cut rookie, Rudolph got stuck in SI after sleeping with the wrong councilman's daughter. He never trusted Harry Dresden, calling him a showboat and a fake. At first he was loyal to SI and its leader, Karrin Murphy. However, after the loup-garou attack—detailed in the Fool Moon case—his industrial strength denial started to kick in, and he began to turn on his co-workers.

During the Death Masks case, Rudolph overheard Murphy discussing some of the victims with Waldo Butters; in particular, he overheard that the same weapons killed all of them, and he ran to Homicide to spill his guts. By the end of the case, he transferred into Internal Affairs.

> Rudy's a jerk.
>
> You keep saying that about people.
>
> Well, I've met a lot of jerks.
>
> Just use the stats for Special Investigations officer for Rudy. And give him the aspect "Jerk."

Maurice Sandbourne

The son-in-law of a Chicago alderman, Maurice Sandbourne was a security guard at the Lincoln Park Zoo. His murder outside of the Regenstein Center (the Ape House) kicked off the "Welcome to the Jungle" case. Initially, the prime suspect was Moe—a gorilla!—but Harry Dresden soon determined that the actual murderer was Dana Watson, a Hecatean Hag. Sandbourne witnessed Watson attempting to gather Moe's blood for an Ascension Ritual, so she killed him.

Sandbourne was a competition pistol marksman. He was able to empty the clip of his sidearm into the Hag—alas, to no effect—before she took him out.

Sanya

You don't often see a tall, young black man with a thick Russian accent, but that is Sanya. His dark, intense eyes seem to peer into you. He's a mix of interesting semi-contradictions: he's a black Russian, he's a Communist Trotskyite, he's an agnostic Knight of the Cross.

He's also an ex-Denarian—considered to be a traitor by the Order of the Blackened Denarius—redeemed and then recruited by Shiro Yoshimo into the Knights.

In his youth, Sanya was a freakish outsider in Russia: angry, poor, desperate, and black. He was a perfect recruit for the Denarians—who drew him in using Tessa's second, Rosanna.

As the mortal host of Magog, Sanya indulged in every vice one could possibly imagine. He obeyed Tessa's commands dutifully. At the end of five years, Sanya was little more than a beast who walked upright.

However, over time, Rosanna did him wrong. In Venice, Sanya overheard Rosanna's report to Tessa and found out what his lover *really* thought of him. In that moment, he won free of the Denarians. He left the apartment, dropped his coin in a convenient canal, and was met by Shiro.

The pair traveled to Malta, where they met Michael (the Archangel, not the Knight). The Prince of the Host brought Esperacchius, the Sword of Hope, and bestowed it upon Sanya. Since then, Sanya has been a stalwart Knight of the Cross, in service to the common good—if not the Almighty, whom he has trouble believing in completely.

Maurice Sandbourne

High Concept: Security Guard
Other Aspects: Competition Pistol Marksman
Skills
Alertness: Fair (+2)
Athletics: Fair (+2)
Fists: Fair (+2)
Guns: Great (+4)
Intimidation: Average (+1)
Investigation: Fair (+2)
Most other skills default to Mediocre, with a few at Average.
Stunts
Blaze Away (Guns): Maurice can use any firearm to make a spray attack, even one not normally capable of doing so.
Stress
Mental OO **Physical** OOO **Social** OO
Total Refresh Cost: +1 (Pure Mortal)

Kings and Knights again. Connection? I think so!

Sanya's sophistry regarding angels is quite... interesting, to say the least.

Sanya

High Concept: Knight of the Cross

Other Aspects: Agnostic; Do The Right Thing; A Man of Many Contradictions; Former Host of Magog; Rosanna Broke My Heart And Their Hold; Esperacchius, Sword of Hope

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Conviction: Superb (+5)
Discipline: Good (+3)
Endurance: Great (+4)
Fists: Fair (+2)
Guns: Good (+3)
Lore: Good (+3)
Presence: Fair (+2)
Weapons: Great (+4)
Might: Average (+1)

Most other skills default to Mediocre, with a few at Average.

Sanya is really pulling for Murph to take up Fidelacchius and become a Knight of the Cross. She's said no, but I think he's still holding out hope.

Stunts

Way of the AK (Guns): Sanya gains a +1 to attacks made with guns of Russian or former Soviet manufacture.

Powers

Bless This House [–1]
Guide My Hand [–1]
Holy Touch [–1]
Righteousness [–2]
Sword of the Cross [–3]

Stress

Mental OOOO, +1 mild consequence
Physical OOOO, **Armor:2** **Social** OOOO

Notes

Esperacchius is a long, heavy saber (at least **Weapon:2**), which Sanya wields with Great ability. Aside from that simple deadly fact, as a Sword of the Cross it also allows him to spend a fate point to ignore a target's supernatural defenses (satisfying the Catch) for the scene. Sanya's initiative is Fair, and his defensive options start at Good (Athletics) or Great (Weapons). When fully suited up, he favors modern tactical armor (Kevlar and the like) providing **Armor:2** against many (but not all) things.

Total Refresh Cost: –9

Sanya does the work because it *must* be done. He is the wielder of Esperacchius, but eschews old-school style armor in favor of a Kevlar vest. He's good with a Kalashnikov assault rifle.

Interestingly, he is a lineal descendent of Saladin.

He has trouble understanding American humor—Molly Carpenter is able to get him to call up pharmacies looking for Prince Albert in a can.

Though he can sense that Thomas Raith is a vampire, he doesn't know what Sigrun Gard is.

Rosanna still calls Sanya "animal" and "beast" and claims he loves fighting and bloodshed. Sanya admits that he does indeed love conflict, but he now chooses his fights more carefully.

With Shiro Yoshimo's death and Michael Carpenter's recent injuries, Sanya is currently the only active Knight of the Cross.

The Scarecrow

See page 41.

Klaus Schneider

"The Toymaker"

White Council wizard Klaus Schneider is a small, fat, round-cheeked, frizzy-haired older gentleman. The Merlin nominated him to take the empty seat left on the Senior Council by the death of Simon Pietrovich in the opening stages of the Vampire War. He speaks Latin with a German accent. He is known as a highly-skilled enchanter (though not a Warden, he was one of the Council members who banded together to kill Kemmler) and possesses an impeccable reputation for honesty. He declined the open seat in favor of Ebenezar McCoy.

Monica Sells

Monica Sells hired Harry Dresden to find her missing husband "George" (in actuality, Victor Sells) and set in motion some of the events of the Storm Front case. A good-looking, athletic woman in her mid-30s, she gave off a well-put-together, wholesome vibe. She's the mother of two children, Jenny and Billy Sells. She collects cartoon cows.

Although initially eager for Harry to find her husband, she strangely and suddenly tried to call off the investigation part-way through. Also, she seemed to know more about magic

than she let on. After Harry soulgazed her, he discovered some things—she'd been abused as a child by her wealthy parents in St. Louis, and she had been abused by Victor. She was also the older sister of Jennifer Stanton and had participated—alongside Stanton, Greg Beckitt, Helen Beckitt, and Linda Randall—in Victor's ritual sex cult to raise the energy for the creation of the ThreeEye drug.

When Victor killed her sister, she again turned to Harry, hoping he could protect her children from Victor's increasing cruelty and abuse. Monica, Jenny, and Billy are now protected by the Church's "Supernatural Witness Protection Program."

Victor Sells

AKA "The Shadowman"

The husband of Monica Sells and father of Jenny and Billy, Victor was a man with lean, handsome features. While he'd always had a bad temper, he rarely abused his wife until he lost his job at SilverCo. After that, his burgeoning interest in the darker sorts of magic increased his cruelty and volatility.

While Victor was seemingly always talented at magic, he never really received mystical training in his youth. After he was fired, the dark paths he followed led him to ritual sex magic, involving his wife, her sister Jennifer Stanton, and Stanton's lover/roommate Linda Randall at their lakehouse on the shores of Lake Michigan. It was at this point that he met "someone" (see "*The Circle*," page 21) who gave him additional magical training and the recipe for the ThreeEye drug. This led Victor to transform his little sex cult into a power generator for the production of ThreeEye. Linda Randall brought in her employers, Greg and Helen Beckitt, as bankrollers for the new drug; they saw it as a way to take on John Marcone, who they held responsible for the death of their daughter Amanda.

The use of dark magic further twisted Victor, causing Monica and Jennifer to fear that he'd begin abusing his children. Jennifer threatened to go to the cops and Marcone regarding ThreeEye, and Victor killed her using magic. This kicked off the Storm Front case, which brought in Harry Dresden. Harry was following two seemingly different cases that ultimately led back to Victor—he was investigating the deaths

Monica Sells

High Concept: Deceived Accomplice
Other Aspects: Abused as a Child; My Husband the Cult Leader

Skills

Alertness: Fair (+2)
Athletics: Fair (+2)
Deceit: Fair (+2)
Discipline: Good (+3)
Endurance: Fair (+2)
Lore: Fair (+2)
Rapport: Fair (+2)
Most other skills default to Mediocre, with a few at Average.

Stunts

Honest Lies (Deceit): Gain a +2 to pass off lies when incorporating bits of truth in the lie.

Stress

Mental OO **Physical** OOO **Social** OO

Total Refresh Cost: +1 (Pure Mortal)



VICTOR SELLS

High Concept: ThreeEye Cult Leader
Other Aspects: Obsessed; Abuser; Too Powerful For His Own Good; Unknown Sponsor

Skills

Athletics: Good (+3)
Conviction: Great (+4)
Deceit: Good (+3)
Discipline: Fair (+2)
Empathy: Fair (+2)
Endurance: Good (+3)
Intimidation: Good (+3)
Lore: Good (+3)
Presence: Good (+3)

Most other skills default to Fair or Mediocre.

Thinking back, I think Sells was stronger than Kravos, but Kravos was smarter than Sells.

Powers

Evocation [–3]
Thaumaturgy [–3]
Refinement [–2]
The Sight [–1]
Lawbreaker (First) [–1]: Enough for a +2
Lawbreaker (Fourth) [–1]: Enough for a +1

Specializations

Evocation: Elements (Fire, Earth, Spirit); Power (Fire +1)
Thaumaturgy: Complexity (Summoning +1; Disruption +1; Conjuration +1; Divination +1); Frequency (Crafting +1)

Stress

Mental OOOO **Physical** OOOO **Social** OOOO

Total Refresh Cost: –11

Focus Items (1 slot)

Blasting Rod (+1 Offensive Control for Fire)

Rote Spells

Killing Flame: A classic evocation: 5 shifts of fire cast with intent to kill (his Lawbreaker bonus is necessary for this rote, along with his blasting rod).

Potions (6 slots)

Combined with Victor's frequency bonus, this means he can create a dozen active doses of ThreeEye (which provides a 2-shift effect that gives the user access to the Sight (YS174), but without the ability to close it; someone who's forced to take the drug can roll Discipline to resist). These doses go out into the wild and get consumed quickly, so we figure this is a good handwavey number to represent Victor's supervillainous aspirations.

Notes

Victor is a good example of how dangerous a whacked-out garden variety Law-breaking sorcerer can be. A few rituals and a callous disregard for his fellow cultmembers made it easy for him to dish out consequences aplenty, which together with storm power fuelled his nasty heart-exploding magic. When the time came for an actual face to face showdown with a wizard, though, he was at best an even match for a short time period—his willingness to cross the line gave him the upper hand at first, but it didn't last. While Victor could toss fire around, and do it well, he could only really use it for offense; he's more about the thaumaturgy, especially with conjuring giant scorpions or summoning nasty demons.

Harry, I set up his capabilities based on the report from the casefile – I know you were pretty beat up at the end of it all, so I put him in a category where I figured he'd definitely be able to give you some trouble

That makes sense... the frustrating thing about Victor is that I don't actually know how good he was at magic. Either someone trained him very quickly and very well, or he had a very powerful pact with Something going on, which might have been artificially putting him in a higher weight class. Regardless, it's a good thing that he was inexperienced, or that fight might have gone a lot differently.

Hmmm... well, I can't put in a sponsor without knowing what the sponsor might be, but I'll note it as an aspect, just in case.

The ThreeEye Cult

(See *What Goes Bump*, page 61.)

- Greg Beckitt (deceased)
- Helen Beckitt
- Gimpy (AKA "Lawrence") (deceased)
- Linda Randall (deceased)
- Monica Sells
- Victor Sells (deceased)
- Jennifer Stanton (deceased)

of Jennifer Stanton and her lover Tommy Tomm for Karrin Murphy of Chicago PD's Special Investigations Unit, and he was also hired by Monica Sells to track down Victor.

Magically, Victor was about as strong as Harry Dresden (impressive), but he lacked any real training, experience, and savvy (despite whatever the mysterious "someone" taught him); he was essentially a very powerful sorcerer. He was adept at creating scorpion constructs (page 31); a "Shadowman" construct that could see, hear, and speak for him; tapping power (from ritual sex magic and thunderstorms); and formulating the ThreeEye potion. He also repeatedly summoned the demon Kalshazzak (page 34). He even had a blasting rod, made from a crooked bone.

He was eventually killed by his own scorpion constructs and Kalshazzak during a showdown with Harry in the lakehouse.

"Shaggy Feathers"

"Shaggy Feathers" (host and Fallen names unknown) was a Denarian who restrained Harry Dresden in Shedd Aquarium during the Small Favor case.

It massed about 300 pounds, with a shaggy coat of dusty grey feathers and a face sporting fleshy dangling tentacles. When the Archive shielded Harry from Tessa's bullets, they bounced into Shaggy Feathers—who bled human blood.

Later, Kincaid exploded Shaggy Feathers' head. When its coin fell towards Harry's face, he caught it on the bounce.

Madge Shelly

AKA "Elizabeth Guns"

The first ex-wife of Arturo Genosa, Madge Shelly was also one of his adult film actresses. Standing about 5'6", she was pretty, curvy, and had longish dark brown hair. Under the name of "Elizabeth Guns," she starred in a number of his highly-regarded pornographic movies. After they divorced, the alimony terms Genosa gave her were very generous, allowing her to own a condo on the Gold Coast of Chicago. Extremely practical, she used some of her wealth to invest in Genosa's new production after he split from Silverlight Studios, and even opened up her condo to hostess a party for cast, crew, and other potential investors.

Who's Who (Madge Shelly)

"Shaggy Feathers"

High Concept: Denarian Thug

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Fair (+2)
Discipline: Average (+1)
Endurance: Great (+4)
Fists: Great (+4)
Intimidation: Good (+3)
Lore: Fair (+2)
Might: Superb (+5)

Unlisted skills usually default to Average.

That catch I made of the coin, with my left hand, was NOT NORMAL.

Powers

Claws [–1]
Hulking Size [–2]
Human Guise [–0]
Inhuman Speed [–2]
Supernatural Strength [–4]
Supernatural Toughness [–4]
The Catch [+2]: Blessed swords, holy water, faith magic, that sort of thing.

Stress

Mental OO **Physical** OOOOOO (OOOO), **Armor:2** **Social** OO

Notes

Shaggy probably had a few other powers not touched on here. Still, the basic package was effective: fast initiative, **Weapon:5** attacks (strength & claws), Great rolls on attacks and defense.

Total Refresh Cost: –11

However, behind the scenes, she was plotting against her ex-husband, with two other ex-Mrs. Genosas and Lord Raith. The three women had discovered that Genosa was to marry again, bringing an end to their alimony gravy train. And Lord Raith wished to punish Genosa for breaking from the House Raith-controlled Silverlight (as well as for the subject matter and tone of his films, which were counter to the goals of the White Court of vampires). It was a match made in Hell.

This "Evil Eye Franchise" began lobbing ritual entropy curses—powered by He Who Walks Behind (page 74) at all of the women surrounding Genosa, in an attempt to kill his unknown paramour. This is when Thomas Raith brought in Harry Dresden, as detailed in the Blood Rites casefile.

Unknown to most people, Madge was a sorceress—as well as being cruel, calculating, and vengeful. She had no problem killing her associates: she murdered Lucille Delarossa to

Was Madge involved in the ritual entropy curse that Raith used to have my mom killed? She would have been in her late teens or twenties, then. I think she was already working for Silverlight at that point.

Billy, can you get on the computer and do some virtual leg-work on that timeline?

help power the entropy curse and used magic to suffocate Trixie Vixen. During the confrontation in the Deeps, Harry and Thomas disrupted her summoning of He Who Walks Behind; the entity killed her and briefly possessed her corpse.

Madge Shelly

High Concept: Magic-Dabbling Adult Performer

Other Aspects: Jealous Ex; The Others Are My Patsies; Pursuit of Power

Skills

Athletics: Fair (+2)
Conviction: Fair (+2)
Discipline: Good (+3)
Endurance: Fair (+2)
Lore: Good (+3)
Rapport: Fair (+2)
Most other skills default to Average or Mediocre, with a few at Fair.

Powers

Thaumaturgy [–3]
Sponsored Magic (Outsider) [–3]
Lawbreaker (First) [–1]: Enough for a +2
Lawbreaker (Seventh) [–1]: Enough for a +2

Specializations

Thaumaturgy: Complexity (Entropomancy +1)

Focus Items

Ritual Dagger (+1 Complexity for Entropomancy)
Claw Ring (+1 Offensive Power for Outsider spells)

Role Spells

Orbius: 5 shift suffocation evocation; requires Lawbreaker (First) and Claw Ring bonuses, and therefore an intent to kill; any consequences inflicted will reference suffocation.

Stress

Mental OOO **Physical** OOO **Social** OO

Notes

For purposes of effects, treat "Outsider" Sponsored Magic as roughly the same as Hellfire.

Total Refresh Cost: –8

The Evil Eye Franchise

- Lucille Delarossa (deceased)
- He Who Walks Behind
- Lord Raith
- Madge Shelly (deceased)
- Trixie Vixen (deceased)

The Skavis (AKA "Priscilla")

The son and heir of the Head of House Skavis of the White Court of vampires, "the Skavis" was involved in a plan to cull the human population of wizards by killing all magically-talented females. The culling plan, detailed in the White Night casefile, was later duplicated by Vitto Malvora and Madrigal Raith, in an attempt to jockey for position in the White Court. (Unknown to most people, this plan was inspired by Lara Raith as a way to bring House Skavis and House Malvora into conflict, weakening them.)

The Skavis' method was sneaky and cunning. When simple hunting was not possible, he would disguise himself as "Priscilla" (a woman in her mid-forties, kind of mannish looking, but a credible female) and infiltrate associations of mid-level female practitioners. Gaining their trust, he would take them down one by one. He eventually joined the Ordo Lebes in Chicago, and there he ran afoul of Harry Dresden, Thomas Raith, and Elaine Mallory.

He was killed after trying to use his vampiric powers of despair on Elaine, mentally influencing her to commit suicide. Luckily, Harry Dresden interrupted the attack. Elaine went ballistic, blowing the Skavis through the wall of a motel. Thomas chopped off his hand, and Harry's dog Mouse ultimately killed him.

House Skavis of the White Court of Vampires

(See *What Goes Bump*, page 89.)

- Lord Skavis (NE)
- The Skavis (AKA "Priscilla") (deceased)

The Skavis

High Concept: The Skavis
Other Aspects: "Priscilla"
Skills
Alertness: Fair (+2)
Athletics: Good (+3)
Deceit: Great (+4)
Discipline: Fair (+2)
Fists: Good (+3)
Empathy: Fair (+2)
Endurance: Good (+3)
Guns: Fair (+2)
Intimidation: Fair (+2)
Lore: Good (+3)
Presence: Good (+3)
Rapport: Good (+3)
Stealth: Fair (+2)
Weapons: Good (+3)
Other skills default to Average or Mediocre.

If Vitto & Madrigal hadn't gotten involved (and gotten me involved), I don't know how the culling plot would have been cracked. And the rest of the Ordo Lebes and Elaine would probably be dead.

Stunts
Make Up Artist (Deceit): May disguise self; +2 to the efficacy of the disguise when held up to casual (Alertness) inspection.
No Pain, No Gain (Endurance): The Skavis' dedication to pain yields two additional mild physical consequences.

Powers
Ritual (Veils) [–2]
Emotional Vampire [–1]
Human Guise [+0]
Incite Emotion (Despair; Lasting Emotion) [–2]
Feeding Dependency [+1] affecting the following powers:
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
The Catch [+0] is True Hope.

Stress
Mental OO **Social** OOOO **Hunger** OOO
Physical OOOO, +2 mild consequences

Notes
The Skavis was primarily effective as a "deep cover" agent in the Ordo Lebes, and had just enough magical oomph to veil himself from Harry when he first dropped by. Once he got stuck in a straight-up fight, he went down hard—though it took two lightning strikes, a force blast, a gunshot, a super-strong saber amputation, and mauling by a supernatural dog to do it.

Total Refresh Cost: –12

Lloyd Slate
The Winter Knight

The Winter Knight is a cold, cruel man named Lloyd Slate. Of medium-build, he is in his early 30s, well-muscled and athletic. He shaves his head bald. There is a snowflake brand on the side of his neck and track marks on his arms. He is a heroin addict and a rapist. Slate is adept at using sword, gun, and fists—the more brutal, the better. He hates Maeve and is hungry for power.

This is what led him into an alliance with Aurora against his own Court and led to the events of the Summer Knight casefile. Aurora convinced him to kill Ronald Reuel, the Summer Knight, telling Slate that she would add Reuel's power to his own. This was a lie—Aurora intended to dump the Summer Knight's power into the Winter Court via the Stone Table and end the cycle of the seasons.

He was stopped by the forces led by Harry Dresden in the Faerie War Over Chicago and imprisoned in Arctis Tor. In return for his treachery, Queen Mab crucified him to a tree in her garden of ice and has been torturing him near to death, healing him, and then repeating the process. He has begged Harry to kill him. Mab has said that she will not kill him until Harry takes up the mantle of the Winter Knight himself.

Slate is scum, but I won't kill him in cold blood.

As Slate still lives and is still the Winter Knight while imprisoned, he is not exerting his power on behalf of Winter, leading to an imbalance between the Faerie Courts. The long-term ramifications of this are still unspooling.

"Spike"

Spike belonged to John Marcone for a long time, stretching back to Marcone's days as a capo in the Vargassi crime family. He was present at the hit on Marcone by Marco Vargassi that led to the shooting of Amanda Beckitt. Tall and broad, he favored an Uzi as his firearm of choice and sported a spiked hairstyle, thus his nickname from Harry Dresden.

During the Storm Front case, he torched the Varsity on Marcone's orders, after Harry had busted it up with magic. During the Fool Moon case, he was killed by one of the FBI Hexenwolves in the New Varsity.

LLOYD SLATE

High Concept: Winter Knight
Trouble: Imprisoned by Mab
Other Aspects: No Mercy; Advance At Any Cost; Heroin Addict; By Right of Conquest; Maeve is my Enemy

Skills

Athletics: Fair (+2)
Contacts: Fair (+2)
Conviction: Fair (+2)
Deceit: Good (+3)
Endurance: Good (+3)
Fists: Great (+4)
Guns: Great (+4)
Intimidation: Great (+4)
Might: Good (+3)
Presence: Fair (+2)
Stealth: Good (+3)
Weapons: Great (+4)

Most other skills default to Mediocre, with a few at Average.

Powers

Unseelie Magic [–4]
Marked by Power [–1]
Item of Power (Sword of Winter's Frost) [+2] grants the Inhuman abilities when wielded by the Winter Knight. Additionally, creatures affiliated with the Summer Court are especially vulnerable to this blade when wielded by the Winter Knight (as with Unseelie Magic).
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is trappings of Summer.

Stress

Mental OOOO **Social** OOO
Physical OOOO(OO), **Armor:1**

Notes

While we never really saw Slate in a fight, we can make some educated guesses about him. Here, he acts on Great initiative, swings a magic sword with Great skill (the blade and Inhuman Strength make it effectively at least **Weapon:4**), and mounts at least a Good defense. Then there's the case of any Winter magic he might know, though that is probably somewhat limited (reflected by his lack of Lore)—the Winter Queens don't give knowledge up easily.

Total Refresh Cost: –11

SPIKE

High Concept: Marcone's Thug
Other Aspects: Longtime Marcone Employee

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Burglary: Fair (+2)
Discipline: Average (+1)
Driving: Fair (+2)
Endurance: Fair (+2)
Fists: Good (+3)
Guns: Great (+4)
Intimidation: Good (+3)
Might: Good (+3)

Other physical skills probably start at Average. Assume other skills are Mediocre.

Stunts

Arson (Burglary): Spike gains a +2 to any Burglary roll used to conceal a deliberate arson from investigators.
Target-Rich Environment (Guns): Spike gains a +1 to attacks with Guns whenever personally outnumbered in a firefight.

Stress

Mental OO **Physical** OOO **Social** OO

Notes

Spike is a classic Marcone goon—just talented enough to make real trouble for a PC if Marcone sets him to the task.

Total Refresh Cost: +0 (Pure Mortal)



I just realized: I'm horrible at getting people's real names down, opting instead to give them cutesy nicknames. It's possible that this is kind of a flaw in a detective...

Bianca St. Claire

The Red Court vampire madam of the Velvet Room, Bianca had auburn hair, dark clear eyes, and a flawless complexion. While not tall, she was shapely and lusciously ripe, and her voice dripped sensuality even when in her true bat-monster form. During a confrontation with Harry Dresden in the Storm Front case, she was hit in the face with a hanky full of sunshine. This wounded her so gravely that she was forced to drain her lover Rachel to death—and made her an implacable enemy of Harry.

Though she always had more than her fair share of vampire tricks, her obsession with revenge on Harry led her to learn more magic from the Black Court vampire Mavra, seek out aid from the mysterious Circle (page 127), and ally with the sorcerer Leonid Kravos.

Bianca was raised to the rank of Margravaine of the Red Court during the Grave Peril case. In honor of her elevation, she threw a masquerade gala—and that party turned into a nexus of still-ongoing plots and subplots. A short list of the aftermath includes: the infecting of Susan Rodriguez, the transfer of a mysterious athame to the Leanansidhe, the association of Harry and Thomas Raith, the death of Bianca, the stirring up of necromantic energy (later used to jumpstart the Chicago Darkhallow during the Dead Beat case), the takeover of high-end prostitution in the Windy City by Marcone, and the beginning of the Vampire War.

As noted, Bianca died when Harry Dresden called up a horde of ghosts—including that of her lover Rachel—that attacked her and dragged her down into her burning mansion.

Bianca would have been the head of the first Red Court this deep into the United States, if Harry and Company hadn't killed her. There are one or two local Courts in the southwestern border states, and rumors of one each in New York City and Hawaii, but none in the Midwest.



Bianca

High Concept: Margravaine of the Red Court

Other Aspects: Dead Sexy; Madam; Lover of Rachel; Dresden Is Mine; Mavra, My Mentor

Skills

Alertness: Fair (+2)
Athletics: Good (+3)
Contacts: Good (+3)
Conviction: Great (+4)
Deceit: Great (+4)
Discipline: Great (+4)
Fists: Good (+3)
Endurance: Fair (+2)
Intimidation: Good (+3)
Presence: Great (+4)
Rapport: Good (+3)
Stealth: Good (+3)

Most other skills default to Mediocre, with a several at Average or Fair.

Powers

Evocation [–3]
Thaumaturgy [–3]
Sponsored Magic (Kemmlerian Necromancy) [–2]
Addictive Saliva [–1]
Blood Drinker [–1]
Claws [–1]
Flesh Mask [–1]
Feeding Dependency [+1] affecting the following powers:
Cloak of Shadows [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]
Inhuman Toughness [–2]
The Catch [+2] is sunlight, holy stuff; armor doesn't protect belly.

Stress

Mental OOO **Physical** OOO(OO), **Armor:1**
Social OOOO **Hunger** OOOO

Notes

Bianca was a driven student of the necromantic arts under Mavra's tutelage. Given the "cold, icy blackness" of her spells in the final confrontation she had with Harry Dresden, signs point toward her tapping into some deep, Kemmlerian level badness—strong enough to counter Harry's flung spells and aid Mavra in her efforts to stir up the supernatural world throughout the Grave Peril case. If Harry hadn't pulled the ghosts of her victims up from below to assault her, he would have been toast.

Total Refresh Cost: –18

Lieutenant John Stallings

Formerly a Detective Sergeant in Special Investigations under Karrin Murphy, John Stallings gained command of SI—and a promotion—after Murphy was demoted due to the events of the Proven Guilty case. Friendly with Harry Dresden, he trusts the wizard, though he has some trouble with the weirdness of the cases Harry gets involved in.

Stallings has grey hair (balding and badly cut) and mustache; he is usually unshaven, with a cigarette in his hand. His eyes are dark and intelligent. He pulled the journal of Leonid Kravos out of evidence for Harry during the Grave Peril case.

Since becoming head of SI, he's been involved in less fieldwork; stuck behind a desk, he struggles with the organizational and budgetary difficulties of his unit.

John Stallings

High Concept: Head of Special Investigations

Other Aspects: Nobody Else For The Job But Us

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Contacts: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Fair (+2)
Investigation: Great (+4)
Lore: Average (+1)

Most other skills default to Mediocre, with a few at Average.

Stunts

Weird Informants (Contacts): +2 with Contacts when looking into "weird" cases.

Stress

Mental OOO **Physical** OOO **Social** OOO

Notes

This is just a slightly up-gunned version of the Special Investigations Officer on page 67.

Total Refresh Cost: +1 (Pure Mortal)

Jennifer Stanton

A former employee of the Velvet Room, Jennifer Stanton was a sweet girl in her twenties with green eyes and chestnut hair cut in a pageboy hairstyle. At a young age, she ran away from her wealthy and abusive parents to become an actress; instead, she became a whore.

She was the co-worker/roommate/lover of Linda Randall, the lover of Tommy Tomm, the sister of Monica Sells, and part of the ThreeEye cult of Victor Sells. Becoming frightened of Victor's increasing volatility and abusive cruelty (especially towards her sister, niece, and nephew), she told Victor that if he wouldn't leave Monica, she'd go to the police and John Marcone with information about his ThreeEye cult. Victor responded by killing her—and Tommy Tomm—with the "heart-explodey" spell, tapping both the power of ritual sex magic and a thunderstorm. Karrin Murphy brought in Harry Dresden to investigate their deaths in the Storm Front casefile.

Jennifer is pretty much a vanilla mortal with a couple of aspects (Cultist, Sister of Monica Sells, etc.)

Lydia Stern

Lydia Stern is an investigative journalist for the Midwestern Arcane. She took over the position of lead reporter formerly held by Susan Rodriguez. A short, pleasantly plump woman of Asian ancestry, she has curly black hair, thick glasses, a sparkling smile, and a bubbly, breathless voice. She investigates strange events, then demands to know why the appropriate authorities are ignoring them. She is a formidable investigator and interrogator. She has a decent working association with Harry Dresden, though not nearly as close as the one as he had with Susan.

If you need stats, use the Occult Journalists stat block on page 70.

Sue the Zombie Dinosaur

See page 94.

REMINDER: INTERVIEW WITH LYDIA ON THURSDAY MORNING RE: BLACK DOG.

Lord Talos
(AKA "Grum")

The Lord Marshall of the Summer Court, Talos appears as a tall Sidhe man—ageless, graceful, with pale hair and blue feline eyes. He exudes quiet confidence and relaxed strength; for some reason, he comes off as less alien than most of the Sidhe. Talos is a teacher, a healer, and an exceptional archer. For many years, he was the guardian and friend of Elaine Mallory as she took refuge in Summer.

During the Summer Knight case, he was involved in the plot of Aurora, to end the cycle of Summer and Winter. To that end, he used his glamour magic and a suit of spell-repelling mail to masquerade as Grum, an ogre, and interfere with the investigation of Winter's Emissary, Harry Dresden.

It is unclear whether or not he was killed while fighting the changeling Meryl during the Faerie War over Chicago.

IF I'D PAID MORE ATTENTION TO NAMES, I PROBABLY COULD'VE PIECED TOGETHER THE SHADOWMAN STUFF QUICKER, WITH MONICA SELLS' MAIDEN NAME BEING STANTON AND HER DAUGHTER'S NAME BEING JENNY...

Thorned Namshiel

Gaunt and skeletal, with grey skin and bone spurs jutting from every joint, Thorned Namshiel looks like the monster he is. His greasy, lanky hair hangs over his doubled eyes: the human ones are brown, while the Fallen eyes glow green.

He has a substantial magical talent—indeed, he is an expert in magic and magical theory—and has served as Tessa's instructor in sorcery. He knows how to "eat" spells, absorbing their magic with black threads. His spells (threads, lightning, tentacles) are usually colored green or black. His skill is great and subtle. Thorned Namshiel often carries a bag of gear for magical purposes.

Harry Dresden's unwitting use of soulfire against him drove Thorned Namshiel into a rage.

On the Island, Michael killed Thorned Namshiel, cutting off his right hand (where his coin was located). Unfortunately, it seems that this hand (and coin) has been taken by Sigrun Gard to the "home office" of the Monoc Corporation. It is possible he will gain a new human host and return.

It seems very probable that Thorned Namshiel is part of the Black Council and responsible for the Hellfire that lashed Arctis Tor.

I BARELY KNOW THIS GUY, BUT I REALLY, REALLY DO NOT LIKE HIM.

Lord Talos

High Concept: Lord Marshall of the Summer Court

Other Aspects: Quiet Confidence; Conspirator with Aurora

Skills

Athletics: Good (+3)
Conviction: Fair (+2)
Deceit: Fair (+2)
Endurance: Good (+3)
Guns (Bow): Great (+4)
Presence: Good (+3)
Stealth: Good (+3)
Weapons: Good (+3)
Most other skills default to Mediocre.

Stunts

Archer (Guns): +1 to ranged attacks using a faerie-crafted bow.
Way of the Bow (Guns): Talos may use Guns instead of Craftsmanship to build and repair such items, and his skill with them gives him an extra +1 damage on a successful hit.

Powers

Seelie Magic [–4]
Glamours [–2]
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Toughness [–2]
The Catch [+1] is cold iron and the like.
Physical Immunity [–8]
The Catch [+6] is immunity only to mortal magic, and then only while wearing spell-repellent mail (the Catch includes an Item of Power bonus as well).

Stress

Mental OOO **Physical** OOOO(OO), **Armor:1** **Social** OOOO

Notes

Disarming, friendly, and every bit as tricksy as any other faerie. When you face Lord Talos, will you know you're facing him?

Total Refresh Cost: –16

Thorned Namshiel

High Concept: Denarian Sorcerer

Other Aspects: Teacher of Magic; Gaunt and Monstrous to Behold; Host of a Blackened Denarius

Skills

Alertness: Good (+3)
Athletics: Average (+1)
Conviction: Great (+4)
Contacts: Good (+3)
Deceit: Great (+4)
Discipline: Superb (+5)
Endurance: Fair (+2)
Intimidation: Good (+3)
Lore: Superb (+5)
Presence: Great (+4)

Powers

Spell Eater (custom power) [–1]: If Namshiel successfully uses the Counterspell action (YS253) he gains a +2 bonus to the power of his next spell-based attack or maneuver in that scene. This bonus is not cumulative. The spell eaten must have at least two shifts of effect to be substantial enough for the bonus.
Evocation [–3]
Thaumaturgy [–3]
Sponsored Magic (Hellfire) [–2]
Refinement [–5]
Human Guise [–0]
Inhuman Speed [–2]
Inhuman Strength [–2]
Inhuman Toughness [–2]
Inhuman Recovery [–2]
The Catch [+2] on both powers: Blessed swords, holy water, faith magic, that sort of thing.

Specializations

Evocation: Elements (Air, Fire, Spirit); Control (Air +2, Fire +1, Spirit +1); Power (Air +2, Fire +1, Spirit +1)
Thaumaturgy: Control (Ectomancy +1); Power (Ectomancy +1, Necromancy +2)

Stress

Mental OOOO **Physical** OOO **Social** OOOO

Notes

A broadly accomplished spellcaster, easily able to throw around 5 or 6 shift effects while barely breaking a sweat.

Total Refresh Cost: –19 for starters

THE TIGRESS

HIGH CONCEPT:
Ghoul Assassin for Hire

SKILLS
Alertness: Good (+3)
Athletics: Great (+4)
Deceit: Good (+3)
Endurance: Good (+3)
Fists: Great (+4)
Guns: Great (+4)
Intimidation: Good (+3)
Investigation: Fair (+2)
Presence: Fair (+2)
Stealth: Good (+3)
Weapons: Fair (+2)
Most other skills default to Mediocre, with any physical ones defaulting to Fair.

STUNTS
Make-Up Artist (Deceit): The Tigress may defend against attempts using Investigation to see through her disguises. She also gains a +2 to the efficacy of the disguise when held up to casual (Alertness) inspection.

POWERS
Claws [–1]
Human Guise [+0]
Feeding Dependency (Meat) [+1], affecting:
Inhuman Strength [–2]
Inhuman Speed [–2]
Supernatural Recovery [–4]
The Catch [+2] is wounds from holy objects. Also, dead is dead with a ghoul; if you inflict enough massive trauma (e.g., decapitation), it's not something they come back from.

STRESS
Mental OO **Physical** OOOO
Social OOO **Hunger** OO

NOTES
All the ghoul nastiness you'd expect: **Weapon:3** attacks with her "bare" hands, Superb defense, Great attack, Epic initiative. She can quickly get messed up bad in a fight if she's not expecting, say, a sudden werewolf in the face, but she recovers damned fast.

TOTAL REFRESH COST: –7

Tessa

See *Polonius Lartessa*, page 165.

The Tigress

The Tigress was an assassin, a contract killer for over 20 years, and the suspect in a number of killings in New Orleans, Europe, and Africa. She was adept at disguise and numerous methods of mayhem. She was also a ghoul.

During the Summer Knight case, she was hired by the Red Court via the changeling Ace to take out Harry Dresden. Unfortunately for her, she was eventually taken down by the Alphas as Harry and company joined the Faerie War Over Chicago.

Maeve, the Winter Lady, used the death of the Tigress as a pretext to send Jenny Greenteeth to disrupt the wedding of Will and Georgia Borden during the "Something Borrowed" case.

*Before you ask, Harry, no, she did **NOT** taste like chicken. More like pork that's gone off.*

YOU'RE STARTING TO SOUND LIKE YOU LICK CRIME TO DEATH.



TITANIA

High Concept: The Summer Queen
Other Aspects: Dresden Slew My Daughter; Winter Is My Eternal Foe
Skills, Powers, etc.

Much like Mab, the Winter Queen, it's pointless to list individual skills and powers. If you need numbers, assume Titania is Superb (at worst), Legendary +1 or +2 at most things, and even better at others. If you go up against her directly in social, martial, or magical conflict, you lose, unless she pulls her punches for some reason. However, like most powerful entities she can be outmaneuvered if you're very good or very lucky; make sure you see the Faerie Queens entry (page 39) for a list of her specific weaknesses and limitations.

TOMMY TOMM

High Concept: Marcone's Bodyguard
Other Aspects: A Brawler and a Gentleman
Skills

Alertness: Good (+3)
Athletics: Fair (+2)
Discipline: Fair (+2)
Endurance: Good (+3)
Empathy: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Good (+3)
Might: Fair (+2)
Presence: Fair (+2)
Weapons: Good (+3)

Other physical skills probably start at Average, before considering aspects. Assume other skills are Mediocre.

Stunts

Killer Blow (Fists): 1 fate point = +3 to the damage of a Fists attack on a successful hit, once per scene. Stacks.
The Social Graces (Empathy): When determining initiative in a social conflict, gain +2 to Empathy.
I Got a Job To Do (Discipline): Tomm's loyalty to Marcone lets him use his Discipline rather than Conviction to determine his mental stress track.
Target-Rich Environment (Guns): +1 to attacks with Guns whenever personally outnumbered in a firefight.

Stress

Mental OOO **Physical** OOOO **Social** OOO

Notes

Tommy was versatile in a fight, a solid bodyguard, capable in social situations, and completely unprepared for any supernatural threat.

Total Refresh Cost: –2 (Pure Mortal)

Summer Fae
(See *What Goes Bump*, page 37.)

- Aurora, the Summer Lady (deceased)
- Elder Brother Gruff ("Tiny")
- Eldest Brother Gruff ("EBG")
- Fix, the Summer Knight
- Lily, the Summer Lady
- Korrick
- Mother Summer
- Ronald Reuel, the Summer Knight (deceased)
- Lord Talos (Lord Marshall)
- Queen Titania

Titania
the Summer Queen

The Queen of the Summer Court of the Sidhe, Titania has typically refused to choose sides in the Vampire War (which she terms "the disputes of mortal and anthrophage"). During the Summer Knight case, she made Elaine Mallory serve as Summer's Emissary to find the killer of Ronald Reuel, the Summer Knight, and to see if Winter had been involved.

Despite his actions in preserving the cycle of Summer and Winter, Titania hates Harry Dresden for killing the traitor to Summer—the former Summer Lady, her daughter Aurora. She has repeatedly geased the current Summer Lady, Lily, and the current Summer Knight, Fix, from aiding Harry.

If Shakespeare's writing is at all accurate, then Titania is also capricious and amorous.

Tommy Tomm

The bodyguard of John Marcone, Tommy Tomm was a very fit gangster in his 40s. A big man, he had scarred knuckles, a tattoo on his right bicep of a winged dagger, and a vicious scar from a knife wound on his abdomen. However, under his rough exterior, he was gentle and considerate. A patron of the Velvet Room of Bianca St. Claire, he was known for being a gentleman and "good to his women"—said women included Jennifer Stanton and Linda Randall. (According to Linda Randall, Tomm was fantastic in bed.)

During the Storm Front case, he was a casualty of the "heart-explodey" spell that the ThreeEye cult of Victor Sells aimed at Jennifer Stanton, in order to stop her from talking. The fact that it left Marcone vulnerable was a bonus.

Toot-Toot

Standing just 6 inches tall (during the Storm Front case), Toot-toot is a proud, pale humanoid with silver dragonfly wings, a shaggy halo of pale magenta hair, and a silvery nimbus of light. A lesser wyldfae pixie of the Chicago area, he used to simply be a "dockworker of the Nevernever." However, his association with the wizard Harry Dresden has caused him to rise in stature—mostly because of the regular bribes of pizza that Harry has made available to him.

In the service of Harry, the Pizza Lord (AKA the "Za Lord"), Toot-toot has gathered a small unit of pixies (the "Za Guard") around him. (And he has grown in this service, to almost a foot tall!) During the Summer Knight case, the Za Guard followed Harry to the Faerie War over Chicago and were actually the ones who killed Aurora, the insane Summer Lady. During the Small Favor case, Toot and the Za Guard did some recon for Harry when he was trapped by gruffs.

The Za Lord's Guard, which Toot leads, typically keeps Mister from killing Harry's cleaning service brownies, and it exterminates rats and insects in his apartment.

Toot is usually oblivious to danger when mortal food is on the line; however, a major threat can pierce even his single-minded focus.

See also Elidee.



Toot-Toot

High Concept: Pixie Minion

Other Aspects: Generous of the Za Guard!; Proud, But Loyal to the Za Lord

Skills and Powers

- **Contacts:** Good (+3)
- **Investigation:** Good (+3)
- **Stealth:** Good (+3)
- **Weapons:** Fair (+2)
- **Diminutive Size** [–1]
- **Wings** [–1]
- **Glamours** [–2]

Notes

As long as Harry keeps Toot and his comrades full of pizza, they're happy to provide Investigation services while Harry is doing other things. Toot-Toot is mostly a noncombat contact, so he's sketched very thinly in terms of stats.

In the Za Guard, Toot's rank is the Generous. Then comes the Caption, the Loo Tender, the Star Jump, the Corpse Oral, the First Class Privy, and lastly, the Second Class Privy. Hey, as the Za Lord, I need to pay attention to these things.

Torelli

One of Marcone's sub-lieutenants, Torelli is a big guy in his late 40s with a potbelly. He is, apparently, part of the drug-dealing end of Marcone's criminal enterprises. Unfortunately, he's dumb as a stump.

An intimidating sort, Torelli's well-tailored suit doesn't hide his shoulder rig and sidearm. For a few weeks before the events of the Small Favor case, Torelli had been preparing to move on Marcone. (Marcone had been aware of Torelli's ambitions for some time and had been using him to draw out other usurpers).

The timing of Torelli's uprising is awful convenient, don't you think?

Marcone's sudden disappearance during the Small Favor case provided Torelli with an opportunity for advancement. He threatened Ms. Demeter at Executive Priority Health and was shut down by Harry Dresden and Thomas Raith. Later, under orders to take care of Harry, Bart and Torelli's goon managed to shoot Murphy instead.

Torelli

High Concept:
Marcone's Unfaithful Lieutenant

Other Aspects:
Ambition Surpassed by Stupidity

Skills
Athletics: Average (+1)
Discipline: Average (+1)
Endurance: Fair (+2)
Fists: Fair (+2)
Guns: Good (+3)
Intimidation: Good (+3)
Might: Good (+3)
Presence: Fair (+2)
Rapport: Fair (+2)
Resources: Fair (+2)
Weapons: Fair (+2)
Other physical skills probably start at Average. Assume other skills are Mediocre.

Stunts
Filthy Lucre (Resources): Torelli gains a +2 to uses of Resources for illicit purposes.

Stress
Mental OO **Physical** OOO **Social** OOO

Notes
Really, his aspects say most of what needs to be known here. He was a speed bump—both to Harry and Marcone. He probably has a couple of other stunts, but we haven't seen him action. (And now we won't.)

Total Refresh Cost: +1 (Pure Mortal)

I used a dolly to summon Ulsharavas. She was not amused.

"Tree Woman"

"Tree Woman" (mortal and Fallen names unknown) is a Denarian who participated in the assault on the Archive at Shedd Aquarium during the Small Favor case.

A wizened little thing, she seems to be a caricature of a woman, carved from a dried tree root. Her weapon of choice is a rope of liquid shadow that curls like a hungry serpent. Ivy blocked her with little bursts of silver energy.

When the gas the Denarians were pumping into Shedd finally overcame Ivy, Tree Woman choked Ivy with her rope spell. However, she was not present at the battle on the Island, so presumably her host was killed in the ruckus at the aquarium.

For stats, use Thorned Namshiel—minus the spell eating—and knock her spellcasting skills down a notch.

Ulsharavas

Ulsharavas is an oracle spirit and ally of the loa; she is specifically referred to in Dumont's Guide to Divinationators with a particular summoning spell of the voodoo type (alcohol and tobacco as gifts). She is a fairly gentle guide and isn't usually malicious; however, she has been harsh in the past. Unfortunately, she cannot put together a body manifestation—not even a nebulous cloud of light—and thus requires a homunculus to inhabit. Her appearance varies by the provided homunculus.

Interestingly, Ulsharavas is one of the only spirits we've seen that seems to have a moral sense of some sort: she doesn't work for bokkor (read: sorcerers or those stained with black magic).

She's pretty much a plot device. Use her to reveal information to the players; hand-wave any checks. In the Death Masks case, she's the result of Harry using his Thaumaturgy to make a Contacts roll he couldn't otherwise make.

Uriel

aka "Jake"

Uriel is an Archangel, often called "the Watchman." Quiet, subtle, the least known of the Archangels, he is also the most dangerous of them. It was he who killed the firstborn children of Egypt back in jolly old Moses time. He has been called "Heaven's spook" or black ops guy.

Stat an Archangel? You're joking, right?

(Mab likes him. If that doesn't cause a shiver along every spine reading this, I don't know what could.)

During the Small Favor case, he appeared as "Jake," a mortal janitor. A little old guy wearing a dark blue coverall and a name tag, with a round belly, short curling silver hair, and beard cropped close to his dark skin, "Jake" talked to Harry Dresden about God, Archangels, and Harry's current situation.

Uriel granted Harry access to soulfire (YS292)—and perhaps something extra.

He also left Harry a copy of The Two Towers with the following line underlined: "The burned hand teaches best."

Ursiel

The most recent host of the Denarian Ursiel was a dying prospector named Rassmussen, who took up the coin in 1849 on his way to California. It's likely that he killed the Knight of the Cross known as "the Egyptian." According to certain sources, Ursiel was a mindless thug amongst the Order of the Blackened Denarius. Ursiel appeared as a several hundred pound semi-humanoid grizzly bear with six legs, a pair of ram's horns curling around the sides of its head, twin rows of slimy serrated teeth, and two pairs of eyes, faint orange and faint green. A luminous tattoo of swirling runes appeared on its forehead.

When it came to recruit Harry Dresden for the Order of the Blackened Denarius, all three current Knights of the Cross appeared to fight it. The Fist of God, Michael Carpenter, beheaded it.

Anna Valmont

One of the Churchmice (page 146), Anna Valmont is an elegantly pretty woman of average height and build. Her natural hair color is dark, but she bleaches it blonde on occasion. She has never been arrested and has no criminal record, because she is extremely good at what she does: theft and combat.

She and the other Churchmice were hired by Marcone to steal the Shroud of Turin, which they did (for a vast amount of money).

Valmont's stats are identical to Francisca Garcia's.

Unfortunately, the hand-off to Marcone was complicated by the involvement of the Order of the Blackened Denarius (page 53) and Harry Dresden. Her skeptical nature made it difficult for her to understand the peril she was in during the Death Masks case.

She temporarily stole Harry's duster and the Blue Beetle, but returned them later. Her current whereabouts are unknown.

I THINK THE NOT NORMAL REACTION OF MY LEFT HAND RE: SHAGGY FEATHER'S COIN CAN BE CHALKED UP TO WHATEVER IT IS JAKE DID TO ME.

Ursiel

High Concept: Denarian Thug
Other Aspects: Bloodlust; Dependent Upon My Host

Skills
- **Alertness:** Fair (+2)
- **Athletics:** Good (+3)
- **Contacts:** Fair (+2)
- **Discipline:** Average (+1)
- **Endurance:** Great (+4)
- **Fists:** Great (+4)
- **Intimidation:** Great (+4)
- **Lore:** Good (+3)
- **Might:** Superb (+5)

Unlisted skills usually default to Average.

Powers
- **Claws** [–1]
- **Hulking Size** [–2]
- **Human Guise** [–0]
- **Inhuman Speed** [–2]
- **Inhuman Recovery** [–2]
- **Supernatural Strength** [–4]
- **Supernatural Toughness** [–4]
- **The Catch** [+2]: Blessed swords, holy water, faith magic, that sort of thing.

Stress

Mental OO **Physical** OOOOOO (OOOO), **Armor:2** **Social** OO

Notes

Getting into a fight with Ursiel where he has the advantage is a bad idea: **Weapon:5** strikes from his clawed hands, Great attacks, Great defense, Fantastic initiative. Even with a Sword of the Cross in hand to ignore 4 stress boxes and the armor, Michael would have had to tag several aspects (which, thanks to Shiro's distracting maneuvers, he did) in order to take Ursiel down in a single strike.

Total Refresh Cost: –13

Father Vincent

Father Vincent was a Catholic priest in his 50s, thin, a little over average height, with tanned leather skin and greying hair. He was respected as a leading scholar and researcher on the historical and psychological nature of magic and witchcraft.

In his youth, he, Father Forthill, and some other seminarians hunted down and killed a vampire that had killed two people in their town. Then these seminarians all went out, got drunk, got tattoos, and formed the Eye of Thoth organization, dedicated to being always watchful against the forces of darkness.

Father Vincent

High Concept: Clued-In Priest

Other Aspects:
Vampire Slayer; Eye of Thoth

Notes
Don't know enough about him to go much further than this. Use Father Forthill as a basis if you really need stats.

Trixie Vixen

High Concept:
Magic-Dabbling Adult Performer

Other Aspects: Jealous Ex; Dumber Than She Looks

Skills
Athletics: Fair (+2)
Conviction: Fair (+2)
Discipline: Mediocre
Endurance: Fair (+2)
Performance: Mediocre
Rapport: Fair (+2)
Weapons: Fair (+2)
Most other skills default to Fair or Mediocre, with a few at Average.

Powers
Ritual (Entropy) [–2]

Stress
Mental OOO **Physical** OOO **Social** OO

Notes
Not much to say here—she's capable of a little ritual magic, but nothing serious on her own.

Total Refresh Cost: –2

Unfortunately, before the events in the Death Masks casefile, he was killed by the Order of the Blackened Denarius (page 53), who used him as a test subject for their plague curse. The "Father Vincent" who appears in the casefile is actually the Denarian Quintus Cassius, who impersonated the dead priest. (Harry noticed a tattoo that matched Father Forthill's on an otherwise unidentified body, allowing them to realize that this John Doe was the real Father Vincent.)

Trixie Vixen

AKA "Tricia Scrump"

Born "Tricia Scrump," she legally changed her name to "Trixie Vixen" for the sake of her career. Trixie was the third wife of Arturo Genosa and the star of the first picture he attempted to make after breaking from Silverlight Studios. While calling her an actress is a bit of a stretch, Trixie was ready-made for pornographic movies. She was tanned, athletic, with a great ass, lovely mouth, full breasts, a slender waist, flared hips, and lush, blonde-highlighted red hair. She was also dumb as a post, self-absorbed, and a prima donna, given to tantrums and egotism.

Trixie was also part of the Evil Eye Franchise assembled by Lord Raith and detailed in the Blood Rites casefile. She was killed by co-ex-Mrs. Genosa Madge Shelly and her body pitched into the bottomless chasm of the Deeps by Raith.

She could never get my name right. I think she died thinking my name was "Larry."

Brother Wang

A short, wiry, bald Asian man of indeterminate age in sunset-colored robes, he hired Harry Dresden to retrieve a bunch of Temple Dog (page 77) puppies that had been kidnapped and guarded by a bunch of shen (page 35) somewhere in Chicago. Hard as it is to believe, his English is even worse than Harry's Latin.

See also Himalayan Temple Monks (page 73).

Note to self—try to contact Brother Wang about Mouse again.

Doctor Dana Watson

On loan to the Lincoln Park Zoo from London, Doctor Dana Watson was pretty, pleasant, and working in the big cats exhibit. She was also a Hecatean Hag, bent on collecting the blood of totemic animals for use in an Ascension Ritual.

During the "Welcome to the Jungle" case, she murdered Maurice Sandbourne and Doctor Reese, and tried several times to kill Harry Dresden and Willamena "Will" Rogers, in her pursuit of Ascension. After Harry killed her two sisters and shut down her ritual in the Hags' Undertown lair, she made another attempt to kill Will; she was torn limb from limb by Moe, a silverback gorilla.

For her stats, see the Hecatean Hag on page 58. You could increase one or two of her magic-relevant skills; she was clearly the leader of the coven.

Tera West

With her shaggy dark hair peppered with grey and her dark complexion, Tera West appears to be a striking and exceptionally athletic woman. However, she is *not* human; she is a wolf, magically able to take human form: a reverse werewolf. The fiancée of Harley MacFinn, she was also the mentor of the Alphas (page 91) and taught them the spell that allows them to transform into wolves.

She is solid with muscle and moves with animal surety. However, she seems to have problems with human social cues and knowledge. Her eyes are amber and her teeth are very white. During the Fool Moon case, she aided Harry Dresden in attempting to save her lover. When she failed in this, she returned to the wilderness.

She knows and is apparently friendly with Listens to Wind. Her current whereabouts and activities are unknown.

Agent George Wilson

An FBI agent under Phil Denton, George Wilson was also one of the FBI Hexenwolves who show up in the Fool Moon casefile. In his late 40s, overweight, with receding hair, he was remarkably laconic. In hexenwolf form, he killed one of his allies, Deborah Benn. After accidentally being shot by one of his other allies, Roger Harris, he returned to human form and traded gunfire with Harris. They killed each other. (For stats, use Agent Benn's, with a few aspect changes.)

Ironically, Watson had tried to use Moe's blood in her ritual, before he tore her apart.

Donny Wise

A Chicago photographer of ill-repute, Donny Wise was working with Linda Randall in taking blackmail photos of the ThreeEye ritual sex cult of Victor Sells. While good-looking at first glance (Donny has a strong jaw and sharp cheekbones), closer scrutiny reveals the pinched mouth and close-set eyes that make him look like a ferret. While not fully clued-in to the supernatural world, he knows of the existence and power of wizards and sorcerers, based on what he saw at Sells' lakehouse during the Storm Front case.

No stats for this Wise guy — a few skills at Fair, a stunt, a Scruple-Free Photographer aspect, and you're done.

Tera West

High Concept: Wolfwere
Other Aspects: Teacher of the Alphas; Environmentalist; In Love with Harley MacFinn

Skills
Alertness: Good (+3)
Athletics: Great (+4)
Conviction: Good (+3)
Fists: Great (+4)
Endurance: Good (+3)
Intimidation: Good (+3)
Presence: Fair (+2)
Survival: Great (+4)
Human form is shown here; most other physical skills are Average or Fair, with other skills defaulting to Mediocre. In wolf form, her social skills drop a notch or two, though really the skill spreads aren't much different.

Powers
Beast Change [–1]
Echoes of the Beast [–1]
Human Form affecting the following [+1]
Claws [–1]
Inhuman Strength [–2]
Inhuman Speed [–2]
Inhuman Recovery [–2]

Stress
Mental OOOO **Physical** OOOO **Social** OOO

Notes
Tera was a good teacher, and an even better wolf. No shock.

Total Refresh Cost: –8

Shiro Yoshimo

A little old Asian man with liver spots and a thick wooden cane, his spectacles giving him owl-eyes, Shiro Yoshimo appeared harmless. However, he was one of the three Knights of the Cross, wielding the sword Fidelacchius; Shiro was strong with faith and divine power. In combat, his features would become hard as stone, as he moved with a dancer's grace, speed, skill, and strength. While an amazing swordsman and duelist, Shiro hated fighting.

Shiro was a Mozart of swordplay.

As a boy, his family moved from Okinawa to California. A fan of Elvis, he was tricked into attending a revival meeting due to the King's attendance and inadvertently became a Baptist. He tried to be a good one. He was a responsible man, true to his heart. He possessed great authority and command.

Later, he became a Knight of the Cross. He redeemed Sanya in Venice from the clutches of the Order of the Blackened Denarius. Together, they traveled to Malta, where they met Michael (the Archangel, not the Knight). The Prince of the Host brought Esperacchius, the Sword of Hope, and bestowed it upon Sanya.

Shiro served as the mentor of Sanya and Michael Carpenter. During his tenure as a Knight, he fought many duels, some with the mysterious Jade Court (page 85) of vampires. He was also one of the handful of Knights to ever face Nicodemus and survive.

During the Death Masks case, Shiro met Harry Dresden and agreed to be Harry's second in his duel with Duke Ortega of the Red Court. However, after Harry's capture by the Denarians, he traded himself to Nicodemus for Harry—agreeing that for 24 hours he would make no attempt to escape, summon no aid, nor quietly commit suicide. Because of this, Shiro was tortured and mortally injured by Nicodemus to empower the plague curse.

Unknown to all, Shiro was dying of terminal cancer and willingly took Harry's place, becoming the target of Nicodemus' Barabbas Curse and the aforementioned torture; he sent a letter to Harry two weeks in advance, telling him all of this. Shiro left his Sword, Fidelacchius, for Harry to hold in trust until he finds out who it belongs to.

Shiro was distantly related to the Warden Yoshimo who appears in the Dead Beat case.

Shiro was a lineal descendant of Sho Tai (the last king of Okinawa).

Shiro

High Concept: Knight of the Cross

Other Aspects: Boundless Virtue; No Greater Love; Swordsman Without Peer; Wielder of Fidelacchius; Faith Demands Sacrifice

Skills

Alertness: Good (+3)
Athletics: Good (+3)
Conviction: Superb (+5)
Discipline: Great (+4)
Endurance: Good (+3)
Fists: Fair (+2)
Lore: Great (+4)
Presence: Great (+4)
Weapons: Fantastic (+6)
Might: Average (+1)
Stealth: Fair (+2)

Most other skills default to Mediocre, with a few at Average.

Stunts

Duelist (Weapons): Shiro gains a +1 to blocks made with the Weapons skill when facing a single opponent.

Riposte (Weapons): On a successful defense with Weapons, Shiro may sacrifice his next action to turn the defense into an immediate, automatically successful attack with shifts equal to the amount rolled on the defense.

Powers

Bless This House [–1]
Guide My Hand [–1]
Holy Touch [–1]
Righteousness [–2]
Sword of the Cross (Fidelacchius) [–3]

Stress

Mental OOOO, +1 mild consequence
Physical OOOO **Social** OOOO

Notes

As a master of the sword, Shiro is unapproachable. With a Sword of the Cross in his hand, few supernatural threats can best him.

Total Refresh Cost: –10

Shiro gave his life for me. How am I supposed to repay that?


- CHAPTER FOUR -
Occult Chicago
JR '08

Billy, this is cool stuff. It doesn't strike me that folks could use it to sit down and play a game instantly, though.

Yeah, about that. I asked Alex to do research—mundane and supernatural—on Chicago, and focus on themes, locations, and faces like we do in our City Creation chapter.

What I got back instead was this crazy love-letter to Weird Chicago.

But the more I thought about it the cooler it got—I think this is even better, and here's why. Chicago is a really important part of the universe we're outlining here, and a lot of game groups are going to want to play there. But individual gaming groups are going to approach the city differently, and might prefer to come up with their own themes, locations, and faces. I mean, the "game" that we Alphas have been "playing" near the University is much different than the one Sergeant Murphy and SI are "playing," right?

That's. . . a lot more true than you know, Billy. Even when our adventures overlap, your troubles, Murph's troubles, and my troubles are COMPLETELY different.

Welcome to Chicago

I've been to L.A. twice—you've gotta respect a city you already know from your dreams before you ever see it. I went to a friend's bachelor party in Vegas once—no town that worships Chance, Lust, and Money so openly does it by accident. I've got a married sister who lives in New York, where they do everything first and best, from cruelty to cool to conjuration. Sophomore year I dated a girl from London; the things she told me about the wizards who built that mother would curl your fur. Washington D.C. has a freaking 555-foot-tall Masonic obelisk and a giant pentagram on the south bank of the Potomac; you don't have to draw me a map. I've read my Lovecraft, Anne Rice, and Stephen King, so I take it as read that Boston, Providence, New Orleans, and even East Nowhere, Maine are all even weirder and deeper than they let on. Hell, me and the other Alphas are living proof that there's magic beneath all kinds of outsides—it wouldn't shock me dead if Oklahoma City or Boise turned out to be sitting on big mojo.

Doesn't matter. Chicago kicks all of them to the curb. There's a reason that all those witches and fae and vampires and Magical Courts and hard-core Bad Wrong-uns come calling to the Windy City. I don't know the reason, but I sure as hell know it happens for a reason. I was born in Dunning, way up on the Northwest Side, and I got sucked into the "Hyde Park Vortex" when I went to grad school on the South Side. I've been all over this burg on two feet and four in all phases of the moon and in all twelve hours of the night. I'm no wizard, but us werewolves know a scent when we smell it. Chicago smells of power. And death. And most of all, it smells of magic.

That's your department, Harry, or maybe it's Bob's—why IS Chicago so packed with magic stuff?

That is a very, very long discussion, William, but it has much to do with Chicago's physical and metaphysical role as a crossroads.

Chicago's Themes

Actually, Chicago has a lot of smells, and I'm not just talking about the chemicals blowing north from Gary or the chocolate wafting off the old Blommer candy factory on Kinzie. What I mean is that the Chicago a fella sees (or smells) is different for everybody, even (or especially) for those of us on the other side of reality's curtain. My mail lady sees a Chicago that centers on that black metal box of a post office downtown, maybe, or on the weird little WPA temple on Cottage Grove and 47th, and it's marked out in Zip Codes that all begin "606." I've got a friend who sees Chicago just as a network of pizza parlors (deep dish only!), hot dog stands, butcher shops, and that little knot of amazing Asian grocery stores up on Lawrence. South Siders' Chicago centers on Comiskey-That-Was; North Siders' on Wrigley Field. Architects see a city of masterpieces; social workers see a city of slums; tourists see Millennium Park, Harry Caray's, and Navy Pier; Mayor Daley sees wards, patronage, and voting patterns. A guy who drives sees Lakeshore Drive and the Kennedy; a guy with no car sees bus stops, the El, and the Metra tracks. Supernatural sorts see a Chicago overlaid with the White Council and its foes, the rival bloodsucker Courts and their problems—kind of a big picture magic map.

Every Chicago map is different, and Korzybski can go whistle—they're *all* the territory.

So I figured I'd "map" out a few different Chicagos, lay down some of their smells, their looks. The Second City changes with your perspective. Depending on what eyes you wear, you'll see a different aspect, a different facet of the city. And that facet will try to kill you, feed you, or break your heart. Of course, so will all the ones you don't see.

Korzy-what? Buh?

A quote from Alfred Korzybski: "The map is not the territory." It means that a representation of a concept is not the concept itself. Like if a rock falls on your head, the pain you feel is NOT the rock itself.

(Mostly, this is Alex showing he's better read than you are.)

Blood and Butchery

It used to be that if you went anywhere in the world and said "Chicago," the locals would point their fingers at you and go "rat-a-tat-tat," making machine gun noises. Now, they all say "Michael Jordan!" (Tell me that ain't progress.) But the killing still happens here, a whole lot of it. There's been something like 1,100 Outfit murders in Chicago since the Outfit got going. There's been something like 14 convictions. There's a lot of ghosts out there still waiting for justice, is all I'm sayin'. Chicago got its start with a killing; the fur trader John Kinzie stabbed a guy to death in the dark in 1812, buried him under his own house, and moved into it himself. That house was the first permanent trading post on the Chicago River; John Kinzie got Kinzie Street named after him, and his son almost got to be Mayor. That, as Sean Connery would put it, is the Chicago Way.

For pity's sake, Chicago is a town with *three* Massacres—the Indians killed everybody in Fort Dearborn in 1812, and Al Capone killed everybody in a garage on Clark Street in 1929. They were both trying to wipe out rivals in the liquor trade—sacrifices to Dionysus? (Massacre Numero Tres, the Haymarket Massacre of 1886, was a sacrifice to Eris, if you ask me.) Two Chicago Mayors were assassinated, forty years apart: Carter Harrison in 1893 and Anton Cermak in 1933. Chicago built itself on slaughter: for a century and a half, we were "Hog Butcher to the World." How many billions of gallons of animal blood soaked the Stockyards? Odysseus summoned six or seven ghosts with one sheep; I don't even like thinking about what Swift and Armour summoned with their millions and millions of hogs and cattle. Run the list: John Wayne Gacy, the "Lipstick Killer," Richard Speck, H.H. Holmes, Leopold and Loeb—and those are just the *amateurs*. Chicago's big league, corporate killers are folks like Johnny Torrio, "Machine Gun" Jack McGurn, Al Capone, Sam Giancana…the list goes on and on.

Harry, should we change "outfit" to "Mafia" for readability?

Nah. The Chicago Outfit is distinct from NYC's Five Families—it's a good piece of local detail.

These are themes you can turn into aspects like in the "City Creation" chapter, right?

Exactly. "City Creation" has a ton of advice for how to take a theme and aspect-ify it. The themes Alex lists here are primed for that.

Blood and Butchery is one potential city theme to explore – put it in City Creation terms and you're off to the races.

Bob once told me that Crowley says "606" means "Nexus" in the Kabbalah. That would explain a lot, actually.

Bob, would that work against a Black Court Vampire?

Doubtful—the heat generated by igniting the gunpowder bullet would probably burn off any garlic residue on the bullet.

Still, who knows? You might want to give it a try.

THE BLUES would rock (heh!) as a city theme. You'd need to reword it a bit – maybe "Nobody Knows the Trouble I've Seen." Thoughts?

How about "Voodoo Chile"?

That's... That's actually pretty good.

It gets weird, too, where blood and murder meet. In 1925, Bugs Moran tried to kill Johnny Torrio with bullets rubbed in garlic. They said it was to make the wounds gangrenous, but that makes no sense. But do I want to know the real reason? Do I want to know why Frankie Yale wrote "So long Vampire" on the back of a check before killing Big Jim Colosimo in 1920? Not bad enough to risk asking anyone who might know.

Blues

You don't have to be Pythagoras or Orpheus to know that music is magical. There's a creepy kind of thing in music called a tritone, where one note spans three tones, from C to F-sharp. It's all over "Enter Sandman" by Metallica, or if you're my Aunt Rhody, all over West Side Story. Medieval musicians called it "the devil's interval" and used it to represent Satan and the Crucifixion in liturgical music. It's also called the diminished fifth (although that's written differently, it's the same sound), or "the blue note." It's the characteristic sound of the blues, from Robert "Hell-Hound" Johnson on down. And in 1945, the blues met electricity right here in Sweet Home Chicago, when Muddy Waters plugged in. Which means—that's right—rock really is the devil's music, just like your grandma always said. That blue note was the signature sound of everything you wanted and didn't want for the last six decades: love, lust, broken hearts, drugs, cars, money, rebellion, cool and hot and in between. It all came off the El and the railroads and the stinging ice and the sweat and the hate on Chicago's South Side.

Chicago is where, as Muddy Waters put it, "the blues had a baby, and they called it rock and roll." Like Freddy Krueger, rock is the bastard son of a hundred fathers; like Freddy, it comes to you in your dreams and it changes them. But it all began blue, coming out of the devil's interval. Chess Records on South Michigan recorded not just Muddy Waters but Chuck Berry, Bo Diddley, Etta James, Buddy Guy, and my own personal fave, Howlin' Wolf. Keith Richards met Mick Jagger when he noticed Mick carrying a Muddy Waters album—Chicago spawned the British Invasion. There's still blues for white tourists on the North Side, and for the true believers on the South Side. Bluesfest fills up Grant Park every summer.

"The City That Works"

Mayor Daley the First came up with that pithy phrase in the Sixties, to distinguish Chicago from the rest of the failing cities of the Rust Belt. And while Cleveland and Pittsburgh have come back from the brink a bit, there's no doubt that the Mayor had a point. Somehow the city's downtown stays alive; somehow houses get bought and sold. Somehow the stores stay open, the trash gets picked up, and the buses keep running. Chicago hasn't gone through a "Calcutta phase" like New York did in the Seventies and like LA did in the Nineties. Through fire, anarchists, race riots, gang wars, white flight, hippie riots, City Council paralysis, flood and snow and gloom of fog, the city works. Even when things seem to fall apart, they hold together at the heart.

Magically, I'd guess you'd call it "Order," the opposite of Chaos. Like a lot of Order, it doesn't always bear close examination. The Chicago Police Department, the Mayor's office, the ward bosses and Outfit capos, the rich and the famous—they all do some pretty un-pretty things in the name of the status quo. Maybe it's got to be that way. Maybe that's why Chaos keeps trying to break through here so dramatically, from the Haymarket bomb explosion to the Fire to the Cubs' pitching.

THE CITY THAT WORKS is the theme I'd use for a game centered on They Who Keep The Peace. The Wardens, Special Investigations, Murphy – or hell, even Harry himself – would be a great face for this theme.

Harry, does your mojo fry record players?

Older ones hold up pretty well, but the trick is plugging them in. You see any working outlets in my place?

Corruption

In 1894, a muck-raking British journalist named William T. Stead wrote a stem-winding book called If Christ Came to Chicago! It tore Chi-town up one side and down the other, painting it as the most corrupt burg since Sodom and Gomorrah, naming names and pointing fingers at city notables taking profits from whorehouses, rackets, gambling houses, and vice of all kinds. (Fun Fact: Stead also founded a service to send mail to and from the afterlife, and he died on the Titanic despite predicting the disaster twice.) The book sold like hotcakes, Stead left town happy, and nothing changed. Grifters built the El; thieves built the electric grid; racketeers built the Machine.

It was Chicago's own crime-and-ward boss Mike "King" McDonald who first explained that "there's a sucker born every minute." Chicago got its first political machine in the 1880s, when "Bath House" John Coughlin and "Hinky Dink" Kenna were able to make Mayors and eventually Presidents through their political maneuvering. Chicago fixed the World Series in 1919; the next year, it hosted the original "smoke-filled room" in the Blackstone Hotel and nominated Warren Harding for President. (He had the most corrupt administration of the century, by the way.) Mayor "Big Bill" Thompson liked to say "We're at the trough now, we're gonna feed!" He was the last Republican Mayor Chicago ever had—though not the last *corrupt* Mayor—and he was elected four times. (Will Rogers said it best: "They was trying to beat Bill with the better-element vote. Trouble was, in Chicago, there *ain't* no better element.") Daley the First put JFK in the White House, Daley the Second did the same for Obama. Only in Chicago is "good government" an insult—we shorten it to "goo-goo" and vote for the Machine instead.

The Machine doesn't even have to cheat; it hardly has to copy names off gravestones to fill the voter rolls any more. Everyone's on the pad. City contracts are openly larded up with favors for the connected. Millennium Park ran $300 million over budget, and that's just the jewel in the crown. One Chicago specialty is those folks who get a government paycheck but don't even show up. Sometimes they don't even *exist*. We call them "ghost payrollers." Ghost payrollers, in a city where the dead vote Democrat. If they know what's good for 'em, that is.

Fire

Everybody knows the Great Chicago Fire in 1871. It burned out the whole center of town, leaving only the gingerbread Water Tower standing. The Chicago Fire Department's training academy sits on the site of Old Lady O'Leary's barn, where the whole thing began. (Closing the barn door? Containing Something Else? Your guess is, well, likely better than mine.) Not so many people know about the Iroquois Theater Fire in 1903, even though it's the worst single-building fire in American history and killed over 600 people—easily twice the 1871 death toll. And practically nobody knows about the Our Lady of the Angels School fire in 1958, the LaSalle Hotel fire in 1946, the Haber Factory fire in 1953, or the Stockyards Fires in 1910 and 1934—those last two were big freaking burnt offerings to Someone. Fire burns the beautiful and the hideous: Daniel Burnham's White City and H.H. Holmes' Murder Castle both went up in flames within two months of each other in 1894. We even had the Wing Foot airship crash in 1919, a ball of flaming hydrogen burning 12 people to death in a bank right downtown. Chicago is a city of fires, is what I'm saying.

Stars and stones, Alex is on a roll, isn't he?

Yeah, but it doesn't take much imagination to turn corruption into a highly exploitable city theme, does it? But I'm wondering why he didn't mention Marcone.

Because Alex isn't stupid?



See, Harry, your pyrotechnic proclivities are well within the fiery **oeuvre** of Chicago.

Shut up, Bob.

Indeed—another city theme our wizard buddy here could serve as the "face" to.

Et tu, Billy?

Little fires—just one or two families—break out all the time. In the sweltering heat of summer, there are electrical shorts and barbecue grills left untended. In the bitter freeze of winter, there are space heaters and kerosene cans and throwing out the still-lit smoke before your face freezes. The fires of Gary's chemical plants still light up the southern sky in orange and purple deep into the night; the Chicago Machine still holds torchlight parades to inaugurate the new sacred kinglets of its wards and precincts. Fire, as the Greeks and the Chinese and everyone else knows, is one of the elements. No, make that a capital letter—one of the Elements. And she's decided to make Chicago her private hunting ground.

Flesh

"What do you call someone who only eats chicken and pork?" "A Chicago vegetarian." As you might expect from a place built on slaughtered animals, we like our meat, and we like a lot of it. Chicago hot dogs may be "dragged through the garden," but they start with 100% pure beef. "Chicago" and "steakhouse" are synonymous everywhere gourmands gather. It's the other side of the Blood and Butchery coin—when the blood drains out, you're left with nothing but the flesh. That was what Adolph Luetgert, the Sausage King of the North Side, thought on May Day 1897, when he tossed his wife Louisa into the sausage vat. If he'd gotten his act together to do the deed the night before, on Walpurgisnacht, her soul might have passed over. As it was, Louisa's ghost haunted Luetgert in prison, and his attorney wound up in a madhouse raving that "Louisa will come back… some day!"

Magic = White Court?

Not every prurient endeavor is related to the White Court, Billy. Sometimes, the sex industry is just the sex industry.

You're just saying that because you don't want to take me sightseeing.

The Walpurgis Night celebration is a Christianized pagan ritual, when Odin is said to have died to gain knowledge of the runes. It's a time when the boundary between the living and the dead is weaker than usual—pagans used to burn bonfires on the date to ward off ghosts. (Sort of like Halloween, except it's spring.) It's also called Witches Night, since it's supposedly when witches meet on the Brocken mountain and party with their gods (or the Devil).

Which brings us to the other half of Flesh—the other "flesh trade," the one run by Big Jim Colosimo, not Swift and Armour. Just about everywhere in Chicago has at one time or another been the red-light district: Randolph Street downtown, Division Street on the North Side, and (of course) the infamous Levee district south of the Loop, with its tunnels running from brothels to the basements of respectable establishments. Chicago's hustlers weren't all selling bootleg liquor or real estate; they peddled flesh, *retail*, wherever they could. This weird financial calculus shows up in H.H. Holmes' 60-woman murder spree—he sold their skeletons to medical schools, took out insurance on them, or both. It appears in the Iroquois Theater Fire—the show the audience was there to watch was Mr. Bluebeard, a lighthearted romp about a man who kills women for money. Flesh, sex, money, death—smells like magic to me.

Futures

Since time immemorial, sorcerers have attempted to peer into the future. In Chicago, we figured out a way to make money on it.

Chicago invented the futures market in 1863, setting the ball rolling on a great kabbalistic experiment in divination using money and sacrificial beasts as tokens. Then, we started building the future: the skyscraper, the elevated railroad, the electrical grid, modern architecture—all in Chicago before 1900. Both our World's Fairs looked backward and forward, like Janus. The "Century of Progress" Exposition in 1933 began with an electrical signal powered by the light of the star Arcturus. Light 40 years old, igniting the future of Chicago and the country! The atomic age began in Chicago, too, with the first atomic pile in 1942, underneath Stagg Field at the University of Chicago. Not all the futures came true, though: Preston Tucker only built 150 Tucker Torpedo automobiles in his Chicago plant, and Frank Lloyd Wright never did get his Mile-High Building off the ground.

Maybe time is wrinkly around the Second City. Time is like that for the phoenix—you know, the bird (or burg?) renewed in fire. (But not for Phoenix, AZ.) Maybe that's how the eccentric George Francis Train was able to predict "a terrible calamity" the day before the Fire of 1871. Maybe that's why Chicago has always had way more than its share of psychics—and ghosts. (Psychics see forward; ghosts only see the past. Mostly.) There was a guy living on North Halsted in the Sixties, a priest of

Amen named Frederick De Arechaga, who said Chicago was a reincarnation of Babylon. I kind of buy it. Babylon means "Gateway," and we're the real Gateway to the West. (Sorry, St. Louis. Maybe you can be the reincarnation of Kish.) Babylon had the Hanging Gardens; Chicago's motto is "City in a Garden." We've got a river, and the sacred Bulls, and the best modern ziggurats anywhere. I'm not even just talking about the skyscrapers—although if the gods live on top of anywhere, they live there; there's some condos at State and Polk or thereabouts, on the site of the old "Hell's Half-Acre" sin district, that look just like residential ziggurats.

The Grey City

Promoters called the Chicago World's Fairground in 1893 the "White City." Stretching north of the fair, though, endless rows of brick and concrete buildings mocked Burnham's grand plan. Chicago lay under a pall of coal smoke; progressives called it the "Grey City" as ironic contrast. Today, there's still lots of Chicago that doesn't make the postcards. All across the city, there are neighborhoods of perfect urban anonymity: row after row of three-flats with wooden porches and balconies, alleys where American cars of a certain vintage always park, empty lots covered in gravel or fenced in by barbed wire, storefronts with the same indistinguishable blue-faded posters, and bars that sell Pabst Blue Ribbon unironically.

Chicago is, after all, a city—a great burying ground of hopes, dreams, fame, and ambition. Its graveyards stand in mute parody of the city around them; tombs full or empty, makes no difference. It has crowds of people muffled up in wool or down or both, pushing past each other on the sidewalks and huddled against the grey skies. Be it blizzard, sleet, or fog, the weather itself is grey from January to April. The piled snow is grey with salt, dirt, and tire tracks; leaden murk shrouds the sky. As Nelson Algren put it, "Chicago is an October sort of city, even in the spring." The grey is invisibility, anonymity, burial, negation, and indistinction. There are three million stories in the naked city. Try finding even one of them.

This is pretty abstract for a game, but you could do it. Maybe pervasive hopelessness or anonymity is overtaking the city - it's subtle but there.

"I Will"

Seriously, how cool is it that Chicago's first motto is *the* key concept behind magic itself? Or, perhaps, how scary is it?

Chicago reversed the flow of its river at the turning of the century. It dug the canal marrying the "Father of Waters" to the Atlantic Ocean. It raised the whole city fifteen feet above the ground. In one year, it came back from a fire that destroyed a third of the city, rebuilding while the embers still smoldered. It went from one puny railroad line to the biggest railroad yard in the country in six years. The city is, quite frankly, as sheer an exercise in willpower as any spell ever cast. Or, as the Chicago architect (and angelic contactee) Daniel Burnham put it:

> *"Make no little plans. They have no magic to stir men's blood and probably themselves will not be realized. Make big plans; aim high in hope and work, remembering that a noble, logical diagram once recorded will never die, but long after we are gone will be a living thing, asserting itself with ever-growing insistency. Remember that our sons and grandsons are going to do things that would stagger us. Let your watchword be order and your beacon beauty. Think big."*

Chicago is, quite literally, built on that explicitly thaumaturgical credo—Burnham wrote those words in the Chicago Plan of 1909.

Billy, I need to have a talk with Alex soon. His insights are... complicated.

WHAT?!?

Alex reads **A LOT**, and it's been his personal project to research the hell out of Chicago. He digs up some interesting stuff.

Magical Architecture

Every great architect of the last 150 years has built a masterpiece in Chicago. If you're an architecture fan, living in Chicago is like living in the Louvre. You can live here your whole life, and every glimpse of the skyline or of some cornice or line of windows will still be a new look at a new world. You'll suddenly notice the Babylonian bas-reliefs on the Hotel Intercontinental, the sportive dolphins on the Fisher Building, the wolves ramping in the Tribune Tower's pediments.

The buildings have their own identities, their own personalities; they are grown great with worship and with their human parasites. Or are they pawns of something greater—chessmen on the Chicago city grid?

Hm, this might explain some of the issues you had with building Little Chicago, Harry.

Or maybe they're transformers, stepping up the sorcery inherent in architecture—feng shui and codes in stone, all governed by geometry, numbers, will, and vision—into something greater. Maybe they step down the power that pours down Archer Avenue and Cottage Grove and Ogden and the other angled trails old when the Potawotami Indians got here 400 years ago. The Egyptian architect-priests who built the Pyramids, and the Operative Masons who raised Chartres Cathedral—they knew buildings were powerful in their own right, and gained greater power through design and intent. Isn't that the definition of magic? So who's trying to knock down the fine old buildings, and what are they trying to cover up—or liberate?



Rivals Clash

Daniel Burnham and Louis Sullivan, geniuses dueling for the future of architecture at the beginning of the modern age. Sox and Cubs, rivals to the death, in first place or last. (Usually last.) The *Trib* and the *Sun-Times*, clawing for scoops and advertisers. North Siders think the South Side is a mongrel wasteland; South Siders know the North Side is an effete sepulcher. Pizzeria Uno or Giordano's; Superdawg or Fluky's. Sears, Roebuck slams Montgomery Ward's. Marshall Field takes out his rivals in the department store business, then Marshall Field's takes down Carson Pirie Scott. (And gets swallowed by Macy's.) Swift and Armour, racing to rule the abattoir business.

Preservationists say Chicago must save its vital past; the urban planners and futurists say those "landmarks" are once cutting-edge buildings erected on ruins. Puritans try to save Chicago's soul; racketeers try to sell it. For every action, someone's got a reaction ready. What you gain on the swings you lose on the roundabouts.

Chicago is all about rivalry, choosing a side and picking a fight. During the interregnum between Daleys, the Machine nearly tore itself apart in the Council Wars—Irish vs. Poles and Blacks vs. Hispanics. Sometimes it gets even more serious: Irish brewers vs. WASP cops in the 1850s. Al Capone vs. Bugs Moran in the Twenties. Hip Sing Tong vs. On Leong Tong in Chinatown in the Thirties. The anarchists battled the cops, in 1886 and 1968 and lots of other times. Race riots exploded in 1919 and 1968 and lots of other times.

Chicago is a city with a strong streak of duality, Janus-faced. And its dualities come out in politics, sports, hot dogs, and the city itself. One day is brilliantly sunny; the next is miserably sodden. The tallest buildings in America, sunk into bedrock; a thousand-foot deep lake next door. Chicago has a Manichean—or maybe a schizophrenic—soul, torn between good and evil, between order and anarchy.

Sky-Scraping, Sky-Scraped

I've covered Fire, which takes pride of place in the headlines and the history books. But every day, Chicago stabs the Air with mighty towers. And in the winter, the Air stabs right back. They call it "the Hawk," the bitter cold wind out of

the northwest, howling down out of the Arctic Circle, blowing across Canada's wendigo-ridden wastelands and right into the back of our necks.

It brings sleet and snow and misery, warring against Chicago, burying and freezing and blasting O'Hare Airport (jammed out at the northwestern extremity of the city) into the very jaws of the Hawk. O'Hare hurls more planes into the Air than anywhere else in the world. (Butch O'Hare died in the Air in 1943; his plane was never found.) And sometimes Air must be placated: Flight 191 spent 31 seconds in the Air in 1979 after takeoff from O'Hare before slamming into Touhy Avenue and killing 258 people in the deadliest plane crash in American history. (Well, other than 9/11, but I don't think it was Air taking her toll there.)

Perhaps the towers worship the Air: the antennas on the Sears Tower and the Hancock Building send electronic pulses and digital mantras up to the high realms, just as the Aztec or Babylonian priests chanted from the tops of their pyramids and ziggurats. We know there's Something up there, namely Chicago-Over-Chicago and the Courts. And it's a good bet there's Somewhere past that—Faerie is always a kind of way station, don't cha think? Chicago's first "tallest building in the world" was John Wellborn Root's 22-story Masonic Temple, on Randolph Street. (He heard magical harmonies and designed buildings on "authentic Egyptian principles." He died before the building was finished.)

Between 1930 and 1965, the highest point in Chicago was the statue of Ceres, goddess of grain, on the roof of the Board of Trade Building, designed by John Wellborn Root, Jr. She stands 606 feet in the Air above the LaSalle Street "concrete canyon." (Fun Fact: Ceres' statue has no face. Not sure I want to know why.) The building Ceres shouldered aside was the Methodist Temple on Washington Street in the Loop—still the highest church steeple in the world. But both must look up at Chicago's dark tower on the north end of the Magnificent Mile. The trapezoidal John Hancock Building, Chicago's "second skyscraper," crouches on what was once "Little Hell." (More specifically, on the birthplace of Anton LaVey, founder of the Church of Satan.) Its upper story glows in the colors of the season: orange, green, or purple. From Hell to Heaven, then, Chicago's World Tree, its *poteau-mitan*, its Mount Meru, its Yggdrasil, reaches 100 stories into the Air.

Urbs In Horto

As mentioned earlier, Chicago's Latin motto means "City in a Garden," and indeed the city is ringed round with forest preserves, where Outfit hits and isolated graveyards make romantic walks just a tiny bit interesting. Daley the Second is in the midst of a massive tree-planting binge, complete with garden rooftops downtown. We have the Garfield Park Conservatory, with tropical plants blooming under Beaux-Arts glass and steel in the blighted West Side. We also have the Botanic Garden, bigger and newer and nicer and in North Shore suburban Glencoe. On the south side is Jackson Park—the gardens left over from the 1893 World's Fair, linked by a chain of lakeshore parks and beaches to the newest garden of all in the heart of Millennium Park. Not all the parks are tame—you know all about what can happen in Burnham Park on the South Shore, and Marquette Park is even worse. Maybe it's because some moron threw a bottle at Martin Luther King in Marquette Park. Or maybe it's because Marquette Park still has three acres of the original primordial prairie in it. What do you suppose got planted there, before Chicago?

Think of the garden as a granary. Chicago grew rich, and stays fat, on agriculture, from Sara Lee to the soybean futures at the Board of Trade—where the faceless Ceres still watches her crops. (Fun Fact: The Hostess Twinkie was invented in Chicago. Why mention it here? Well, if a garden is nature preserved in artificial form…) The original Persian word "paradise" means "walled garden." That's what we've been building here, half Eden and half Big Rock Candy Mountain. (Or maybe that should be Big Brach's Candy Mountain, in Chicago.) But with plenty of walls and canals to keep everything Orderly.

Chicago has been taming nature from the first, draining swamps, reversing rivers, and filling in lagoons. Every so often, we leave a little bit of it alive, as a trophy, or a fetish, or an offering.

NOTE TO SELF:

Ask Listens-to-Wind about Marquette Park.

Me and the Alphas go out to the woods sometimes to get our practice in. Haven't run into anything especially nasty **YET**.

"Cold riveted girders with cores of pure selenium"?

I'm pretty sure the Summer Lady's Court met up at the Hancock.

Nah, Aurora and her peeps hung out around the Rothchild Hotel.

Yeah, because faeries ***never*** *engage in misdirection. Of course, it's moot after Aurora came down with a terminal case of iron poisoning.*

Only Murphy would have her family reunion at Wolf Lake. Who can figure cops?

Water

If Fire punishes us, Air duels with us, and we tame the Earth, Chicago's relationship with Water is (perhaps appropriately) always in flux. Lake Michigan, "the Lake," defines Chicago, and Chicagoans reflexively orient themselves to it like iron filings lining up near a magnet. ("The Lake is *that* way, so *this* way must be north.") Chicagoans drink from the Lake (although straight city tap water tastes like the alum used to filter it), swim in it, sail on it in the summer, and fish in it all year round. Lake breezes cool the city (the fortunate parts of it, that is) in the summer. The city charter proclaims the lakefront "forever open, clear, and free," and for the most part, Chicago has kept its word. And for the most part, the Lake has gone along with it. All along the lakefront, breakwaters and revetments mostly keep the storm surges from flooding Lake Shore Drive.

But holding back the Lake is just the edge of the Water. The two blue stripes on Chicago's flag represent the two branches of the Chicago River, the reason the city exists in the first place. While the Lake has sustained us, we've done our best to poison the River. The South Branch got so full of rotting animal carcasses that we called it "Bubbly Creek" from all the dissolving methane. (It still bubbles just a bit today.) The sewage and stench got so bad it started poisoning the Lake, so we reversed the Chicago River in 1900, to flow away from the Lake instead of into it. As an encore, we dug the Cal-Sag Canal and reversed the flow of the Calumet River in 1922. Not quite as cool, but still pretty impressive. Chicago dug canals, catchment basins, everything to keep the River obedient. The piece de resistance is the Deep Tunnel system, over 100 miles of 30-foot tunnels cut as much as 350 feet deep through solid bedrock—mostly under existing rivers and canals.

I know you don't like talking about the Deep Tunnel, Harry, but hey—at least now we know what the Lake Michigan Monster of 1867 was. Unless they were a mated pair, of course.

With that kind of treatment, the River sometimes gets surly. In 1992, workers repairing the Kinzie Street Bridge accidentally smashed a hole into the abandoned coal tunnels under the central city. River water surged into basements all over the Loop, shorting out electrical systems and causing millions of dollars worth of damage. Though "the river that sprang a leak" was essentially comical, Water also unleashed Chicago's greatest tragedy. On July 24, 1915, the excursion steamship Eastland simply rolled over while docked in the Chicago River at the Clark Street Bridge. 835 people drowned; the bodies lay stacked like cordwood all up and down the shore.

Sightings of Jenny Greenteeth's Mexican cousin, La Llorona, are common on the Southeast Side; she drowns children in the Cal-Sag and Calumet Canals. Kids—many more than statistically likely—drown in Wolf Lake on the far South Side, too. Something about Wolf Lake (or something in it) likes to drink deep of death; murderers have dumped bodies (or parts of bodies) there since 1935 at least. (Leopold and Loeb dumped Bobby Franks' body in a culvert nearby.) Water gives Chicago life and death; we repay the favor. The flow goes both ways.

What about that island in the middle of Lake Michigan near Chicago that everyone seems to forget exists? Should we be covering that here?

Let's not. It's not a good place.

It's interesting though. I've looked at satellite imagery of southern part of the lake and on some zoom levels it looks like there might be something there, but when I zoomed in... nothing.

Billy. Stop. NOW.

The White City

Chicago hosted the World's Fair in 1893, in a gleaming Beaux-Arts wonderland park called "the White City." Designed by Daniel Burnham (and by Frederick Law Olmstead, the guy who laid out Central Park), it was less the "city of the future" and more the "ideal city of the present." It was Chicago's attempt to embody the spirit of America and the best of the world, and it was the reason "alabaster cities gleam" in "America, the Beautiful." It featured the first ever Ferris wheel, Nikola Tesla's revolutionary new AC electrical system (including the first ever neon lights), the first public moving pictures, and the



debut of Cracker Jack, Juicy Fruit, and (they say) hamburgers and hot dogs. Walt Disney's dad helped build it, 46 countries sent exhibits and displays, and 600 million people came to see it. But it ended badly: Mayor Carter Harrison was assassinated the day before the Fair closed, and the White City itself burned down in the Pullman Strike in July of 1894.

The Museum of Science and Industry is the only physical artifact left of the White City, unless you count the Midway itself, which cuts an empty swath across the University of Chicago campus. The MSI has its own sort of weird World's Fair kind of collector's spirit, with exhibits including an intact captured U-Boat, a functioning coal mine, a gigantic model human heart, the Apollo 8 capsule, and god knows what else.

The White City isn't the only color-coded pasteboard success story in Chicago. The theosophist L. Frank Baum wrote The Wonderful Wizard of Oz while living in Humboldt Park and working as (among other things) a professional window-dresser. I wonder where a Chicago salesman could have gotten the idea of a sparkling Emerald City, one that you think is magical—until you take off your blinders? Of course, the joke's on him—Chicago really *is* magical. I bet there's a talking scarecrow somewhere, too. I *know* there's a Gnome King down in the Undertown, and way more than two wicked witches.

As long as it's not a fetch!

The Street Level: Chicago's Neighborhoods

Chicago is a city of neighborhoods, each with its own character, attitudes, history, and special magic. There are something like 200 neighborhoods cheek by jowl from Rogers Park (home of Loyola University) in the north to Hegewisch (home of Wolf Lake Park) 231 blocks south. The city lumps them into 77 "community areas." Some of the places I list here are big stretches of town, others are just little enclaves. I arranged this list geographically. The first half of the entries run generally north from the Loop; the second half, generally south.

There's no way I could include everywhere neat in my city, or even everything spooky and weird and magical. There are three million people in Chicago, packed into 220-odd square miles of brick and stone and concrete. Every building has a history, a personality, a character of its own; neighborhoods are abstractions and "community areas" are stereotypes. There are gravel-littered brownfields and abandoned buildings in the Gold Coast just waiting for the life-giving flow of cash; there are well-kept gardens and beautiful cornices in Englewood. You can get killed either place, you can score coke either place, you can eat a really great meal either place.

All that said, you'd probably rather walk down the street at night in the Gold Coast, magic or no magic.

Neighborhoods don't necessarily have a mechanical representation in these rules, right?

Not exactly, but this is flavor that's essential to do a convincing facsimile of Chicago in-game. This is great, meaty stuff – I'll chime in where appropriate to point out hooks into game mechanics.

The Loop

Theme: Concrete Canyons

Theme: Heart of the City

The Loop is technically just the 35 square-block stretch of downtown inside the loop of the El tracks, but that wouldn't include most of the banks, or the Sears Tower, or the Civic Opera House (where the phantom of Samuel Insull's daughter haunts backstage), or lots of stuff people think of as "the Loop." It's a real downtown, not a mummy case: there are lunch counters and old-school joints and shiny tourist traps. The hotels aren't all showplaces like the Palmer House or the Marriott or the W—most of the swankiest hotels are in River North. There are little, off-brand, out-of-the way joints like the Amber Inn, and even some pretty skanky SROs near parking garages and such. There are new condos, and arty dorms for the School of the Art Institute, and all kinds of people—mostly getting and spending, as is the Chicago way.

The Loop seems to be where we keep the city's gods: Ceres on top of the Board of Trade, "the Picasso" (Is it a bull? A woman?) in Daley Plaza, the lions reclining in front of the Art Institute, "The Bowman" and "The Spearman" facing each other at the entrance to Grant Park, and the only statue in America of George Washington that shows him with other people (two bankers—it's the Loop, after all). Busts of famous Chicago retailers rise on pillars outside the ginormous Merchandise Mart—"Fort Kennedy" is across the river from the Loop, but Montgomery Ward and Marshall Field glare across at their creations, keeping us in line.

Samuel Insull? Where does Alex get this stuff?

Insull was a Chicago investor who built the Civic Opera House. According to rumor, he built it for his daughter who couldn't make it at the Met.

Alex reads a lot from the "local interest" section at Bock's.

And that's a location and a face in a bottle, right there.

What's With the Themes?

Neighborhoods are sometimes too big to be treated as single locations. You certainly could treat them as such, but we're not making that assumption here. Instead, look at the theme lists for each neighborhood as potential inspiration for the version of Chicago you build for your game. Start with these, then create threats and faces as appropriate.

Remember, this chapter is a toolbox. Everyone's Chicago is going to be a little different, and the neighborhoods are no exception.

Near North Side

Theme: Life & Style

Theme: Safely Dangerous

Just over the river from the Loop, the Near North Side has two neighborhoods that believe they're more different than they actually are: River North and Old Town. If River North is all Q101, singles bars (Rush Street and elsewhere), clubs, and trendy showplace eateries, Old Town is Chicago Public Radio, galleries, tiny theaters, and trendy foodie gourmet shops. But everyone in both neighborhoods just happens to be young, urban, and desperately following fashion. Both neighborhoods are funky in places, and thoroughly gentrified. Both of them sneer at "Little Schaumburg"—Planet Hollywood, the Hard Rock, the Rainforest Café, and other places that suburbanites go.

Out-of-towners go there, too, even the ones who stay at discreet quality hotels like the Rothchild instead of the big four-star chains like the Peninsula, the Sheraton, and Sofitel. Right on the edge of "Little Schaumburg" is the Excalibur nightclub, in an 1892 cross between castle and pyramid that once housed the Chicago Historical Society. The Excalibur has poltergeists; the riverfront has the ghosts of the Eastland victims. Frank "The Devil" Genna gunned down Dion O'Banion across the street from Holy Name Cathedral, where Hymie Weiss died in a hail of gunfire two years later, bullets obliterating the church's inscribed cornerstone ("Every Knee Shall Bow"). Old Towners no doubt wrinkle their noses at such bourgeois concerns as murder, but someone put cyanide in the Tylenol in an Old Town Walgreen's in 1982. How that site stayed off Mort's necro map, I don't want to know—in Chicago, if something's not on a map it should be on, we know it's "protected."

The tainted pills thing is why we have twelve layers of plastic wrap all over everything, right?

Yeah, I think that's when it started.

Maybe it didn't have a supernatural bent, given that the mortal response to that was so strong and the supernatural community was so silent on it?

Billy, sometimes you're...adorable.

Hey boss, you got some of the names and places screwed up in your casefiles.

I SAY TO YOU AGAIN — I GET HIT IN THE HEAD. A LOT.

I'll just make a note when I run into a detail that doesn't make sense.

Gold Coast

Theme: Exclusive Boutique

Theme: Thick Wallets Make Good Neighbors

East and north of the Near North Side is the Gold Coast, where Chicago's old money meets Chicago's slightly newer money. Starting with retail and hotel genius Potter Palmer, Chicago's elite have been living large on the lakeside since 1882. It's high-rises right along Lake Shore Drive, and then slightly more dignified brownstones a few blocks inland. You can buy anything on Oak Street, as long as it's crazy expensive. Folks who are merely upper-upper-middle-class can sate their consumer urges on "the Magnificent Mile," which runs down Michigan Avenue from the incredibly classy Drake Hotel south to the River.

MACFINN, MARCONE, GEORGIA'S PARENTS, AND MADGE SHELLY ARE AMONG THE AFOREMENTIONED ELITE, TO NAME JUST A FEW.

Harry, you must really have been spaced driving up to Marcone's—it's like you just zoned out for fifteen miles! Or did you just visit Marcone at his townhouse in the Gold Coast and get those notes tangled up with his big estate on the North Shore in Winnetka?

GETTING THE GEOGRAPHY RIGHT IS USUALLY MY LAST PRIORITY WHEN I'M WRITING THIS STUFF DOWN.

Cabrini-Green

Theme: Bullets in the Wall

Theme: Don't Slow Down

The weird part is that all this luxury existed just a few blocks from Cabrini-Green, the housing project so miserable that they filmed Candyland there. (And only one crewman got shot!)

While "the Greens" is slowly coming down—eventually being turned into condos and upscale shops—its history of pain, poverty, and suffering may not go away so easily. After all, they built it on Little Italy's famed "Death Corner," where the Black Hand's mysterious "Shotgun Man" killed seven people in 1910 and 1911, part of a gang murder wave that prefigured Cabrini-Green's wars between the Gangster Disciples and the Cobra Stones.

MAVRA'S LAIR. "SHEILA STARR'S APARTMENT." THOMAS' APARTMENT (RIGHT ACROSS THE DIVIDING LINE FROM THE GOLD COAST).

HOLY CRAP the location potential here for City creation.

Harry, in your case notes you always write "Lincoln Park" when you mean "Hyde Park," and vicey-versey. Or your Ls look like Hs, which is always possible, given the crappy paper McAnally's uses for its placemats—not to mention the stains, which I seriously **DO NOT** need or want an explanation for. Anyhow, what with President Obama being from Hyde Park and all, I figured we'd just swap them back for this book.

I'M WRITING YOUR GAME STATS, BILLY—YOUR HIGH CONCEPT IS "KNOW-IT-ALL WEREWOLF."

Lincoln Park

Theme: Bright Lights Tonight

Theme: I Can't Even Park My Beemer

North along the lakeshore from the Gold Coast comes Lincoln Park, the second-wealthiest neighborhood in Chicago. The North Avenue Beach abuts both, and the Chicago Historical Society holds its cargo of artifacts and dusty tomes right there at the south end of the park. North on Lincoln, Clark, and Broadway you can find everything but a parking space: clubs, theaters, restaurants (trendy, timeless,

and everything in between), weird shops, and national upscale chains. On weekends, Chicago's "trixies" are out in force, shopping for men and shoes; the Red Line El is so packed on Saturday night that it looks like one of the bars everyone is on their way to. (By 2 or 3 a.m., it starts smelling like one, too.)

In a town full of murder sites, Lincoln Park probably hosts the two most famous a few blocks apart: the SMC Cartage building, where the St. Valentine's Day Massacre went down in 1929, and the Biograph Theater, where the FBI blew away John Dillinger in 1934. The former SMC plot is now a particularly bedraggled park; the Biograph has recently come back as a live theater. Ghosts haunt both sites, although the noisiest spooks are a block north of the Biograph at the Red Lion Pub. Poltergeists, screaming skulls, the whole bit. And the beer's not *that* strong.

Wicker Park

Theme: 2Hip 2Be 4Gotten

Theme: Arts & Crafts

Wicker Park is west of Lincoln Park, across the Kennedy Expressway. Most people know Wicker Park best from St. Mary of the Angels at Bloomingdale and Wood; but if you're any kind of music fan, you'll know it for the legendary Double Door on Damen. If you can get in, it's the best place to hear the best sounds in Chicago. Or buy the song at Reckless Records, just down Milwaukee Avenue (another one of our diagonal streets laid down on an Indian trail). Or hit Quimby's Comics, or Myopic Books, or, well, any number of cool-kid joints. Brian's Occult Books is mostly wannabe pop stuff, but the owner doesn't believe in shelf order, or inventory control, or dusting, so anything could be back there. You can drink absinthe or rent imported Chinese DVDs. Yep, Wicker Park is full of hipster types bitterly complaining that it "used to be really cool before all these posers moved in." Nelson Algren was probably saying the same thing back in the Fifties. The amazing Coyote Building dominates the neighborhood; the "Around the Coyote" arts show keeps its freak flag flying.

Not worth the visit—Bock Ordered Books is far superior.

Yeah. Alex has been in there a few times. Always a bust.

Bucktown

Theme: Converted Lofts

Theme: Green Parks & Dark Pockets

Right north of Wicker Park is Bucktown, so called because Polish and Ruthenian immigrants used to keep goats on their lawns back in the day. There's still traces of the old immigrant housing, and maybe (the Balkans being what they are) some traces of the old immigrants. (You'd have to ask Lindquist or Murphy if there are any ghostly goats around, though.)

Bucktown is kind of quiet, kind of nice, with oaks and sycamores in the parks and lawns. The key phrase here is "kind of." Some of Bucktown's old factory buildings have survived creeping gentrification, especially the ones of unknown purpose and murky ownership—anything could be in them. After all, Capone's North Side muscle, the Circus Gang, lived here in the Twenties. (I don't know of any Circus Gang connection to the phantom kangaroo seen around here in 1974. But then again, I don't know there *isn't* a connection, either.) But whoever's running the place knows better than to make noise; the noisiest thing in Bucktown is drunken hipsters on Saturday night singing along to their iPods, or the poltergeist at the imaginatively-named Bucktown Pub.

Wrigleyville

Theme: Baseball Pilgrimage

Theme: Frat Boy Meets Goth Girl (or Boy)

North of Diversey, just a little of the glam comes off of Lincoln Park. The neighborhood becomes Lakeview or, as everyone else calls it, Wrigleyville. Once solidly working-class, Wrigleyville has inevitably gentrified, with quaint little houses, greystone apartment buildings, and new modern condos. It's got sports bars and Irish pubs and every other kind of watering hole; Wrigleyville is a neighborhood where the old Chicago tradition of a saloon on every corner still holds true.

Since the Eighties or so, the neighborhood has gone in two directions. (Or maybe three.) It features goths and other emo types, frat boys and office drones blowing off steam, and Chicago's biggest gay community, all pretty much overlapping in good humor. Halsted Street is the core of "Boystown," and the goths cluster around the Alley (an alterna-mall where

you can get a brand-new Ministry shirt to go with your Doc Martens) at Clark and Belmont, and the frat boys pack Addison around Wrigley Field—the cathedral of baseball set down right spang in the middle of the neighborhood. Forget street parking on game day; just ride the Red Line north and suffer.

Even for a White Sox fan like myself, Wrigley is holy soil, sacred to the American ritual of baseball. It's our spring ceremony, our Round Table, our sacrificial altar—pine bats instead of golden boughs, but the principle's the same. The ivy-covered wall encloses a ritual space of phenomenal power. And yet, even with all that, the Cubs *still can't win*. (There's no curse on the Cubs, no magic revenge taken by an angry billy goat. The Cubs just *suck*.)

There are a few other ripples of magic in Lakeview, although Wrigley Field swamps most of them with its power. Anna Sage, the legendary "woman in red" who betrayed Dillinger, lived in the neighborhood before she mysteriously dropped out of sight, and there are more recent reports of succubi and similar seductive spirits flitting about. (Less effectively, succubus-wise, as Boystown grows. Look out for an invasion of incubi!)

Uptown

Theme: Faded Glamours

Theme: Garam Masala

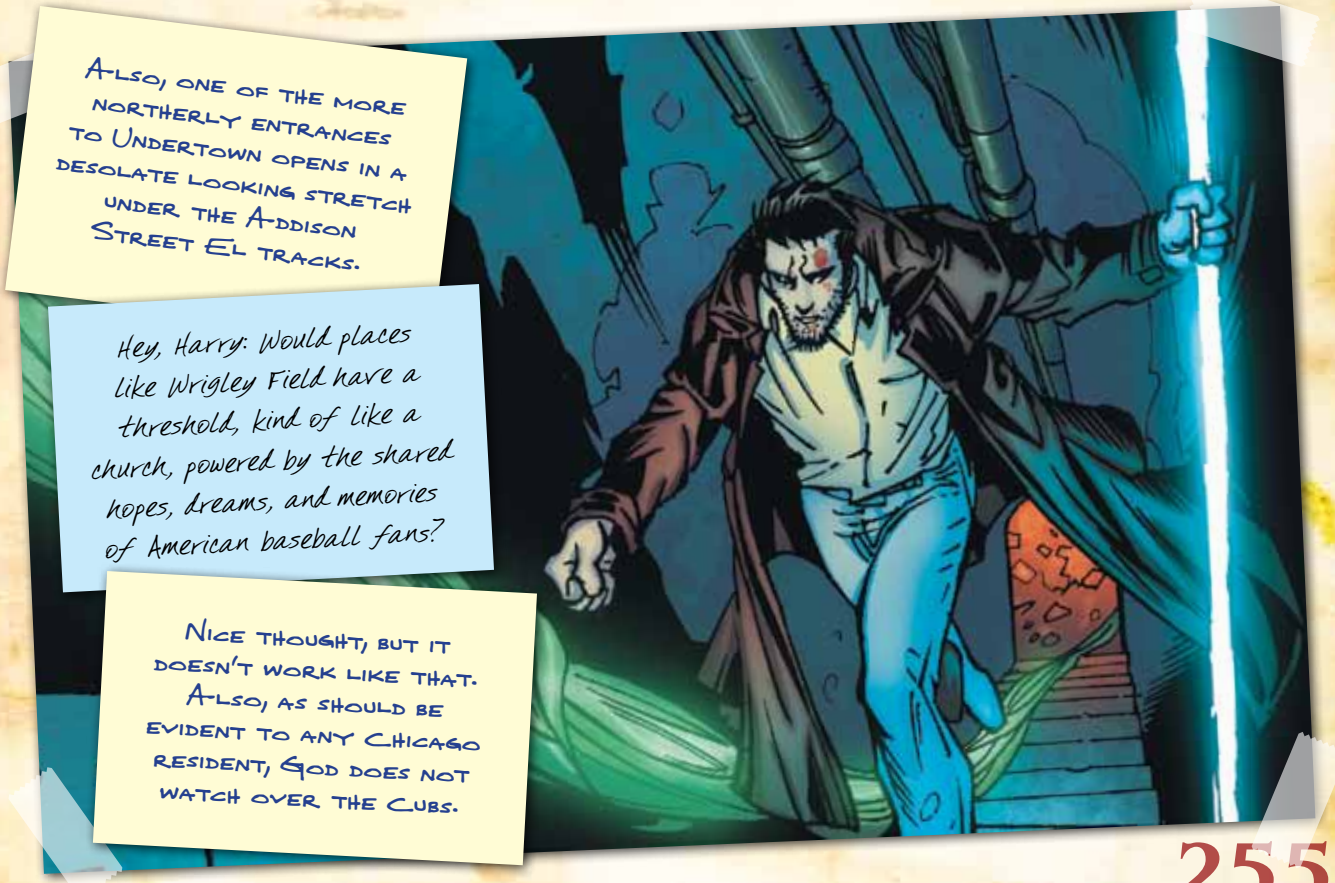
North of Wrigleyville, gentrification slowly peters out. From about 1900 to the Depression, Uptown was *the* resort neighborhood of Chicago. The rich and idle (and those who aspired to both conditions) went north to night-spots like the Aragon Ballroom (still a big old barn of a music venue), the Arcadia dance hall (burned down in 1959), and "Machine Gun" Jack McGurn's Green Mill bar (still a top-flight jazz club, and haunted by at least three ghosts, they say).

For 20 years, folks flocked to Uptown to see the stars, too: Chicago's Essanay Studios (featuring Tom Mix, Charlie Chaplin, Gloria Swanson, and "Broncho Billy" Anderson) was the country's biggest movie-maker. Until film stock got good enough that sunlight became a consideration, Chicago was America's film capital. But, like the movie biz, prosperity drained away from Uptown in the Thirties—and, also like the movie biz, stayed gone.

In the last ten years, there have been some refurbishments and recoveries—Uptown just

Seez, Harry, Cellular Field has the parking lot, not Wrigley. Getting the Sox and the Cubs confused is like getting the Red and White Courts mixed up. And about as dangerous, in some bars.

I'M GOING TO BE DOING PENANCE FOR THAT UNTIL THE END OF TIME, AREN'T I?



"Crime-free" — Marcone's work?

Yup.

got a Starbucks—but the neighborhood is still far from glamorous. It is, however, famously diverse in just about every way imaginable. There are Indians and Pakistanis on Devon, Vietnamese and Cambodians on Argyle's "Chinatown North," Puerto Ricans in Logan Square, Romanians in Ravenswood, Koreans in Albany Park, Tibetans on Foster, and Mexicans in Edgewater. Not all these neighborhoods are technically in Uptown, but their feel (modulo the food) is pretty similar (to this South Sider, anyhow).

My tombstone is there, by the by. Thanks, Bianca (rot in hell).

The elephant in the room in Uptown, supernaturally speaking, is Graceland Cemetery. Established in 1860, its 120 landscaped acres host the graves of a "who's who" of Chicago: Cyrus McCormick, Louis Sullivan, Daniel Burnham, and Allan Pinkerton. On Dexter Graves' grave, Lorado Taft's statue of hooded Death reveals your own death to you if you look into its face—people leave pennies at its feet in hopes of propitiating Whatever it channels. The statue of "Inez Clarke" appears and disappears from a locked glass case; people see her ghost in the cemetery—despite the fact that there's no Inez Clarke buried there. (I'm pretty sure she's a tulpa, created by the expectations of people looking for Inez Clarke.) A green-eyed spectral wolf howls at the immense tomb complex of (of course) Ludwig Wolff, which I've heard is yet another entrance to Undertown. If that's true, spectral wolves are the least of it. The pyramid on Peter Schoenhoefen's grave focuses something—I'm still not sure what—and may likewise open doors throughout the spirit world. Graceland is apparently Chicago's spirit version of Union Station.

Northwest Side

Theme: Kielbasa on the Grill

Theme: Work Hard and Get Ahead

On the Northwest Side, in "the area approaching O'Hare," neighborhoods like Portage Park, Dunning, and Jefferson Park become pretty much indistinguishable from suburbs like Niles and Rosemont and Norridge. But somewhere west of Uptown and such places, west of Western Avenue, people stop caring what you think. Or rather, they stop caring what "Lakeshore liberals" think. To the folks on the Northwest Side, the two-car garage (even if it's in the back of the alley) and the backyard barbecue aren't "boring bourgeois suburban sprawl," but the reasons their parents and grandparents came here from Warsaw and Prague and Riga. They came, they had kids, they built nice little houses, and they went out somewhere on the weekend when they could.

Most of those somewheres—pretty much all the bars and dance-halls, and a lot of the restaurants—have been Outfit-run ever since Capone whacked Johnnie Touhy at the Lone Tree Inn in 1927. Or rather, ever since Murray "the Camel" Humphreys took out all of the "Terrible Touhys" in the next 20 years. Outfit patronage helps keep the Northwest Side one of the most crime-free parts of the city. Not counting the serial-killing clown John Wayne Gacy, that is, who lived out here near Cumberland Avenue. Its ghosts and monsters are low, skulking things hidden in basements and crawlspaces, or buried under parking lots. Blue-collar dreams and Things We Don't Talk About—it's Stephen King country, wit' a Nort'west Side accent.

And now, da Sout' Side…

Grant Park

Theme: Et in Arcadia Ego

Theme: Sea and Sky and Time

Grant Park, on the east side of the Loop, is the city's "front yard." That's where we all crowd up to watch the fireworks, or stuff ourselves stupid at Taste of Chicago, or jam out at Bluesfest. It's where the Chicago Police Department made itself world-famous in 1968 beating up protestors, and where Barack Obama delivered his acceptance speech. On the Park's north end is the Art Institute, which is essentially in the Loop. But as you walk south through the gardens and weird statuary and hills, you get into a kind of wild space that's just a spiral pass from Michigan Avenue. Trees block out the noises, and you can see rabbits and foxes at night.

And then you get to Buckingham Fountain—or, as the German tourists call it after its starring role in the Married With Children credit sequence: "Bundy Fountain." It's right spang in the middle of the Park, and I always consider it the symbolic beginning of the South Side. (The South Side officially begins in the Loop, at Madison Street.) The largest fountain in the world when it was built in 1927, it pumps 1.5 million gallons of water. It's also where

Route 66 ends, and one of the places Daniel Burnham planned to put a tower in his Plan of Chicago. In short, it's a freaking power nexus—its ley potential is off the charts.

Further south yet, you come to the Museum Campus: Adler Planetarium, Shedd Aquarium, and the Field Museum.

The Field Museum houses Sue, the world's best T. Rex skeleton. We've already met.

THE SHEDD, WELL, I KNOW ALL ABOUT THAT PLACE AFTER THE DENARIAN BUSINESS. I HOPE THE CLEANUP WENT WELL.

The Adler's collection includes some pretty weird gadgets used by medieval astrologers, and it's magically "open" in a way that doesn't sit right with me, although I suppose that's inevitable in a temple of Space.

The Shedd has the world's oldest captive fish, an Australian lungfish named "Granddad." (Nothing magical there, unless you're Aquaman.)

The Field Museum is plenty magical—it has North America's largest collection of Egyptian mummies, for one thing, plus those Cahokian artifacts. As if that weren't enough, the skins of "Ghost" and "Darkness," the man-eating lions of Tsavo, are on display in the basement. Further down are the work tunnels and storage cellars; they hook up with the South Loop Levee system and Undertown. The Museum Campus leads into Burnham Park; Burnham Harbor, for the elites and their yachts, is right below it.

Hey, Harry, I think Kravos' Lair—that part of it that was in the physical world, anyhow—may have actually been in Calumet Harbor down on the South Shore, where the freight and container trade puts in, and he had some kind of magical door or gate or soft spot between there and Burnham Harbor on your model. Magically speaking, a harbor's a harbor, right?

YOU TRYING TO TURN THAT PLACE INTO A SHRINE TO THE BASTARD? DON'T PUT THAT IN THE FINAL VERSION OF THE BOOK.

South Loop

Theme: New Paint on Old Scars

Theme: Not Quite Home Yet

South of the Loop, things really get intense. The hard-core stuff started going down early—the Potawotami tortured and slaughtered 66 inhabitants of Fort Dearborn in 1812, right down on the Lakeshore where Prairie Avenue runs now. Later, Chicago's first millionaires built their first mansions there—and conveniently nearby, Chicago's hookers and gamblers set up business in the Levee district. It was in the Levee that the first Chicago Machine was born—the *Gray Wolves* run by "Bath-house" John Coughlin and "Hinky Dink" Kenna. It was in the Levee that Michael "Mickey" Finn mixed up his first doped cocktail. It was in the Levee that Marshall Field, Jr., heir to a retailing fortune, met his mysterious death in 1905, to be carried through the tunnels under the district (which connected up to Undertown then, and probably still do today) and back to his mansion on haunted, blood-soaked Prairie Avenue. That house still stands, empty and decrepit, cut off by a cul-de-sac from prying tourist eyes. (The tourists come to see the Glessner House, haunted by its architect, Henry Hobson Richardson, who died just as the House's last stone was laid.)

Eventually, the Levee won. The millionaires moved north to the Gold Coast, and the neighborhood went completely to seed. A few blocks south of the old Levee, Al Capone made his headquarters at the Lexington Hotel and the Four Deuces Club (2222 South Wabash). In the Forties, speakeasies became jazz joints, and the South Loop had one last fling with prosperity before completely disintegrating into abandoned brown-field lots. Mercy Hospital (the oldest in Chicago) stayed there, and even got a new building in the Seventies. A trickle of development seeped up from the McCormick Convention Center on the south edge of the neighborhood. It was only in the late Nineties, by exercising a truly prodigious amount of clout, that developers were able to start building condos on the empty blocks. Even now, the South Loop clings precariously to this thin patina of urban class and success, hoping against hope that the curse of the Levee is finally broken.

ALEX IS A DIE-HARD CHICAGOAN, ISN'T HE?

THE BUCKINGHAM FOUNTAIN NEXUS IS NOT AS EXPLOSIVE AS YOU MIGHT THINK.

MIGHT BE LOTS OF POWER THERE, BUT MECHANICALLY, BUNDY FOUNTAIN (HEH) PUMPING ENOUGH WATER TO SWAMP AN AIRCRAFT CARRIER MAKES ACTUALLY CHANNELING THAT POWER A TRICKY BUSINESS.

OVERCOME THAT THRESHOLD, AND YOU'RE GOLDEN.

Still, this is a potential Sponsored Magic situation here. Very nice stuff.

The potential for threats and locations as the new development is built atop the ashes of the past is very, very high.

Near West Side

Theme: Move 'Em Out

Theme: The New Brutalism

The Near West Side begins west of the Loop, with Union Station just across the River, and Greektown along Halsted Street. South along the railway tracks lie former factories and warehouses—the old Wacker industrial district. Even a few years ago, the EMTs had to wear Kevlar there, but it's almost all condos and bistros now. The EMTs—and the condo dwellers—come from the Illinois Medical District farther west, anchored by Stroger Hospital on the former site of Cook County Hospital. The IMD also holds the Cook County Morgue's Forensic Institute, which is pretty convenient, I guess.

Between the IMD and the Kennedy Expressway is the University of Illinois at Chicago, its brutalist concrete architecture cold and hostile. UIC managed to crush the life out of the famed Maxwell Street flea market, driving the sellers and buyers to a shadow market east of the Kennedy. At night on new moons, the underpasses beneath the expressway host Chicago's "goblin market," guarded by trolls up from Undertown.

Maxwell Street was also famous for "Bloody Maxwell," the 22nd Police District station later sanitized as "Hill Street Station" on Hill Street Blues. Throughout its 110-year history, Bloody Maxwell witnessed torture, corruption, murder, and every sort of evil—both inside and outside its walls. Now, it's the UIC Campus police headquarters.

The Near West Side is where the Chicago Fire of 1871 started, where the Chicago Blues began, and where the Haymarket bomb went off in 1886 after a May 1 protest. West of the UIC campus was the "Dead Man's Tree," where the Black Hand would post the names of their targets, terrorizing Little Italy. Even the best places go just slightly bad in the Near West Side; Jane Addams' famous Hull House is haunted by the "Hull House Devil," a demonic figure born to an unfortunate woman and locked in the attic by the panicked social workers. I never heard if they ever let it out. It's on the UIC campus now, so I'm in no hurry to check.

Me neither, I have enough problems.

Attention City Creation fans, we have a "Class-A" Story Hook Alert.

Pilsen

Theme: Grey Market

Theme: ¿Quien Sabe?

Just south of the Near West Side is Pilsen, once the main Czech neighborhood in Chicago. Now, it's almost entirely Mexican, with a really great Day of the Dead festival. Its shopping strip on 18th Street features botanicas where you can buy saints' oil, magic candles, and equipment for brujeria ceremonies (or Santeria, if you don't mind mixing your symbolism). Little Village, the Mexican neighborhood to the west, has fewer Anglo visitors to its enormous indoor mercados, where you can wander through an endless array of stalls and pick up pretty much anything that's ever come from or passed through Mexico.

Chinatown

Theme: Neon Lotus

Theme: Twisted Chi

Further south, by contrast, Chinatown has lots of tourists. They pour through the restaurants for dim sum and the gimcrack stores for ceramic cat idols, exclaim at the Chinatown Gate and get back on the Red Line to go home. Meanwhile, the folks who live here try to get on with their lives.

The El tracks and the expressway give Chinatown terrible feng shui, so the local talent has to stay extra-cautious and on top of things.

The Chinatown tunnels dug during Prohibition (and the ensuing Tong wars) connect up with Undertown, making a hard job harder.

The only good news is that a federal investigation broke the On Leong Tong in the Nineties, so organized crime here is relatively minimal. The good guys and ghost-breakers unwind and swap intel at Tito's, a Chinatown-Italian bar in a former funeral home.

This is me, drawing huge circles around and arrows pointing to Tito's as a location.

Bronzeville

Theme: Soul of the City

Theme: We Shall Overcome (Eventually)

This thin stretch of land running south from Chinatown to the western edge of Hyde Park was Chicago's "Black Belt" until desegregation in the Sixties. Bronzeville flourished (as best a ghetto can) until the Crash of '29 destroyed most of the local businesses. The postwar decline of the stockyards and steel mills finished a lot of the rest. Now, Martin Luther King Drive runs south between empty mansions and brownstones and looming public-housing hellholes. The neighborhood clings to life, however; a few developers are tossing the dice on Bronzeville being the next South Loop, hoping to leverage its heritage (everyone from Louis Armstrong to Ida B. Wells lived here at one time) into tourism and development.

Ironically, the worst haunts in Bronzeville are the Confederate war dead from Camp Douglas, a Union prison camp set up in 1862 around 35th Street. Over 6,000 prisoners died there, mostly from disease; their bodies mostly lie in Oak Woods Cemetery at the far southern end of the neighborhood.

Harry, you know I love you, but you're a North Sider, so Hyde Park always seems like a demilitarized zone to you when you come down here. It's really not that bad—the campus cops keep a lid on most stuff. West of the IC tracks, it's downright green and leafy.

Why, I don't think there've been more than two fatal shootings a year on my block. Four, tops. And I'll bet now that the cops (and by "cops" I mean "Alphas") shut down the crack house out behind my back gate, the gunplay will really drop off.

Okay, maybe you have a point. But still, it ain't Englewood.

Hyde Park

Theme: The Life of the Mind

Theme: Where Fun Comes to Die

Hyde Park lies between Bronzeville and the Lake. It began as a rich folks' getaway in the 1880s, and under benevolent police dictatorship became a jumping, integrated neighborhood of "blind pig" saloons (that is, taverns without a liquor license) and jazz clubs. The University of Chicago, set up by John D. Rockefeller in 1892, attempted to keep its noble pursuit of knowledge separate from the revelry around it, but in the Fifties the University (along with local politicians) connived at a massive "urban renewal" program that leveled all the juke joints and most of the tenement housing. "Black and White, united against the poor," went the refrain.

Now, Hyde Park is quiet wherever the University's aegis extends. There are a few bars that stay open late, but the big excitement is book shopping: abstruse academic texts at Seminary Co-Op, weird titles at O'Gara's, walls of remainders at the original Powell's, and a little bit of everything at Bock Ordered Books. You have to dig around to find the good stuff—literally. The University of Chicago steam tunnels connect up to the old radioactive Manhattan Project warrens under the main university library building. Both of them connect up to Undertown, eventually.

Englewood

Theme: Derelict and Dangerous

Theme: Hell Does Freeze Over

West of Hyde Park, Englewood crouches down like a whipped dog. Broken glass, rusted cars, and boarded up windows go by when you drive through it—with your windows up and doors locked, of course.

Of all Chicago's "community areas," Englewood has the second-most violent crimes, usually gang- or drug-related. (Fourth place on that list? West Englewood.) Englewood has the same sort of vibe as the other blighted, desolate neighborhoods: Marquette Park, Austin, Chatham, Woodlawn (south of Hyde Park) and so forth. But in Englewood, it takes on an edge of its own.

Englewood is where H.H. Holmes built his "Murder Castle" in 1889 and killed 60 or more women in its bowels over the next four years.

Lots of ghosts in Chicago—if you set your game there, make sure you carefully read over how ghosts work rules-wise in "What Goes Bump." It just wouldn't be Chicago without ghosts.

You got that one right, buddy.

Too bad there isn't a band of intrepid werewolves who could go clean up the neighborhood.

Oh hey, look at the time. It's been nice chatting, boss, but I gotta go...

It's also where nobody could seemingly be bothered to keep track of just how many serial killers were operating a century later, as body after body turned up wrapped in trash bags and lying in abandoned lots. Anything and everything supernatural or evil could be going on in Englewood—and some of it would still probably be better than what the "normal folks" are doing to each other.

Bungalow Belt

Theme: Hunker Down in Domesticity

Theme: White Ghosts

West and southwest of Englewood, neighborhoods like West Elsdon, Archer Heights, McKinley Park, Gage Park, and Brighton Park are in many ways a mirror-image of the Northwest Side. Taco stands mix it up with the pierogi buffet parlors, and the airport is unpretentious Midway, not manic O'Hare, but the community character is the same.

Working-class, strongly Catholic families live in a sea of bungalows, every so often with an above-ground swimming pool in the back yard, or a boat in the driveway. Rail and trucking hubs line the Sanitary and Ship Canal; factories (some abandoned, some in use, some in between) spread out from them. The main corridors of the Belt are Garfield Boulevard (alias 55th), which runs east-west from Hyde Park to Midway Airport, and Archer Avenue—the "ghost road," the most haunted street in Chicago.

Archer Avenue essentially begins in Bridgeport, the Irish (and other ethnic) neighborhood from whence the Daleys sprang. Bridgeport is pretty much the same deal as the Bungalow Belt, except that it's got even more cops and even more Outfit crews. (And Cellular Field. Go Sox!)

From there, Archer runs southwest along an Indian trail that shows up on the oldest maps of Chicago as "the road to the Widow's house." It parallels canals and rivers, passing through half a dozen cemeteries on its way to suburban Lemont. It's the stomping grounds of Resurrection Mary (the famous "phantom hitch hiker"), a woman in white, an apparition of eight spectral monks, La Llorona, a ghostly horse and carriage, a glowing red orb, eerie music from a crypt, and more miscellaneous haunts and sightings than you can shake a wand at.

That's The Chicago Way. Now Go Make it Yours.

So there's Chicago, folks. Plenty here for you to grab hold of and build on, no matter what sort of game you're interested in. As has been observed, this isn't a playable city as-is—Chicago is "some assembly required." This chapter essentially represents the Research phase of your city creation process—if you want to game in Chicago, have everyone look this chapter over. See what strikes people's interest, take that, and proceed with City Creation.

And if you're operating around U of Chicago campus, drop us a note—it's good to know when someone else is on our beat.

alphas@dresdenfilesrpg.com

If you can't find aspects in 'The road to the Widow's house' and a threat in 'Resurrection Mary, the Phantom Hitchhiker,' then I can't help you.

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Mike Kucharski's Harry Dresden always had a bit of a British look to his features.

DON'T LET THE MERLIN HEAR YOU SAY THAT. HE'D HAVE AN ANEURYSM.

... ON SECOND THOUGHT, GO RIGHT AHEAD.

I really enjoyed his take on my favorite local Wizard regardless of implicit nationality.

A-www!

Art Gallery

This project wasn't always intended to take the form you see it as today. We started a few years back as a very tiny company thinking we'd be lucky if we could put it out as a black and white production. The fates—and our fans and friends—were kind to us, and that meant we were able to push for a higher level of production values in the finished product.

All the same, that meant some of the art we had done got orphaned in the project. In particular, it meant that work by Mike Kucharski was left without a home. We thought it would be a shame if you never got a peek at some of what didn't make it into the rest of the book, so here you go.





Mike turned in some of the earliest work we had, some of which was based on descriptions from when Murphy was going through a short-hair phase. His image in turn became one of the reference sources other artists used... which meant we ended up with a lot of short-hair Murphy in our early art set. If you see her with a short `do elsewhere in these books, that's why!

His early-days Susan, though? Spot on.



Kucharski also turned in one of my favorite images of the Knights of the Cross. Michael does look a bit like he should be hosting a handy-man show on cable, but you could totally see that happening.





Thomas is always a tough one to illustrate. This version is based on his description from the opening of the BLOOD RITES case-file. If you ask me, I always thought the leather jacket and bare chest thing would just make for a sweaty mess, but somehow Thomas always manages to pull that sort of thing off.

Mike Kucharski's work wasn't the only set that landed on the cutting-room floor. In Toren "Macbin" Atkinson's moto-jousting pic, you can see Murph's short `do again! Then there's Dario Carrasco's "Dresden Files: The Animated Series" style image, shown below. Might have been a fun way to go, but ultimately he wasn't available.



And below you'll see Adam Huntley's take on a "day in the life" at Special Investigations. Feels right to me: voodoo dolls and ThreeEye crazies.



Evil Hat Productions

Hey, uh, Billy? I don't do hats. Evil ones especially.

Harry, hold on a sec. Keep reading.

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Billy—
Thanks for using our system to power your game, and giving us a couple pages in the back of the book here. Much appreciated!
— Fred

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Don't Rest Your Head is a sleek, dangerous little game, where your players are all insomniac heroes with superpowers, fighting — and using — exhaustion and madness to stay alive, and awake for just one more night, in a reality gone way wrong called the Mad City. It features its own system, and is contained entirely within one book.

ISBN 978-0-9771534-2-8 • EHP1000 • $15.00

Don't Lose Your Mind (Supplement):

ISBN 978-0-9771534-3-5 • EHP1001 • $20.00

Insomniacs with superpowers? Sounds like you, boss.

Shut up, Bob.

Spirit of the Century



Spirit of the Century is a complete, stand-alone pulp role-playing game based on the award-winning Fate system. Character creation can be done as quickly as a few minutes, or expand to take up an evening; adventure design is a snap with three methods for creating relevant, flavorful, player-focused stories at a moment's notice. Spirit delivers an evening of fun—a "pick-up" game that requires little preparation, but provides hours of entertainment. All you will need to play are some friends, some dice, and this book.

ISBN 978-0-9771534-0-4 • EHP2000 • $30.00

Apes flying planes? Reminds me of that time at the Rue Morgue.

Swashbucklers of the 7 Skies



Enter the world of **Swashbucklers of the 7 Skies** (S7S), the latest game from Chad Underkoffler featuring the PDQ system! In S7S you'll find a richly detailed setting of sky-ships, piracy, intrigue, mysticism, musketeers, and more, whether you're sailing through the haunted Ghost Sky, battling pirates from the inconstant isle of Ilwuz, intriguing in the Spider Empress' court of Barathi, or chasing thieves across the rooftops of Agua Azul.

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A Penny For My Thoughts is a stand-alone improv acting/role-playing game hybrid about memory and identity. The players are patients in a mental ward for recovering amnesia victims. Using an experimental drug, they enter into one another's minds and memories to discover who they are—and if that is indeed who they still want to be.

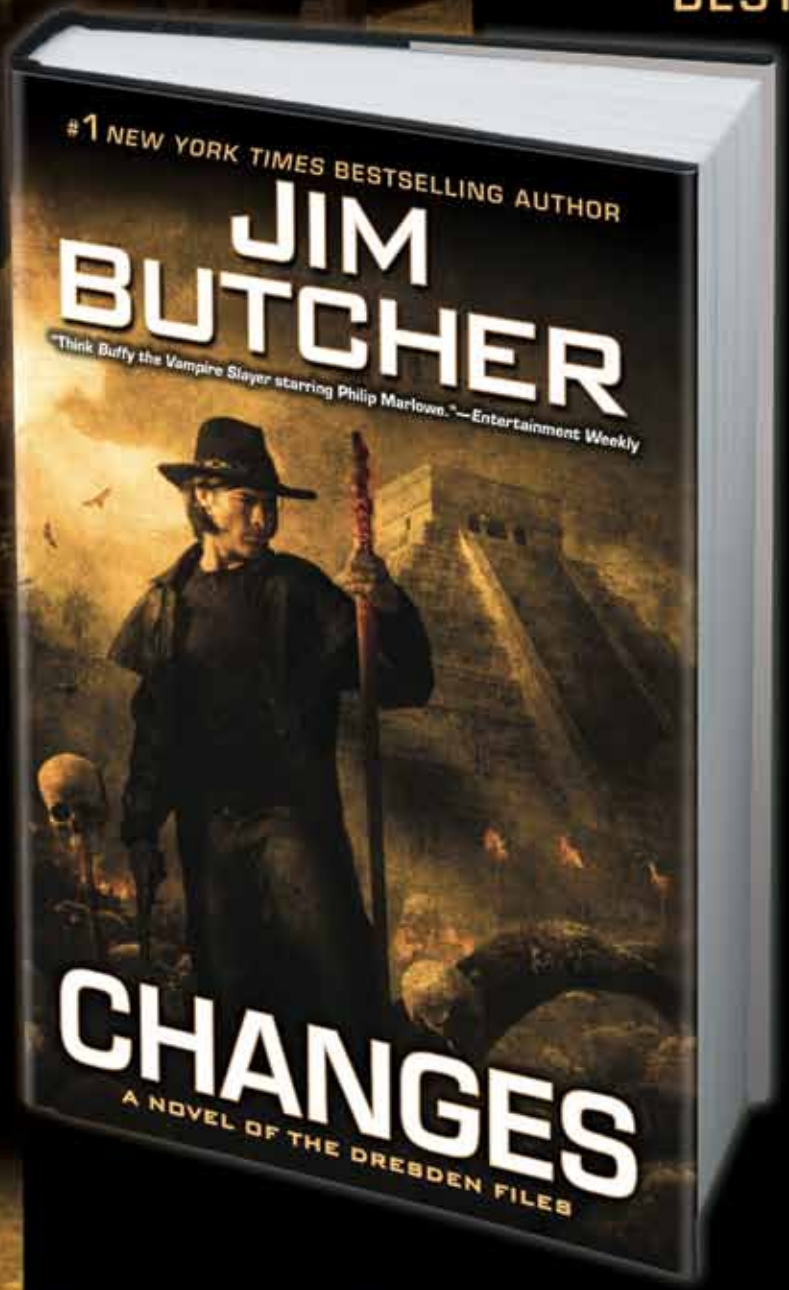
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HARRY DRESDEN IS BACK IN

CHANGES

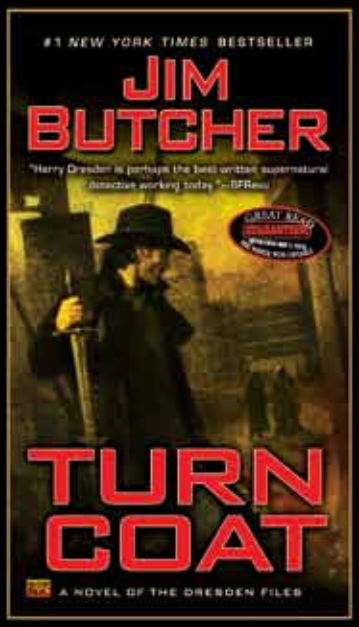
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