



SNEAK PEEK!

Hey, Harry - I thought this might make for a good sneak peek, what with the RPG coming out in late June of this year. What do you think? We'll put it on www.dresdenfilesrpg.com at least!

- Will

OH, SURE, PUT IT ON THE WEBSITE, I'LL DEFINITELY BE ABLE TO CHECK IT OUT THERE.

Don't be pissy, Boss.

SHUT UP, BOB.

- CHAPTER SIXTEEN -
~~NEVERMORE~~
Baltimore

Translation:
I helped
Davian move
last August.
50 boxes of
books = a
favor or two.

WHO AM I?

Hi. I'm Davian Campbell, a grad student at the University of Chicago and one of the Alphas. Billy asked me to write up something about Baltimore for this game he's writing. I guess he figured since I grew up there, I'd know it. I tried to tell him that I haven't lived there for years, and that between patrolling, trying to finish my thesis, and our weekly game session, I don't have time for this stuff. But Billy insisted, and he can be pretty persuasive.

INTRODUCTION

This is Baltimore as I know it.

I grew up in Baltimore, in the Middle East neighborhood, which isn't far from Johns Hopkins. If you're not from Baltimore and you know where Johns Hopkins is, you have my sympathy. I hope whoever it was made a full recovery.

Then again, maybe you know Baltimore as well as I do. Maybe you live there. Maybe you visit once in a while. Maybe you're just a Ravens fan. Whatever. What I'm describing here is *my* Baltimore; you might know it differently. Cities are a lot like people that way—different people get to know them in different ways.

Some of this stuff is true. Some of it's made up for the sake of a better game. I'm not about to tell you which is which.

We might as well get the encyclopedia stuff out of the way now. You can look this up on the Internet a lot easier than Billy could make space for a ton of details here, so I'll be brief.

BALTIMORE: COME FOR THE SEAFOOD, STAY FOR THE MIND-SHATTERING SUPERNATURAL TERROR

Crab cakes and Old Bay. Sailboats and Camden Yards. *Natty Boh* and *PINK FLAMINGOS*. You know the stereotypes.

Economy: Baltimore used to be a big industrial town. Steel, manufactured goods—heck, even shipbuilding. Not so much any more. The city still likes to think of itself as an industrial town, but in reality that's gone. It's kind of a rust belt town that way. While it's still an important port, the economy now relies mostly on the service

sector. Financial services, education, tourism, and health services are dominating. Johns Hopkins is currently the biggest employer (not to mention a huge landowner), where it used to be Bethlehem Steel. Unemployment is high. Lots of folks are unhappy.

Climate: They don't get much snow in Baltimore—two, maybe three times a year we get a couple of inches. When that happens, the entire town goes freaking loco. Stay off the roads. Even if you're from up north or from the mountains and you know how to drive in snow, Baltimoreans don't. They won't mean to, but they will kill you. In the summer, it's hot. It's Africa hot. To make it worse, it's cut-the-air-with-a-butter-knife humid. And even the summer thunderstorms don't help; they just make it wet.

Geography: East and west Baltimore have lots of poor neighborhoods and public housing (I-83 is the big psychological dividing line between east and west). The northern and southern parts of town tend to be a bit more affluent. Those are generalities, though; Baltimore is a city of neighborhoods. There are dozens of 'em. Some are just a couple of blocks; others stretch over a square mile. Some that I'll mention later are Fells Point (night life and clubs), Downtown (the Inner Harbor tourism and sports complexes), Mount Vernon (a gentrified few blocks of schools, shops, and expensive apartments), Little Italy and Greektown (not quite as ethnic as they sound, but close), Middle East (where I grew up, lots of poverty but also Johns Hopkins), and Rosemont (a former working-class, mostly African-American neighborhood that's fallen on hard times). The nice neighborhoods are pretty nice—they're well-kept, you're generally safe from petty crime, and the corner bar is cozy and inviting. In the not-so-nice neighborhoods... well, yeah. It's not so nice there. There are entire websites devoted to Baltimore neighborhoods; take a look online if you don't find something that works for you here.

NEIGHBORHOODS APIENTRY

There's a pretty good map of Baltimore's neighborhoods online. You can find it here:

<http://www.baltimorecity.gov/Residents/Neighborhoods.aspx>

Natty Boh
is a local
beer, right?
Probably
bottled some-
where else now...

Supernatural Presence: Like every city of any size, there's a supernatural presence in Baltimore. Here, the most powerful factions are White Court vampires and ghouls, but wizards and the Faerie Courts also have a presence.

I'll get into more details in the following three sections: "*What's What in Baltimore*" discusses some of the things that drive the action forward in a Baltimore-set game; "*Who's Who in Baltimore*" mentions the important factions and people in the city; finally, "*What's Where in Baltimore*" talks about locales that you'll find useful in your game.

WHAT'S WHAT IN BALTIMORE

Baltimore is a city going in about a dozen directions at once. I guess you can say that about a lot of modern cities, but it's especially true here.

You have the old industrial town that died along with the rest of the rust belt back in the 1970s, but it limps along in a twisted sort of unlife as if someone forgot to tell it that American heavy manufacturing was supposed to close down, pack up, and ship out for the Eastern Hemisphere.

You have the sea. The busy harbor, the rhythm of the tides in the Patapsco estuary, and the big ol' Chesapeake Bay itself dominate a lot of the city's life. We might have lost a lot of industry, but it's still a busy harbor. And it's not just rich folks who go out on the bay or travel over to the Eastern Shore; a lot of us poor city kids like to go out on the water once in a while, too.

You have the tourist renaissance. The Inner Harbor, Camden Yards, the National Aquarium, that kind of stuff. That sort of thing never rang true for me. I guess it's good that people come and spend a little money on the weekends, but it's a façade. It's masking the nastiness at the core of the city, the sort of creeping darkness—both supernatural and mundane—that only gets held in check by a few dedicated people willing to face the way things really are.

THE MUNDANE COMMUNITY

There are a bunch of different types of people born and raised in Baltimore. The old money in the old parts of town. The people who got the short economic end in the projects and inner city neighborhoods. The old ladies who call everyone "Hon" and talk like they're in a John Waters movie. The working-class longshoremen, factory workers, and railworkers (lots of Irish, Eastern Europeans, and African-Americans—in recent decades joined by new arrivals from Latin America) who are either in terrible fear of losing their jobs or have already been unemployed for years now. And, of course, the people who wear ties, have MBAs, carry Blackberries, and work in the tall buildings downtown.

A lot of the locals, especially the folks in the old neighborhoods, are friendly and open to visitors, and they'll talk your ear off given half a chance (they're also notorious tellers of tall tales, so watch out). Local pride runs deep—as friendly as some of the neighborhood folks are to visitors, newcomers moving into gentrified neighborhoods aren't easily accepted by the long timers. How long you've lived in Baltimore counts for something.

As far as people who migrate to Baltimore or visit regularly, you get a lot of history buffs, what with all the forts and the U.S.S. *CONSTELLATION* around here. Given the *CONSTELLATION*, the harbor, and the proximity to Chesapeake Bay, you get people who like to sail or are into old tall ships—everyone from Horatio Hornblower wannabes to old salt Navy retirees. You get football fans; the Ravens are half decent most of the time. Doctors, nurses, researchers, and staff at the hospitals; Johns Hopkins is freaking enormous, and you get a lot of people shuffling in and out, with the medical students there and doctors doing rotations to pad their resumes. Oh, and the Literati—bibliophiles and Poe fans love Baltimore. The Poe fans **can be really insufferable**. Some are actually really important (I'll get to that later), but a lot of them are just pretentious and annoying.

HEY, I RESENT THAT. WE'RE NOT SO BAD.

The man was a hack, Harry, admit it.

SAYS THE TALKING SKULL WITH A COPY OF NO CONTROL ON HIS SHELF. BESIDES, POE WAS BRILLIANT.

THE SUPERNATURAL COMMUNITY

But, of course, if you live in Baltimore, mundane mortals aren't the only people in your neighborhood.

In Baltimore, you have your typical collection of minor supernatural players: clued-in hippies and new-agers, devotees of nontraditional magic-aware religions, nosy academics, a few knowledgeable cleric types, some cops who have seen a bit too much to live in denial, some hedge wizards and minor practitioners, and a handful of honest-to-God creepy crawlies who do, in fact, go bump in the night.

Rising above all those are the four real heavy hitters in town; these are the seriously powerful factions that you don't want to cross unless you have plenty of friends willing to back you up. The White Council had a strong presence under the leadership of Old Man Montrose, but since he passed on, the wizards' presence in Baltimore has been significantly weakened. A clan of White Court vampires thrives here, House Lagios. The Fey Courts have a strong interest in Baltimore for reasons we'll get to soon. And, finally, there is a clan of ghouls (the Ereshkigal clan) led by the powerful ghoul lord Gilgamesh, self-proclaimed God-King of ghouls. He's a Freeholding Lord, a signatory to the Unseelie Accords.



WHAT'S AT STAKE: POINTS OF CONFLICT

There's a lot to fight over in Baltimore. 'Course there is. It wouldn't be an interesting city to game in if there wasn't. We'll go into more detail about each of these later in the chapter.

THE LEY LINE

The single most important bone of contention is probably a major ley line that runs southwest to northeast across the city. This ley line follows the Fall Line, the boundary between North America's coastal plain and the Piedmont region, which passes directly through Baltimore. This ley line funnels considerable magical energy through the city, but its focus is the large, vaguely phallic-looking Washington Monument (yes, there's one in Baltimore, too, and it's older than the one in D.C.). Situated on the Fall Line, in the Mount Vernon neighborhood not far from the Inner Harbor, the Washington Monument acts as both a focus and a distributor of the energy in the ley line; three additional branches reach out from that point. One reaches southeast, through Federal Hill to Fort McHenry, then under the Patapsco River to Fort Carroll. Another reaches north, through Bolton Hill and Reservoir Hill into Druid Hill Park, where it dissipates. A third runs more or less west-northwest, through the greenway around Gwynns Falls and out of the city, eventually dissipating in the hills. Magical power is enhanced all along the ley lines, but it is particularly strong at a few points: the Washington Monument, Druid Hill Park, Heritage High School and Clifton Gate House, and Fort Carroll.

The branch reaching through Federal Hill is particularly strong and, together with the Monument itself, is the focus of a very tense stand-off among the four major supernatural players in the city. I'll talk more about this later, both in "What's Where in Baltimore" and "Who's Who in Baltimore."

POWER STRUGGLE WITHIN THE WHITE COURT

Vasiliki Lagios (page 373), a two hundred year old vampire, has led House Lagios of the White Court since soon after the U.S. Civil War. Vasiliki is a politically wily and patient schemer, excelling at using misdirection and subtlety to exert his influence. However, there's a faction

within the family that wants to be a more active presence in Baltimore; they'd like to actively oppose the White Council, more aggressively seek out prey, perhaps even make a play to claim major points along the ley line. Led by the ruthless and ambitious Alexandra Lagios (page 373), niece of Vasiliki, they may soon make their move to take control of the family.

RENEGADE WIZARDS

A small cadre of wizards and minor talents who have rejected the authority of the White Council operate in Baltimore. They're led by a wizard named Russell Carson (page 387), a capable thaumaturgist and aspiring megalomaniac. Carson hopes to turn his ragtag group into a faction strong enough to stand up to Baltimore's White Council representatives and become a Freehold under the Unseelie Accords.

It is suspected that he has violated a variety of the Laws of Magic, but Carson is a masterful opportunist; with the Vampire War raging, he knows that the White Council does not have the strength to send Wardens after him. He hopes to avoid attracting more attention until he has built the strength of his followers.

BLACK AGGIE AND THE BLACK COURT SCOURGE

Years ago, a statue called Grief was placed as a monument in Druid Ridge Cemetery (not to be confused with Druid Hill Park; Druid Ridge Cemetery is just outside the city limits). "Creepy as hell" is a completely insufficient description of this statue. Known as "Black Aggie," it was downright sinister—grass wouldn't grow in front of the damned thing. All kinds of urban legends grew up around it, about how it would haunt people, how people caught alone in front of it vanished, that sort of thing.

A Black Court scourge started taking advantage of the situation. From time to time, one of them would actually replace the statue, using some glamour to take on its likeness (and believe me, it wasn't a real stretch for them). Of course, whatever damn fool frat pledge or drunk teenager sat on that thing's lap was never heard from again. About forty years ago, in an uncharacteristic fit of good sense, the cemetery's caretakers removed Black Aggie; the official reason was to stop the "circus atmosphere" surrounding it. You can believe that if it helps you sleep at night.

Their hunting patterns disrupted, the scourge fractured and with it the Black Court presence in Baltimore.

Currently, a scourge of at least three is attempting to re-establish itself. Hoping to draw upon the power of the ley line to enhance minor magical talents that they picked up somewhere, they have rooted themselves in a lair in the water tunnels under the Clifton Gate House (page 393), which is near the campus of Heritage High School. The students' safety is at terrible risk. See "What's Where in Baltimore" for more information on the Clifton Gate House and the vampires there.

THE DUPIN SOCIETY

The Dupin Society (page 365) is a small band of Edgar Allen Poe scholars and fans, no more than two dozen, who keep alive Poe's knowledge of the supernatural. Historically, they have been observers only; as a matter of policy they never interfere or intervene in supernatural events. However, a few of the members want to get more proactive, stepping in when events allow. Unless they act with uncharacteristic finesse, doing so will paint a huge target on their backs. The White Council has warned them against this, but some members seem to insist. As kids on the Internet like to say, this will not end well. I'll go into more detail on the Dupin Society in "Who's Who in Baltimore."

FAE VS. GHOULS

A Freehold of several dozen ghouls lives in the tunnels under the ground between Federal Hill Park (page 389) and Fort McHenry (page 389). Because this lies along a particularly powerful branch of the ley line, the ghoul "king," Gilgamesh (a real humble guy, that one is—see page 371), has been able to open a portal to the Nevernever—in particular, to the regions where the Summer Court holds sway. Now, consider that the Summer Court is locked in an ugly little war with this band of ghouls, and you can see why this situation gets interesting on a fairly regular basis.

Let's just say that mortals want to watch their backs after dark in that part of the city. Not only is there occasionally collateral damage, but ghouls get hungry, and there are only so many fish in the Patapsco River for them to munch on.

To say the least! Harry, is the situation at Heritage High School something we should take on?

DON'T WE ALREADY HAVE ENOUGH TO WORRY ABOUT? PLUS I'M SURE DAVIAN MADE THIS UP. RIGHT?

Nevermore/Baltimore

Seez, Davian,
isn't this your
home town? You're
not exactly
dressing it up
as a place I'd
like to visit.

THEMES AND THREATS

There are dozens, if not hundreds, of themes and threats that could capture the flavor of Baltimore. Here are the three that this writeup will focus on.

A CITY BATTING DECAY

Theme: DECAY AND CORRUPTION

It's not generally thought of as such, but Baltimore is in many ways still one of those cities where you can get yourself killed if you're not careful. Most American cities underwent some serious cleanup since the 1970s; Baltimore tried, but didn't make it as far as most of us would have liked.

We have gangbangers and thugs ruling some of the streets. We have corruption in the city government and in the police force. We have manufacturers laying off people by the hundreds. We have abandoned buildings and streets that never rebuilt after the '68 riots. We have unemployment that's never going to go away. You've seen *THE WIRE*? *HOMICIDE: LIFE ON THE STREET*? Yeah. It's like that.

I'm not saying that other cities aren't as bad, or that Baltimore is an irredeemable hellhole. Some people stand up and say "No." There are some good people doing good work in the bad neighborhoods (hell, there are even some genuinely nice neighborhoods). There are some good, honest cops among the bad ones. There are some politicians whose idealism hasn't been beaten out of them yet. There are people in the supernatural know down in the trenches pushing back against the creeping darkness. They're still fighting the good fight—and Baltimore is a city worth fighting for.

A CITY WITH MULTIPLE PERSONAUNITIES

Theme: CONFLICTING IDENTITIES

Baltimore has never been able to decide where it wants to be. Is it a cosmopolitan and sophisticated northern center of commerce, vibrant and full of optimism for a bright future, or is it a charming southern cultural gem where the summers are hot and the lemonade is cold? Does it want the hustle, bustle, and old wealth of New York or Boston, or the slow-paced lifestyle of (highly romanticized) antebellum Atlanta or Charleston? Damn Yankee, or Southern Belle?

Often, the answer is "yes."

A CITY AT THE EDGE OF THE ABYSS

Threat: ON THE BRINK

The major supernatural players in Baltimore stand on brink of war. Wizards, vampires, the fae, and terrible creatures of darkness stand against one another, struggling over the city's most important magical resource: a node in the powerful ley line which runs through the city. This conflict has not yet become open warfare, but it's probably only a matter of time. The storm is brewing. Even the city's minor talents can feel the tension.

While there's a lot to love about Baltimore, there's a lot of reason to be very, very afraid of it. But as I've said, Baltimore is worth fighting for.

WHO'S WHO IN BALTIMORE

Baltimore's conflicts, tensions, and situations are nothing without the people that drive them. There are four major supernatural factions in the city. I'll go over them first, then I'll discuss Baltimore's other supernatural factions, prominent mortals, and important organizations. Some organizations seem to represent particular themes better than others, and I'll mention that as well.

VAMPIRES

Vampires—everyone's favorite bad guys. Baltimore's full of them. As far as I know, there are no representatives of the Jade Court, but the other three courts are all represented to some degree. In Baltimore, the White Court is by far the strongest.

BLACK COURT

There's only a small Black Court presence, but they're still dangerous. Once upon a time they operated in the region surrounding Druid Ridge, but since Black Aggie was taken out of Druid Ridge Cemetery a few years back, they've had a harder time finding victims out there (more about this in the "Locales" section below).

These days, they're shadows of their former selves. They're disorganized and leaderless, each individual more or less operating on its own. Some still lurk around the Druid Ridge Cemetery just north of town, but some have

moved into the city proper. Here and there, individuals have settled near urban housing projects where they feed on the homeless, the junkies, the prostitutes, and other people that polite society won't exactly bend over backwards looking for.

A trio of Black Court monsters has formed a proper scourge, taking up residence in the water tunnels beneath the Clifton Gate House, in the northeast part of town. It's dark, dank, and secluded. It's also within spitting distance of Heritage High School. Bad things are going to happen, and soon.

The downfall of the Black Court's fortunes, and the darkness that they represent, gives some opportunity for exploring the city's theme of DECAY AND CORRUPTION.

RED COURT

The Red Court faction is small and weak. It's no larger than a half dozen individuals and was kept in check effectively by Old Man Montrose. That is, until he died. The leader of these Red Court vamps is called **Damocles Ravenborn** (yeah, I know; more about this loser on page 373). This gang is insignificant in the grand scheme of things; they may or may not get taken seriously by the larger Red Court nation now that open war is being waged in the rest of the world.

WHITE COURT

There's a clan of White Court in town: House Lagios and associated hangers-on. They came over to North America from the eastern Mediterranean in the mid 1700s. Most (but not all) of them thrive on the emotion of despair, and they're bad news, often literally.

Over the past thousand years, members of the Lagios family have been personally responsible for a number of wars and genocides in the Balkans and Eastern Mediterranean.

*Lovely people.
People?*

Once in North America, they settled in Virginia and got into the slave trade, which is a pretty smart move for creatures who feed on despair. On a personal note, this also means that these bastards probably not only preyed on but actually owned some of my ancestors.

But I digress.

Once slavery was abolished in North America (during a conflict in which they no doubt sold arms to both sides), they settled in Baltimore

(in the east of the city, in a neighborhood now called Greektown) and got into two businesses: vice and initiating economic disasters. They're amazingly proficient at arranging for companies to collapse then wallowing in the misery that results. On top of that, some of the corner bars in working-class neighborhoods are fronts for the Lagios family, where they encourage people (many newly out-of-work) to drown their sorrows in booze and cigarettes; the resulting addictions are more avenues of attack they take advantage of.

If that weren't enough, some of the Lagios are skilled in the sex trade. For those that feed on lust (and there are a few), the connection is obvious; however, they frequently specifically target patrons with families. I'm told the misery of a man who's lost his family because of sex addiction and frequenting prostitutes can keep a Lagios well-fed for weeks.

So, if you're looking for a Lagios White Court vampire, look at the bank that closes down a sure-thing deal that would have saved five hundred jobs, look at the neighborhood bars where the out-of-work drink their unemployment checks and wonder what happened to their dignity, look at the brothels where the johns weep over photos of their wives and children after being serviced.

The current head of House Lagios is Vasiliki Lagios (see page 373). Born in Richmond in 1823, he rose to leadership several years after the U.S. Civil War. He guided the family through very troubled times, establishing it in its new hunting grounds in Baltimore.

House Lagios claims that they had nothing to do with Old Man Montrose's recent demise. And they are closely monitoring the tense standoff over the ley line. They're unlikely to do anything rash; Lagios is nothing if not patient.

Alexandra Lagios (see page 373), Vasiliki's niece, has other ideas. She wants to take much more decisive action, whether it's moving against the White Council in its new weak state, aggressively seeking out prey by infiltrating the prison system and other institutions, or even making an overt play for the ley line. She's growing impatient with Vasiliki's leadership and is gathering her strength.

The city's aspect of CONFLICTING IDENTITIES is well defined by the different leadership styles of Vasiliki and Alexandra Lagios.

*"Damocles Ravenborn?"
You're kidding, right? OK, I'll read on, but I'm not buying it.*

At least it's a step up from the slave trade.

DEPENDS ON WHO YOU ASK.

Don't get distracted playing misery poker here; they're no less the malignant tumor in human society now than they were in 1861.

Nevermore/Baltimore

How many Little Folk would a single ghouf have to eat in a day?

THINK POPCORN. Okay, ew. Just ... ew.

Who sponsored
Gilgamesh in
signing the
Accords?

I'M SURE MAB
WOULD NEVER
SHOW ANYONE
THE PAPERWORK,
BUT SHE'D ASSURE
ANYONE WHO
ASKS THAT IT'S
ALL NICE AND
LEGAL. I'D BET
GOOD MONEY
THAT MAB
HERSELF SIGNED,
AND THE WEAK
RED COURT
PRESENCE MAY
HAVE BEEN
LOOKING FOR
AN ALLY. THE
THIRD—YOUR
GUESS IS AS
GOOD AS MINE.

OF COURSE,
WHILE I'LL
ALWAYS ROOT
FOR ANYONE
FIGHTING GHOULS,
SUMMER'S
MOTIVES ARE
HARDLY PURE
AND ALTRUISTIC.
THEY'RE AFTER
THE POWER
OF THE LEY
LINE, JUST LIKE
EVERYONE
ELSE IN TOWN,
AND IT JUST
HAPPENS THAT
THE GHOULS
SIT ON ONE OF
THE IMPORTANT
BRANCHES OF IT.

THE FAE

The Faerie Queens and Ladies themselves had little personal interest in Baltimore until about a year ago; Summer's border-skirmishing with the ghouls has become a war, and now both courts are paying quite close attention.

Baltimore is a city with big parks and lots of access to the water. Consequently, the Little Folk love this town. Hundreds of pixies, sprites, brownies, minor water spirits, and others reside all over the city. Once in a while, even a selkie or two will show up, but they're not crazy about the warm water.

Other than the Little Folk, there aren't many permanent fae residents of Baltimore. However, as was mentioned earlier, Summer is currently waging open, if limited, war against the Freehold of Gilgamesh (see below). The reasons the war started are unclear, but Summer claims to be acting to defend the Little Folk wyldfae the ghouls prey upon, and they (justifiably) accuse Winter of quietly supporting the ghouls.

UH...DO YOU NEED A REASON?
THEY'RE FREAKING
GHOULS. KILL THEM.
KILL THEM WITH FIRE.

They signed the Unseelie Accords, Harry.
You don't just go around incinerating
signatories to the Accords; you'll cause...
Oh, wait, it's YOU. I keep forgetting.



This very low-intensity conflict went on for years, as faerie beings met ghouls in combat in lonely alleys and isolated greenways every few months. Last year, things took a turn for the more serious when two events occurred: the founding of Gilgamesh's Freehold, and the discovery of a portal to the Nevernever. These changed matters considerably.

When Gilgamesh, the ghouf king in Baltimore, signed the Unseelie Accords as a Freeholding Lord, the Summer Court had to dramatically change their stance. Now that he's a respectable citizen in the supernatural order of things, Gilgamesh is getting subtle support from Winter in his war against Summer. This has made the ghouls' raids into the Nevernever far more threatening to Summer, and the ghouls always seem to know when Summer is about to strike them.

The second game-changer was the discovery of a portal to the Nevernever in the tunnels between Federal Hill Park and Fort McHenry. Now equipped with a means of striking directly at each others' home turf, the war has picked up in intensity. The Summer Court uses the portal to launch surprise attacks into the ghouls' tunnels, hoping to end their threat once and for all; they rely mainly on companies of doughty gnomes, experienced at underground warfare.

The fae are yet another part of the city that's ON THE BRINK.

GHOUF CLAN ERESHKIGAL

For two hundred years, Clan Ereshkigal has lived in the tunnels running from Federal Hill to Fort McHenry. As Baltimore grew, the ghouls fed on sailors and drunks around the harbor, as well as the abundant fish and crabs available in the river and nearby Chesapeake Bay. Little Folk wyldfae became some of their favorite snacks.

Clan Ereshkigal is led by a nasty ghouf who calls himself Gilgamesh (in a display of remarkable humility, he claims the title "God-King"—see page 371). As time passed, Gilgamesh realized that their prey were thinning out. Fish and shellfish stocks were dwindling, the number of sailors and poor and homeless was dropping as commerce moved away from the harbor area, and the fae courts were pushing back against hunting the Little Folk; the battles against the Summer fae were not going well. He needed

to do something, or the ghouls under his thrall would turn on each other. He consolidated his power and his clan as much as he could (his people being ruthlessly cruel eating machines, they tend to resist leadership that isn't based on sheer might) and got himself sponsored to sign the Unseelie Accords, formalizing his rule as a Freeholding Lord. This caught the Summer Court off-guard and gave the ghouls some breathing room to regain a bit of their strength.

The other coup Gilgamesh arranged was opening the portal to the Nevernever (the fae claim he merely discovered it, rather than opened it; Gilgamesh claims to have used the power of the ley line and his immense magical talent to open it himself; nobody knows who to believe.) This portal allows the ghouls to strike directly at the Summer Court's power base—although it also allows direct assaults into the ghouls' tunnels.

I DO. NO GHOUl COULD MUSTER
ENOUGH MAGIC TO OPEN A
PORTAL TO THE NEVERNEVER,
LEY LINE OR NO LEY LINE.

I wouldn't be so sure about that.

WELL, THAT'S WHAT I KEEP
TELLING MYSELF.

If Gilgamesh is truthful, and he did really open that portal himself, it would indicate that he possesses growing magical ability; combined with the power of the ley line in their tunnels and the dozens of raging ghouls he can summon to his cause, he is going to be extremely dangerous.

There are more details of Clan Ereshkigal's tunnels under the Federal Hill and Fort McHenry entries in "What's Where in Baltimore."

Like the fae, Clan Ereshkigal is most strongly impacted by Baltimore's threat of ON THE BRINK.

Ereshkigal was the Sumerian deity of the underworld.

So the clan named themselves after the lord of hell? Cute.

No, of course not. The clan named themselves after the **lady** of hell. And I must say, she doesn't deserve her reputation; she's rather charming, really.

THE WHITE COUNCIL

Wizardry in Baltimore is represented mostly by Evan Montrose (page 367); he holds this honor purely by virtue of his old man having kicked off very recently. He may or may not be up to the task; he's only in his mid-twenties, and he's spent the past couple of years in college in Europe and sailing around the Mediterranean. When his father died, he returned to his family's manor in northern Baltimore.

Evan is a well-trained wizard, but highly inexperienced, and he has found himself with a whole lot more responsibility than he'd planned on having at this point in his life. His father was his only surviving blood relative and, as the new head of the Montrose family, it's assumed that he will take on the role of representing the White Council in Baltimore. Evan Montrose has other plans, which may or may not involve figuring out how to arrange all his new responsibilities such that he can return to sailing around the Mediterranean and bumming around prestigious European universities.

With its sudden weakness in the city, the White Council is impacted by Baltimore's theme of DECAY AND CORRUPTION.

HAVING THE
WHITE COUNCIL
BE SO WEAK IN
A MAJOR CITY
COULD BE A
VERY SERIOUS
PROBLEM.
AND IF THE
VAMPIRE WAR
HEATS UP AGAIN,
GOOD LUCK
ON AVOIDING
"RECRUITMENT,"
MONTROSE.

OTHER FACTIONS AND ORGANIZATIONS

A wide variety of other groups are operating in Baltimore; these may actually have more impact on your game than the Big Four above.

THE DUPIN SOCIETY

In the late 19th century, Frederic Alcott—a fan of Edgar Allen Poe who lived in Baltimore—purchased a trunk at an estate auction. The trunk was full of old papers and assorted junk from an obscure literature professor from Franklin & Marshall College, a specialist in early to mid-19th century American popular literature. Alcott examined the papers and discovered that many were written by Poe himself and were as yet unknown to academia. However, they were not the fiction, essays, or literary criticism that Poe was known for; they were a catalogue of real-world supernatural events and entities around Baltimore, Philadelphia, and Richmond. Poe was clued-in, knew an awful lot, and had the good sense not to publish any of it; who would have believed him? The Dupin Society (named

THESE
ARMCHAIR
VENATORI
UMBRORUM
HAVE NO IDEA
HOW FAR IN
OVER THEIR
HEADS THEY
ARE ALREADY.
IF THEY START
GUNNING FOR
ANYTHING,
THEY'RE GOING
TO GET THEIR
TEETH KICKED
IN, WHICH
WOULD BE A
SHAME BECAUSE
THEY'RE A GOOD
RESOURCE.

Nevermore/Baltimore

Incidentally, the members of the group pronounce it "DOO-pin" rather than affect a French pronunciation; apparently they're following the old theater tradition of pronouncing names in the native language of the author.

That's kind of dumb. Philistine.

I really want to form a band called "Russell Carson and the Renegades." With a name like that, we'd cover a lot of Allman Brothers material ...

IF THIS IS TRUE, IT'S SERIOUS STUFF, BILLY. DON'T MAKE LIGHT OF IT.

after the hero of Poe's detective stories) dedicated itself to continuing to observe the supernatural around Baltimore. If you want to know something about the supernatural community in Baltimore, chances are the Dupin Society knows it, or at least knows who you can contact to find out.

The Dupin Society learned a tough lesson right around the turn of the 20th century. They found out about a scourge of Black Court vampires in northeast Baltimore and determined to drive them out of the city. The society was nearly wiped out; Alcott was killed, as were half a dozen of his students and associates. The survivors licked their wounds and decided never to intervene actively again; they would do nothing more than observe and record. They're good at this; if a person or event in Baltimore has a supernatural angle to it, chances are the Dupin Society knows about it.

Currently, the Dupin Society consists of around two dozen Baltimoreans from all walks of life, and most—if not all—have no supernatural talents of their own. Its director is Paul Mackey (page 384), who works as a curator at the Edgar Allen Poe House and Museum. The society poses as a literary discussion group; its true nature is kept secret.

Some members are questioning the society's firm policy of nonintervention, the most vocal of which is John Vastolo. They point to the success of "Lizard" Gibbs and his cohorts (see "Individuals," below) in slaying a White Court vampire, and they argue for taking a more militant line against supernaturals that prey on mortals. Others argue that they are not trained or equipped to do so, and that they should simply continue to observe and record. The society clearly embodies the theme of **CONFLICTING IDENTITIES**.

The Dupin Society does not enjoy a terribly warm relationship with Evan Montrose, the Montrose family, or other Baltimore wizards. It's personal—we'll discuss this more later.

RUSSELL CARSON'S RENEGADES

The White Council is not universally respected among wizarding and spellcasting circles. Most wizards who defy it outright wind up dead or repentant; Russell Carson is a talented thaumat-
urgist who thinks he can beat the odds.

Carson is, not to put too fine a point on it, an unrepentant and amoral megalomaniac. He wants power, but—ironically—on a small scale. He recruits followers from Baltimore's supernatural community, especially (though not exclusively) attractive young women, and teaches them spellcasting. He has quite a little following of hedge wizards, kitchen witches, and dangerously undertrained real talents around Baltimore. A classic cult leader, the attraction for him is the devotion these followers pay to him, more than any practical trouble they can make. But woe be to him, and to them all, when someone (maybe Carson himself) gets a taste for something bigger.

He's more or less stayed under the White Council's radar so far, but he's violated a couple of the Laws of Magic more than a few times; it's only a matter of time before a Warden needs to deal with him. The only question is whether this is before or after he gets any of his fellow renegades or innocent bystanders killed.

THE BALTIMORE POLICE DEPARTMENT

The Baltimore City Police are pretty typical for a big city police department with high crime rates. Baltimore cops are smart, tough customers—people you'd definitely rather have on your side than working against you.

Unfortunately, when you're clued-in to the supernatural world and engage in activities that get exciting, you're bound to come up against them from time to time. There are a lot of reasons for this.

First, people like the Alphas and Harry Dresdens of the world tend to get into their share of scrapes against the bad guys. Keep in mind that knowing a spell or two or being able to change into a wolf doesn't mean that vigilantism is suddenly legal. If you bust some bad-guy heads in a dark alley, you're a likely bad guy, too—at least according to the law.

Next, given that cops are fallible human beings, some give in to the temptation of corruption. That's not to excuse it; it's just the way it is. Some of this corrupting influence comes from Baltimore's supernatural community (although, of course, the cops on the take don't know that.) The bars that Lagios run never get audited or inspected too hard. Funny how that works.

Third, there are some cops who are either under the control of supernatural powers

outright, or are themselves supernatural entities. Over the past hundred years, more than one prison guard at the city lockup (yeah, they're not cops, but go with me here) has been a White Court vampire, feasting on the despair of the prisoners. In fact, a faction within House Lagios has recently pushed to pursue this avenue of attack much more aggressively, advocating attempting a complete takeover of entire divisions within the department and the prison system.

The vast majority of cops are completely unaware of the supernatural beyond their own religious beliefs, and they would actively scoff at the notion. A handful, however, have seen a bit too much to continue ignoring it.

Sgt. Jim Flanagan (page 376) is a patrol commander of the BPD Marine Unit. He pilots a small patrol boat (crew of three, total) on the Patapsco River. He's seen weird stuff at Fort Carroll, knows there's something out there, but has the good sense not to raise too much of a fuss about it.

Officer Leslie Vastolo and her partner Officer Luis Mirabal (page 376) have been on the beat in East Baltimore for several years and have managed to survive, and even win, a few encounters with ghouls and vampires. Officer Vastolo's uncle John is a member of the Dupin Society; he has funneled useful information to her, information which has kept her and her partner alive in the dark corners of Baltimore.

HOUSES OF WORSHIP

The Roman Catholic Church has been strong in Baltimore for nearly four hundred years. The Maryland colony was founded as a refuge for Catholics from the UK, so it makes sense that the oldest cathedral in the United States is in Baltimore.

The Archdiocese of Baltimore does not officially acknowledge the existence of magic or supernatural creatures beyond the Almighty, angels, and the Prince of Darkness. If you press them they might quietly say something about demons but then stumble over themselves to say, almost as if embarrassed, that most "possessions" are nothing more than the manifestation of deep psychological problems.

WHICH IS, OF COURSE, WHY
THEY HAVE AN OFFICIAL OFFICE
CALLED "EXORCIST." RIGHT.

However, when mortals are in need of physical protection from things that go bump in the night, the one they want to talk to is Sister Peter Ann Doran (page 377), who is one of the caretakers at the Basilica of the Assumption. There's a safe house on site, a virtually impenetrable fortress in supernatural terms. If you're in trouble with things beyond mortal jurisdiction, this is a good place to be.

Of course, the Catholics don't have a monopoly on this sort of thing, even if they have the best P.R. on the subject. In addition to Sister Ann, there are at least three other good people, representing a variety of faiths, who can help you if you find yourself on the losing end of spiritual warfare: Rabbi Ben Greenstone at Temple Beth Israel, Reverend Isaiah Smith of the St. James AME Church, and Imam Jamil al-Islam of the Islamic Center of Baltimore. The four regularly exchange notes on supernatural goings-on around the city. All four of them have personal courage way above their weight class and have spread the word that their houses of worship are available as refuge for people in trouble.

INDIVIDUALS

Here's a list of important people in Baltimore; some would work out well as PCs, some will be opposition, and some could serve as allies if the PCs play their cards right.

EVAN MONTROSE

Suggested player character!

Educated in magic by his father and in mundane matters by the finest Baltimore prep schools and European colleges, Evan Montrose's hope of spending a few post-Oxford years sailing with his best friends Maya McKenzie and "Biff" Abernathy (see below) was interrupted by his father's mysterious death. He's returned to the manor (see page 393) as a well-trained wizard of the White Council, but lacking the seasoning to go with his power. The Wardens want to recruit him, but he's managed to evade their attempts thus far. Evan is meticulous, detail-oriented, and a bit of a neat freak. Despite his tendency toward indulging his playboy side, he never does anything without a plan.

Evan's father changed his family name from Montresor after "that bastard Poe" (as Evan's grandfather wrote in his journal—and remember how long-lived wizards are) wrote

Davian only put Trouble lines into the stat blocks of the PCs and probable enemies. That's probably OK for now—if one of the other NPCs unexpectedly becomes an important antagonist the GM can add one.

EVAN MONTROSE

HIGH CONCEPT:

YOUNG WHITE COUNCIL WIZARD

TROUBLE: IN OVER MY HEAD

OTHER ASPECTS: HEIR TO MONTROSE;

PRECISION IS EVERYTHING; HERE'S THE PLAN;

HAIL HAIL THE GANG'S ALL HERE;

I'D RATHER NOT BE A WARDEN, THANKS

SKILLS

Alertness: Average (+1)

Athletics: Average (+1)

Contacts: Good (+3)

Conviction: Good (+3)

Craftsmanship: Average (+1)

Discipline: Great (+4)

Deceit: Average (+1)

Empathy: Average (+1)

Endurance: Fair (+2)

Lore: Fair (+2)

Presence: Fair (+2)

Rapport: Good (+3)

Resources: Great (+4)

Scholarship: Fair (+2)

POWERS

Evocation [-3]

Thaumaturgy [-3]

The Sight [-1]

Soulgaze [+0]

Wizard's Constitution [+0]

NOTES

Evan is a capable wizard, mustering 3 shifts of well-controlled effects easily, 4 shifts if we're talking the air element, and more if he pushes himself. He acts at Average initiative in a fight.

SPECIALIZATIONS

Evocation: Elements (Air, Water, Spirit); Control (Air +1)

Thaumaturgy: Control (Wards +1)

ROTE SPELLS

Bise (Air maneuver, four shifts): Creates a very strong wind lasting a moment; this is useful for filling a sail with wind, dispersing toxic fumes, or altering wind away from a predator. If Montrose needs more power or finer control, the effect is much briefer. Montrose must have his staff to cast this rote spell.

Bricolage (Air block, three shifts): Creates a three-foot-diameter wall of wind. Montrose does not need his staff to cast this rote; he developed it for use in emergencies, such as the time when a palm crashed through the roof of his bungalow during a downpour on Crete...

Javelot (Force attack, four shifts): Launches a spear of force at a target. Evan requires the use of his copper rod to cast this rote.

FŒUS ITEMS

Oak Staff (defensive power +1 for air)

Quartz Pendant (complexity +1 for wards)

Copper Rod (offensive power +1 for air and spirit)

STRESS

Mental 0000 **Physical** 000 **Social** 000

TOTAL REFRESH COST: -7

HEY, BIFF AND EVAN BOTH HAVE "HAIL HAIL THE GANG'S ALL HERE" AS AN ASPECT. THAT'S GOT TO HAVE SOME SORT OF SPECIAL EFFECT, YEAH?

Maya has it too, and it certainly does; it's a license to print fate points, as well as to spend them. The characters can invoke it when they need to be there for each other, and the GM can compel it to send one into trouble after another. And because they all have it, it doesn't matter who's in trouble first; it just works.



"The Cask of Amontillado." It's essentially an exposé of the excesses and crimes of (at least) one member of the Montresor family. If you haven't read it, go read it. Yeah, right now. It's not long, it's free on the Web, and it'll take you about ten minutes. I'll wait.

Whether or not Montresor was a few bricks shy of a load (ha!), you can understand the family's unhappiness with Poe. Yeah, Montresor was Evan's grandfather, or maybe great-grandfather. Evan doesn't quite believe that "Amontillado" was literally true; he has no idea that he has literal skeletons cluttering his house's basement. That said, he carries on his family's resentment of Poe and, by extension, the Dupin Society.

Evan knows that he can completely trust Wellington, his personal aide. Biff Abernathy is living in the servant's quarters in his estate, and Maya McKenzie is a frequent visitor.

BIFF ABERNATHY

Suggested player character!

Biff, or Mortimer Louis Abernathy III as he was christened, met Evan Montrose when the two were classmates at Baltimore's most prestigious preschool. Their first day, little Mortimer decked Evan in an argument over a set of building blocks. Through his tears, all Evan could do was point at his attacker and say "Biff!" Whether Evan referred to the child or the action, the name stuck and the two became fast friends.

Biff's interests were more athletic than Evan's; Biff was a jock through school and is still quite the athlete. He's an outstanding soccer and rugby player, as well as an accomplished martial artist—he's especially skilled at Krav Maga (a form devised by the Israeli Defense Forces), leading to a great deal of speculation about just how he spent that semester abroad. He has an undeserved reputation as a dumb jock. He's in a long-term but tempestuous relationship with Maya McKenzie (see below); he, she, and Evan are a more or less inseparable trio.

When Evan returned from Europe, Biff (and Maya) came with him. Despite being a trust fund kid wealthy beyond most people's wildest imagination, Biff moved into Evan's house, living rent-free in the servants' quarters.

Evan's supernatural opponents often make the mistake of underestimating Biff, who knows his way around a fight.

BIFF ABERNATHY

HIGH CONCEPT: TRUST FUND JOCK

TROUBLE: "SORRY, MOUSE," SAID MAYA'S

STEADY BOYFRIEND

OTHER ASPECTS: DUMB LUCK; KRAV MAGA;

MORTIMER LOUIS ABERNATHY III;

HAIL HAIL THE GANG'S ALL HERE;

PLAYS THE DUMB JOCK

SKILLS

Alertness: Fair (+2)

Athletics: Great (+4)

Contacts: Average (+1)

Discipline: Fair (+2)

Driving: Average (+1)

Endurance: Good (+3)

Fists: Superb (+5)

Guns: Average (+1)

Might: Good (+3)

Rapport: Fair (+2)

Resources: Great (+4)

Scholarship: Average (+1)

Weapons: Average (+1)

STUNTS

Martial Artist (Fists): This enables

Abernathy to make assessments and declarations related to fighting styles and fighting culture using his Fists skill.

Lethal Weapon (Fists): When using Fists

to strike an unarmored opponent, Abernathy gains +2 to damage on a successful hit.

Redirected Force (Fists): When using

Fists to defend against a close-combat attack, Abernathy may sacrifice his next action to use that successful defense as a maneuver, placing a temporary aspect such as THROWN TO THE GROUND OR TAKEN OFF BALANCE on the attacker.

STRESS

Mental ○○ **Physical** ○○○○ **Social** ○○

NOTES

Fair initiative, Superb attacks and Great to Superb defense. His fists count as

Weapon:2 against opponents without any armor, and his defensive moves often leave a surprised foe on his ass.

TOTAL REFRESH COST: -1 (Pure Mortal)

*varian, do
you know
about the
skeletons for
true fact,
or is this an
embellishment
for the
sake of the
campaign
setting?*

*you're not
going to tell
me, are you.*

Not to be confused with Harry's dog!

MAYA "MOUSE" MCKENZIE

HIGH CONCEPT:

INSATIABLY CURIOUS WERE-MOUSE

TROUBLE: "BIFF, YOU JERK!" SAID BIFF'S STEADY GIRLFRIEND

OTHER ASPECTS: QUIET AS A MOUSE;
I REMEMBER WHERE I CAME FROM;
LOCKED OR UNLOCKED, IT'S ALL THE SAME TO ME; HAIL HAIL THE GANG'S ALL HERE;
UNCOMMON SENSE

SKILLS

Alertness: Good (+3)

Athletics: Fair (+2)

Burglary: Fair (+2)

Deceit: Average (+1)

Driving: Average (+1)

Empathy: Great (+4)

Endurance: Fair (+2)

Investigation: Great (+4)

Lore: Good (+3)

Presence: Average (+1)

Rapport: Average (+1)

Scholarship: Fair (+2)

Stealth: Good (+3)

Survival: Average (+1)

Does this person actually exist? The ability to change into a mouse yet still retain her human faculties is an incredibly impressive feat—and not without risks.

STUNTS

Listening (Investigation): Maya gains a +4 on her Investigation roll when Listening, but her Alertness drops to Terrible while doing so, due to the exclusion of her other senses.

POWERS

Beast Change [-1]

Echoes of the Beast [-1]

Diminutive Size [-1]

STRESS

Mental ○○ **Physical** ○○○ **Social** ○○○

NOTES

Maya technically has Human Form, but since all that gets her is a 1 point power (Diminutive Size), she doesn't get the Human Form bonus. When in mouse form, her Stealth is at least Good and boosted to Epic thanks to her size; she also gets a +2 bonus to Alertness and Investigation to notice small details. She tends to "mouse out" and run away from fights; Good initiative and Fair defense. Her physical stress track drops by 1 box when in mouse form.

TOTAL REFRESH COST: -4

MAYA MCKENZIE

Suggested player character!

Maya McKenzie met Biff and Evan as a pre-teen at their prep school. Maya was on scholarship at a school of very wealthy people; a trailer park kid among the trust fund crowd, she quickly learned how not to attract attention to herself. One day in ninth grade, Biff Abernathy finally noticed her, mentioning that she was "Quiet as a mouse." He's been calling her Mouse ever since. She thinks of him as her steady boyfriend, but the relationship runs hot and cold depending on how much of a jerk he seems to be in a given month, but her platonic friendship with Evan Montrose, based on their magical talents, has been more consistent.

Maya's mother was a shapeshifter of moderate talent, and when she noticed that Maya's obsession with going unnoticed was a precursor to a similar talent, she trained Maya in the art. Already a small woman, Maya quickly gained the ability to transform herself into a tiny white-footed mouse. Maya used this ability not only to avoid notice where necessary (although leaving behind her clothing prevented frequent use at school), but to use it strategically to gather sensitive information on others: first, her classmates, then teachers who were up to non-approved activity, then getting the dirt on outright criminals in the community. Evan has warned her that her crusading will get her into trouble someday, but now that he's the White Council representative in Baltimore he finds himself relying on Maya regularly.



WELLINGTON

Motivation: I will serve Montrose to the best of my ability.

Face of: The Montrose Estate (page 393)

Wellington is actually an ogre in the guise of a human—a creature of Faerie, bound to serve the Montrose Family. While he is somewhat dry in his wit, his loyalty is absolute. Unfortunately, most of the Secrets of the House are things he has been bound not to reveal, so he can be frustratingly unhelpful when it comes to providing information. He currently serves as aide to Evan Montrose.

Wellington is house-bound due to an old pact; he simply can't leave the estate (if he's forced out of the estate, he's automatically compelled into uselessness). He's also a bit of a runt, lacking the Hulking Size of his ogre brethren. He's unable to talk about whether this is a natural issue or a side-effect of the ancient Montrose pact he's part of.

GILGAMESH

Motivation: The power of the ley line will fuel our clan's glorious victory!

Face of: Federal Hill Park (page 389)

Gilgamesh has been the self-styled "God-King" of the Ereshkigal ghoulish clan for about two hundred years, and just a year ago became a recognized Freeholding Lord and signatory of the Unseelie Accords. Vicious and cunning, Gilgamesh leads the clan with remarkable political skill; he knows when (and how) to negotiate, and when to tear his adversary limb from limb, which he can do without a thought—he's freaking huge. His size makes it tough for him to blend in among mortal humans, so he tends to avoid being seen outside in daylight.

Gilgamesh is possibly the single most dangerous creature in Baltimore, and that includes the Black Court vamps in town. He lusts after the power of the ley line, knowing that he can use it to power his own spellcasting (assuming he has real power, that is) or can use it as a bargaining chip to gain concessions from other supernatural players.

WELLINGTON

HIGH CONCEPT:

SUMMER COURT OGRE BUTLER

OTHER ASPECTS:

UNABLE TO LEAVE THE ESTATE;

"I AM BY NO MEANS AN EXPERT, SIR, BUT...";

BOUND BY A SECRET PACT

SKILLS

Alertness: Good (+3)

Conviction: Good (+3)

Discipline: Great (+4)

Empathy: Good (+3)

Endurance: Good (+3)

Fists: Fair (+2)

Might: Fair (+2)

Presence: Superb (+5)

Scholarship: Good (+3)

Weapons: Great (+4)

Most other skills default to Fair or Average.

HE'S LIKE
REGINALD
JEEVES. IF
JEEVES WAS
AN OGRE.

POWERS

Glamours [-2]

Human Guise [-0]

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 harm.

STRESS

Mental OOOO

Social OOOO, +1 mild consequence

Physical OOOO(OOOO), **Armor:** 2
immune to magic

NOTES

Wellington has Good initiative, **Weapon:** 2 strength, Great skill with a club (though he'll usually pick up a piece of furniture to do the job), Fair skill with his bare hands, and a Fair facility for Glamours. He's also utterly unflappable.

TOTAL REFRESH COST: -10

GILGAMESH

HIGH CONCEPT: GHOUL TYRANT

TROUBLE: WIZARDS AND VAMPIRES AND FAERIES
IN MY WAY

OTHER ASPECTS: GILGAMESH THE GOD-KING;
POLITICIAN AMONG THUGS; TOO CLEVER BY
HALF

SKILLS

Alertness: Good (+3)

Athletics: Great (+4)

Endurance: Good (+3)

Fists: Great (+4)

Intimidation: Good (+3)

Presence: Superb (+5)

Conviction: Fair (+2)

Might: Good (+3)

Weapons: Great (+4)

Discipline: Fair (+2)

Most other skills default to Mediocre, with
any physical ones defaulting to Fair.

POWERS

Claws [-1]

Human Guise [+0]

Hulking Size [-2]

Ritual [-2] – possibly?

Worldwalker [-2] – possibly?

Feeding Dependency (Meat) [+1], affecting:

Supernatural Strength [-4]

Inhuman Speed [-2]

Inhuman Toughness [-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., decap-
itation), it's not something they come back
from.

STRESS

Mental ○○○ **Hunger** ○○○

Physical ○○○○○○(○○), **Armor:** 1

Social ○○○○, additional mild consequence

NOTES

Epic initiative, Great attack, Superb defense,
and **Weapon:5** strength & claws. Not
someone to mess with.

TOTAL REFRESH COST: -12, possibly as
much as -16 if his claims of spellcasting and
opening portals to the Nevernever are true.

*Holy crap, I need to check with
Davarian and make sure this is
accurate! Maybe we should
steer clear of Baltimore with
our "outreach" program...*

VASILIKI LAGIOS

HIGH CONCEPT: WHITE COURT PATRIARCH

TROUBLE: DISLOYAL SUBORDINATES

OTHER ASPECTS: PATIENCE IS USUALLY A VIRTUE;
RUTHLESS PREDATOR

SKILLS

Alertness: Fair (+2)

Athletics: Good (+3)

Contacts: Great (+4)

Conviction: Good (+3)

Deceit: Great (+4)

Discipline: Superb (+5)

Endurance: Good (+3)

Empathy: Superb (+5)

Investigation: Fair (+2)

Lore: Fair (+2)

Presence: Great (+4)

Resources: Great (+4)

Scholarship: Fair (+2)

Weapons: Good (+3)

Most other skills default to Fair or Mediocre.

STUNTS

Social Graces (Empathy): When determining initiative
in a social conflict, +2 to Empathy.

The Weight of Reputation (Presence): Vasiliki may
use his Presence instead of Intimidation to scare
someone, provided the target knows of his "rep."

Filthy Lucre (Resources): +2 to Resources whenever
using it for illicit purposes.

POWERS

Emotional Vampire [-1]

Human Guise [+0]

Incite Emotion (Despair; Lasting Emotion, At Range) [-3]

Feeding Dependency [+1] affecting the following
powers

Inhuman Strength [-2]

Inhuman Speed [-2]

Inhuman Recovery [-2]

The Catch [+0] is True Hope.

STRESS

Mental ○○○○ **Physical** ○○○○ **Social** ○○○○

Hunger ○○○○, extra mild consequence

NOTES

A powerful WCV in masterful control of his appetites.
Fantastic initiative, and he favors using a knife in a fight,
with Good skill. Great defense, **Weapon:2** strength.
He can also inflict despair as a **Weapon:2** mental
stress attack using Great Deceit, up to a zone away—if
possible, he'll prefer to make his opponent give up the
fight and lay down to die. But his real arena of choice is
in a social conflict.

TOTAL REFRESH COST: -12

VASILIKI LAGIOS

Motivation: I will protect the standing of the Lagios family at any cost.

Face of: city theme of DECAY AND CORRUPTION (page 362)

Born in Richmond in 1823, Vasiliki rose to lead House Lagios a few years after the U.S. Civil War. He is a supreme politician and has guided the family successfully to a comfortable stability, fending off challenges from several rivals over the years. He's a conservative strategist, very risk-averse, and is content to execute plans that take decades to show fruit. He's also extremely careful and is watching the schemes and machinations of his niece Alexandra with a wary eye. Vasiliki has no regular haunts; he frequents any of two or three dozen bars and cafes across eastern Baltimore and conducts business wherever suits him at the moment.

ALEXANDRA LAGIOS

Motivation: I will lead House Lagios to triumph.

Face of: city threat ON THE BRINK (page 362)

Alexandra was born in Baltimore in 1973. She's grown impatient with her uncle Vasiliki's conservative leadership; she believes that they can improve their position by aggressively seeking new prey in new situations. It was Alexandra who recruited corrections officers at the Maryland State Correctional Facility to allow the White Court to feed there. She also established the brothel at The Mantis Club in Fell's Point, providing prey for those clan members who prefer lust to despair; this may include herself, for the despair she can inspire is mixed with a healthy amount of lust. She has made a few key alliances within the family and may make a play to take over the family leadership.

DAMOCLES RAVENBORN

Motivation: Montrose WILL take me seriously.

Face of: city threat ON THE BRINK (page 362)

Damocles Ravenborn leads a half-dozen strong gang of Red Court vampires in Baltimore. Prior to the Vampire War, he was intimidated by Old Man Montrose into keeping a very low profile. Once the war started, they stayed out of the way (nobody believes he was capable of killing Evan's father, but you never know...). Now that the Old Man is dead, Ravenborn

ALEXANDRA LAGIOS

HIGH CONCEPT:

CHARISMATIC WHITE COURT UPSTART

TROUBLE:

VASILIKI KNOWS I'M MOVING AGAINST HIM

OTHER ASPECTS:

WHY PUT OFF UNTIL TOMORROW

SKILLS

Alertness: Good (+3)

Athletics: Great (+4)

Burglary: Fair (+2)

Contacts: Good (+3)

Conviction: Fair (+2)

Deceit: Superb (+5)

Discipline: Average (+1)

Endurance: Average (+1)

Guns: Fair (+2)

Intimidation: Average (+1)

Investigation: Average (+1)

Presence: Good (+3)

Rapport: Great (+4)

Resources: Fair (+2)

Stealth: Average (+1)

STUNTS

Sex Appeal (Rapport): She receives a +2 to the roll on any seduction attempts she makes with Rapport vs. someone who could be receptive to her advances.

POWERS

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 000 **Physical** 000

Social 0000 **Hunger** 000

NOTES

Epic initiative, Superb defense, but not much of a fighter. She's a Fair shot with a gun, but if she can get up close and personal (the same zone), she can inflict a **Weapon:2** mental stress attack with her Superb Deceit, with consequences manifesting as despair.

TOTAL REFRESH COST: -9

nevermore/Baltimore

I know I'm going to regret asking this, but: **Evernight?**

IT'S A LARP SYSTEM. THOMAS CAN TELL YOU ABOUT IT.

Thomas plays? Do you think he could get me into a game?

DAMOCLES RAVENBORN

HIGH CONCEPT:

ACTUALLY RED COURT, BUT STILL A POSER

TROUBLE:

BONE TO PICK WITH MONTROSE

OTHER ASPECTS:

BULLY; FOLDS UNDER PRESSURE

SKILLS

Alertness: Fair (+2)

Athletics: Fair (+2)

Discipline: Fair (+2)

Endurance: Fair (+2)

Intimidation: Good (+3)

Performance: Good (+3)

Stealth: Average (+1)

Weapons: Average (+1)

Most other skills default to Mediocre.

OKAY, SOMEONE
NEEDS TO EXPLAIN
TO THIS GUY THAT
IF YOU SIMULTA-
NEOUSLY CARRY
A KATANA & WEAR
A TRENCHCOAT,
YOU'RE A DORK.
YOU HAVE TO
PICK ONE!

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]

Inhuman Speed [-2]

Inhuman Recovery [-2]

Inhuman Toughness [-2]

The Catch [+2] is sunlight, holy stuff; armor
doesn't protect belly.

STRESS

Mental ○○ Physical ○○○(○○), Armor:1
Social ○○ Hunger ○○○

NOTES

Fantastic initiative, Mediocre to Average attacks (with a katana!), Good defense. Can do physical stress with **Weapon:3** strength & claws (or **Weapon:4** strength & katana), or set aside the weapon bonus to make it a mental stress attack with his narcotic saliva. It's said that Damocles often licks the flat of his sword blade to deliver the venom, but he's the kind of idiot who might end up cutting off his tongue by accident if he did that.

TOTAL REFRESH COST: -10

is ready to assert his strength against Evan Montrose and the rest of Baltimore.

Baltimore needn't worry too much. Damocles Ravenborn is the ultimate goth vampire LARP poser, like he's perpetually playing **EVERNIGHT**—right down to the sunglasses, trenchcoat, and katana.

A classic bully, Damocles is quickly intimidated by anyone who stands up to him, which is how Old Man Montrose kept him in check so easily. But he does hold a grudge.

Even though he's a poser, as an actual Red Court vampire, Damocles can still be dangerous—the same way a toddler with a gun can still kill people. The trick with Damocles is to show him who's the boss early on and to make it about something other than fighting. Personally, I'm nursing a theory that someone turned him as a way of getting rid of him—folks will only let a rabid mutt run wild for so long.

FRANK WALKER

Motivation: I just want to do my job.

Face of: The Fall Line (page 389)

Anyone who wants to know about the Fall Line in Baltimore should talk to Frank Walker, a senior surveyor and civil engineer working for the City of Baltimore. He is the recognized local expert in matters of hydrology, land use, and structural planning for the parts of Baltimore along the Fall Line. Although well into his forties, he may be coming into some latent hydromancy talent.

With that talent, Frank is more of an engineer than anything. He plans things out carefully, then executes—and he's at best half-aware that some of what he pulls off is magic. Not the sort of guy who gets into a fight.

Walker is married to Janet Walker, a Park Ranger at Fort McHenry. His brother Scott works for the city water authority.

THIS SORT OF THING, WHERE
SOMEONE DOESN'T REALIZE
THAT THEIR "KNACK" IS
ACTUALLY A MAGICAL
TALENT, HAPPENS MORE
OFTEN THAN YOU'D THINK.
IF THAT PERSON'S LUCKY, IT
NEVER BECOMES A PROBLEM.

PARK RANGER JANET WALKER

Motivation: My park will be a safe place.

Face of: Fort McHenry (page 389)

Ranger Walker (and yes, she's tired of the Chuck Norris jokes, so don't make them) works almost every day at Fort McHenry National Monument, showing tourists the grounds and making sure everything is maintained to exacting standards. She's seen what some other employees and visitors call the ghosts on the walls, but her rationalist sensibilities won't acknowledge them. She does not tolerate speculation of ghosts from her staff and discourages them from even mentioning it to the tourists, believing it will turn the national monument into a laughingstock.

Ranger Walker is married to Frank Walker, a Baltimore city engineer.

FRANK WALKER

HIGH CONCEPT:

BUDDING HYDROMANCER/CIVIL ENGINEER

SKILLS

Contacts: Good (+3)

Conviction: Good (+3)

Discipline: Fair (+2)

Lore: Fair (+2)

Resources: Fair (+2)

Scholarship: Great (+4)

Most other skills default to Average or Mediocre.

STUNTS

Scientist (civil engineer, Scholarship): +1 to all rolls dealing with civil engineering, local Baltimore geology, or related topics.

POWERS

Ritual (Hydromancy) [-2]

The Sight [-1] (visions tend to manifest in terms of hydrodynamics: ethereal liquids, flows of power)

STRESS

Mental OOOO Physical OO Social OO

FOCUS ITEMS

A high-quality antique slide rule (+1 complexity and +1 power for hydromantic rituals)

NOTES

Frank hasn't developed the ability to use his hydromantic talents in a fast, evocation style, but he might pick up Channeling (Water) at some point if he does.

TOTAL REFRESH COST: -4

JANET WALKER

HIGH CONCEPT: SKEPTICAL PARK RANGER

SKILLS

Alertness: Great (+4)

Athletics: Fair (+2)

Discipline: Great (+4)

Endurance: Fair (+2)

Guns: Fair (+2)

Investigation: Good (+3)

Lore: Fair (+2)

Presence: Fair (+2)

Scholarship: Good (+3)

Most other skills default to Average or Mediocre.

STUNTS

Paranoid? Probably. (Alertness): Gains +2 to Alertness when rolling against surprise and ambush.

Iron-Willed Disbelief (Discipline): Rooted in her firm disbelief of the supernatural, Janet's mental stress track is determined by her Discipline skill.

STRESS

Mental OOOO Physical OOO Social OOO

NOTES

Great initiative, Fair defense, and a Fair shot with a gun. Her skepticism about the supernatural is both a strength and a weakness.

TOTAL REFRESH COST: o (Pure Mortal)



SERGEANT JIM FLANAGAN

Motivation: I'm cleaning up the river.

Face of: Fort Carroll (page 390)

Sgt. Jim Flanagan, a former Navy petty officer and currently a policeman in Baltimore's Marine unit, often patrols the waters of the Patapsco

SERGEANT JIM FLANAGAN

HIGH CONCEPT: CLUED-IN COP

OTHER ASPECTS: UNTOUCHABLE; RIGHT PLACE AT THE RIGHT TIME

SKILLS

Alertness: Fair (+2)

Athletics: Good (+3)

Conviction: Good (+3)

Deceit: Average (+1)

Empathy: Fair (+2)

Endurance: Great (+4)

Guns: Good (+3)

Investigation: Great (+4)

Presence: Fair (+2)

Rapport: Fair (+2)

Other skills default to Average or Mediocre.

STUNTS

Interrogator (Intimidation): Once per interrogation, Jim can ignore the stress he'd inflict with Intimidation and instead treat the attack as a (successful) Empathy attempt to "read" that target.

Listening (Investigation): Jim gains a +4 on his Investigation roll when Listening, but his Alertness drops to Terrible while doing so.

Quick Eye (Investigation): Jim's first Investigation roll to determine deeper details about a scene is two time increments faster than usual.

Pin Them Down (Guns): When Aiming, the aspect Jim places on the target remains sticky so long as the target does not move out of the zone. Any attempts to leave the zone face an increased border of 1 so long as Jim continues to make Guns attacks against that target.

Too Fast To Hit (Athletics): When making a full defense, Jim takes no penalty for moving one zone and gains an additional +1 to the roll (for a total of +3) when making such a move.

STRESS

Mental ○○○○ **Physical** ○○○○ **Social** ○○○

NOTES

A highly skilled, capable mortal. Fair initiative, Good shot with a gun, Good defense.

TOTAL REFRESH COST: -3 (Pure Mortal)

IS THERE SOME LAW
THAT SAYS CLUED-
IN COPS NEED IRISH
SURNAME?
Keep reading.

River near Fort Carroll (see page 390) in a three-man patrol boat. He and his crew have chased visitors from the island fort many times, often arresting trespassers. In the execution of his duties, he's interrupted more than one arcane ritual. He's been offered bribes from time to time to adjust his patrol route to avoid the fort, but he's always refused. He's seen some weird stuff and suspects that there's something real to it; if Baltimore has a potential Karrin Murphy, it's Flanagan.

PATROL OFFICERS LESLIE VASTOLO AND LUIS MIRABAL

Motivation: Lock and load—let's get 'em.

Face of: city threat ON THE BRINK (page 362)

Officer Leslie Vastolo and her partner Officer Luis Mirabal have the distinction of being the only Baltimore cops known to have killed both a ghoul and a Black Court vampire while on duty. The ghoul was their baptism-by-fire into the existence of the supernatural; the two of them each emptied three clips into one of the bastards, finally taking it down by severing its spine with a lucky shot.

Of course, the department didn't believe their story, and they were both reprimanded for excessive discharge of their sidearms. They've learned not to pass reports of "weird" stuff up the line, and their peers have learned to pass on such reports to them directly.

Vastolo's uncle John (a member of the Dupin society) has begun to pass them useful information, which they've enthusiastically acted on; they both carry wooden nightsticks rather than the composite and plastic varieties (which allowed them to dispatch a Black Court vamp last year) and pack *really big* personal firearms (high-capacity .45 automatics and big shotguns loaded with steel-jacketed slugs) in addition to their department-issue pistols.

They're also willing to take up arms while off-duty, which gives some of the Dupins ideas about taking a more active role in the community.

Both load their personal firearms with *steel-jacketed ammo*, which has a particularly strong impact on certain supernatural creatures.

*These two are going to
get killed, aren't they?*

LESLIE VASTOLO

HIGH CONCEPT: MONSTER HUNTING COP

OTHER ASPECTS: GUNSLINGER

SKILLS

Alertness: Good (+3)

Athletics: Good (+3)

Contacts: Good (+3)

Conviction: Fair (+2)

Guns: Great (+4)

Endurance: Fair (+2)

Investigation: Fair (+2)

Lore: Fair (+2)

Weapons: Fair (+2)

Most other skills default to Average or Mediocre.

STUNTS

Fast Reload (Guns): When Vastolo must reload she takes no penalty when doing it as a supplemental action; if she's in a race to see who reloads first, or anything else having to do with her speed or ability to reload, she gains a +1 on the roll.

On My Toes (Alertness): Gains +2 to Alertness when using it for initiative

I Know Just The Guy (Contacts): When Gathering Information, Vastolo's efforts are at a +1, and are 1 time increment faster.

My Weapon Makes Me Powerful (Discipline): Officer Vastolo gains courage when armed. When in possession of a loaded firearm, Vastolo gains a +3 to Discipline rolls for mental defense.

STRESS

Mental 00 Physical 000 Social 00

NOTES

Fantastic initiative, Great shot, Good defense.

TOTAL REFRESH COST: -2 (Pure Mortal)

LUIS MIRABAL

HIGH CONCEPT: MONSTER HUNTING COP

OTHER ASPECTS: WHEELMAN

SKILLS

Alertness: Good (+3)

Athletics: Fair (+2)

Burglary: Fair (+2)

Conviction: Fair (+2)

Driving: Great (+4)

Guns: Good (+3)

Investigation: Good (+3)

Endurance: Fair (+2)

Weapons: Fair (+2)

Most other skills default to Average or Mediocre.

STUNTS

Corner of My Eye (Alertness): When successfully rolling Alertness passively to pick up on details, Mirabal gains an additional three shifts.

Like the Back of My Hand (Driving):

Mirabal's knack for shortcuts and navigation gives him a +2 to Driving when using it for street knowledge and navigation.

Eat Chrome (Driving): Mirabal is an expert at defensive and offensive driving. He gains +1 to Driving rolls used to attack or block.

On My Toes (Alertness): Gains +2 to Alertness when using it for initiative

STRESS

Mental 000 Physical 000 Social 00

NOTES

Superb initiative, Good shot with a gun, Fair defense.

TOTAL REFRESH COST: -2 (Pure Mortal)

SISTER PETER ANN DORAN

Motivation: Nobody need fear the darkness.

Face of: Basilica of the Assumption (page 394)

Sister Peter Ann Doran OSB is a spry 92-year-old Benedictine nun, and the caretaker of the safe house at the Basilica of the Assumption (see page 394). She's about four foot five, eighty pounds dripping wet, and is never seen without her black habit. Don't let that fool you; I'm told Sister Ann once stopped a demon cold in its tracks with nothing but her battered old Rosary beads and the fierce glare only a nun can deliver. Those of you who went to Catholic school will understand.

SO SHOULD WE JUST CALL HER
SISTER MARY TODA?

Sister Ann has done many things in her career, but her education is in psychology. She spent many years at Johns Hopkins, working as a chaplain and counselor, ministering to terminally ill patients and their families.

Her most important assignment, however, was in prison ministry; it was in ministering to the imprisoned that she met Imam al-Islam and Reverend Smith. Their shared experience working in the Baltimore jails and Maryland prison system convinced the three of them that the supernatural world not only existed but posed a significant danger to mortal humans. And they knew they could do something about it, with God's help. Rabbi Greenstone, also performing prison ministry, joined their group just after Sister Ann's retirement.

When age forced Sister Ann to retire from prison ministry, she was assigned to the Basilica of the Assumption. In retirement on paper only, she now works as hostess for the safe house, providing what comfort and safety she can for anyone seeking sanctuary from things that go bump in the night.

SISTER PETER ANN DORAN

HIGH CONCEPT: NUN IN THE KNOW

OTHER ASPECTS: FAITH THAT MOVES MOUNTAINS;
FRAIL OF BODY, NOT OF HEART

SKILLS

Conviction: Superb (+5)

Discipline: Great (+4)

Empathy: Great (+4)

Lore: Good (+3)

Rapport: Good (+3)

Scholarship: Good (+3)

Most other social and mental skills default to Fair, physical to Mediocre.

STUNTS

Blessed Words (Conviction): Given a proper amount of time to pray to her God, she may lay an aspect upon a scene with a successful Conviction declaration representing the effects of that prayer.

Person of Conviction (Conviction): Sister Ann may use Conviction instead of Presence to determine her social stress capacity.

Withering Glare (Conviction): Nobody can deliver a cringe-inducing glare quite like a nun. Sister Ann can use her Conviction score to intimidate a foe, provided the foe can see her face.

POWERS

Bless This House [-1]

STRESS

Mental OOOO, additional mild consequence
Physical OO

Social OOOO, additional mild consequence

NOTES

While she has no fight-relevant skills, she's still the sort the supernatural steers clear of. The thresholds of the places she calls home are practically unassailable.

TOTAL REFRESH COST: -4

OTHER CLUED-IN PEOPLE OF FAITH

Sister Ann is far from the only holy person actively fighting against the darkness in Baltimore. Below are a few of her allies. All of them share similar motivations with Sister Ann, and each is the face of his own house of worship.

RABBI BENJAMIN GREENSTONE

Rabbi Greenstone is the young leader of Temple Beth Israel, a synagogue in the Belvedere neighborhood just a few blocks from the Washington Monument. Rabbi Greenstone is an outstanding theologian, as well as a former U.S. Army officer. In his Army service, he saw several things that he could not explain and that frightened him to his core. In addition to his work at his synagogue, he began ministering to prisoners and quickly joined with Imam al-Islam and Reverend Smith in their work protecting mortals against the supernatural.

IMAM JAMIL AL-ISLAM

Imam Jamil al-Islam runs the Islamic Center of Baltimore, which is in the west of the city in the Rosemont neighborhood, close to Gwynn Falls Park. He played football at the University of Maryland in the 1970s and was a teammate of Isaiah Smith. The two continue their friendship, their shared vocation to ministry in the prison system, and their commitment to protect the hunted. Under his leadership, the Islamic Center is known as a place where people, Muslim or not, may find refuge and safety.

REVEREND ISAIAH SMITH

Reverend Smith is pastor of St. James AME Church near the East Green. He maintains the imposing stature he had while a defensive lineman at University of Maryland; he also maintains a close friendship with his old teammate Imam Jamil al-Islam. Reverend Smith is a gifted orator; his voice always reminded me of James Earl Jones. Full disclosure: I attended St. James AME while I was growing up, and Reverend Smith was my pastor. I knew he met regularly with an imam, a rabbi, and a nun, but I didn't know why until I got involved with the Alphas.

RABBI GREENSTONE

HIGH CONCEPT: LOREMASTER RABBI

OTHER ASPECTS: THE CHILDREN OF WICKEDNESS WILL NOT AFFLICT US; FORMER ARMY OFFICER

SKILLS

Athletics: Fair (+2)

Conviction: Good (+3)

Discipline: Fair (+2)

Investigation: Good (+3)

Endurance: Fair (+2)

Guns: Fair (+2)

Lore: Great (+4)

Presence: Fair (+2)

Scholarship: Good (+3)

Most other skills default to Average or Mediocre.

STUNTS

Blessed Words (Conviction): Given a proper amount of time to pray to his God, he may lay an aspect upon a scene with a successful Conviction declaration representing the effects of that prayer.

Tower of Faith (Conviction): Provided he gets a chance to pray or otherwise call upon his faith, he gains Armor:1 against any mental stress in a scene.

Occultist (Lore – Demons): Rabbi Greenstone gains a +2 to Lore rolls when performing research related to demons.

POWERS

Guide My Hand [-1]

STRESS

Mental ○○○○ **Physical** ○○○ **Social** ○○○

NOTES

Average initiative, Fair shot with a gun, Fair defense, and some potent prayer-fu. Makes an excellent contact for demonic matters.

TOTAL REFRESH COST: -4

IMAM JAMIL AL-ISLAM

HIGH CONCEPT:

IMAM WHO DEFENDS THE DEFENSELESS

OTHER ASPECTS: THERE IS NO SOUL BUT HATH A GUARDIAN; SANCTUARY!

SKILLS

Athletics: Good (+3)

Conviction: Great (+4)

Discipline: Fair (+2)

Empathy: Good (+3)

Fists: Fair (+2)

Investigation: Fair (+2)

Lore: Average (+1)

Presence: Fair (+2)

Rapport: Fair (+2)

Scholarship: Good (+3)

Most other skills default to Average or Mediocre.

STUNTS

Blessed Words (Conviction): Given a proper amount of time to pray to his God, he may lay an aspect upon a scene with a successful Conviction declaration representing the effects of that prayer.

Tower of Faith (Conviction): Provided he gets a chance to pray or otherwise call upon his faith, he gains Armor:1 against any mental stress in a scene.

POWERS

Bless This House [-1]

Righteousness [-2]

STRESS

Mental ○○○○ **Physical** ○○ **Social** ○○○

NOTES

Average initiative, Good defense, Fair fists. His invocations of Islam make him a true threat to the supernatural in a fight; his Great Conviction coupled with Righteousness gives him a blanket +1 to his rolls when he's pursuing a divinely-inspired purpose.

TOTAL REFRESH COST: -5



REVEREND ISAAH SMITH

HIGH CONCEPT:

MONSTER HUNTING MINISTER

OTHER ASPECTS: GET THEE BEHIND ME;
BACK WHEN I PLAYED BALL

SKILLS

Conviction: Good (+3)

Endurance: Good (+3)

Discipline: Fair (+2)

Investigation: Fair (+2)

Lore: Fair (+2)

Presence: Great (+4)

Scholarship: Fair (+2)

Most other skills default to Average or Mediocre.

STUNTS

Blessed Words (Conviction): Given a proper amount of time to pray to his God, he may lay an aspect upon a scene with a successful Conviction declaration representing the effects of that prayer.

Fiery Oratory (Presence): Smith is an extremely powerful speaker; the force of his personality comes through like a bull in a china shop whether he's preaching from the pulpit or deep in a private conversation. The reverend gains a +2 to uses of his Presence skill to attack or block in social conflict.

Begone You Devil (Presence): Smith may substitute his Presence skill for Intimidation when attempting to intimidate creatures that he suspects to be supernatural in origin.

POWERS

Bless This House [-1]

Guide My Hand [-1]

STRESS

Mental ○○○○ **Physical** ○○○○

Social ○○○○

NOTES

Average skills for a fight, but he's more about the social conflicts and speechifyin'.

TOTAL REFRESH COST: -5 (Pure Mortal)

JOE NOWAKOWSKI

Motivation: Just tryin' to get by, one day at a time.

Face of: Washington Monument (page 391)

Joe Nowakowski is a homeless man who spends most of his days in the park around the Washington Monument in the Mount Vernon neighborhood. Typically, Mount Vernon is far too rich a place to tolerate folks like him, but Joe is crafty. He's a Vietnam vet and has learned all sorts of tricks for staying hidden when he wants to. He's also keenly observant; not much goes on, day or night, around the Monument grounds without him seeing it. If you gain his confidence (hint—he's a coffee fiend, he can't get enough of the stuff), he's only too happy to tell you about what he's seen.

SUSAN MALLENBAUM

Motivation: Don't disturb my fish!

Face of: National Aquarium (page 391)

Susan Mallenbaum is a marine biologist working at the National Aquarium on a fellowship from the National Science Foundation. She's pursuing her Ph.D. in some obscure aspect of marine biochemistry. The important thing is that she's almost always there; she sleeps on the ancient sofa in her office as often as she goes back to her apartment. Any visitor to the Aquarium, at any time of day, is likely to encounter her. She is as protective of the chemical balance of the water in the tanks as she is of the animals living in them. When not obsessively studying biochemistry, she helps out with the dolphin show as a swimmer.

WALLACE "LIZARD" GIBBS

Motivation: I don't care if you do have supernatural powers, don't mess with my business. Or the East Green.

Face of: The East Green (page 392)

A successful drug dealer in the East Green, "Lizard" Gibbs is a young but worldly and driven man. While he sells drugs to whoever is willing to buy, without hesitation or remorse, he has a sense of right and wrong—though most people would find it pretty twisted. He's not out to hurt people, but he claims it's not his job to nanny people who want his drugs.

He'll be the first to say that violence is bad for business, and he tries to conduct his with a minimal body count; his organization is rather

JOE NOWAKOWSKI

HIGH CONCEPT: HOMELESS VET

OTHER ASPECTS: HAWKEYE

SKILLS

Alertness: Great (+4)

Contacts: Fair (+2)

Deceit: Good (+3)

Rapport: Fair (+2)

Stealth: Good (+3)

Most other skills default to Average or Mediocre.

STUNTS

Corner of my Eye (Alertness): When successfully rolling Alertness passively to pick up on details, Nowakowski gains an additional three shifts.

Blend In (Stealth): If there's a crowd to hide in, Joe gains +2 to his Stealth rolls.

STRESS

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

NOTES

Joe's predominately an information contact. Whether or not he's got the kind of combat experience and skills he can still use is up to the GM.

TOTAL REFRESH COST: -0 (Pure Mortal!)

SUSAN MAILENBAUM

HIGH CONCEPT: DEDICATED GRAD STUDENT

OTHER ASPECTS: LIVE TO WORK

SKILLS

Alertness: Fair (+2)

Athletics: Good (+3)

Discipline: Good (+3)

Endurance: Fair (+2)

Scholarship: Great (+4)

Survival: Fair (+2)

Other skills default to Average or Mediocre.

STUNTS

Capable Researcher (Scholarship): Scholarly research is completed two time increments faster than usual.

Scientist (Scholarship - Biochemistry): Mailenbaum gains a +2 to Scholarship rolls related to biochemistry.

STRESS

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

NOTES

Fair initiative, Good defense, but not much for attacks. She's not exposed to the supernatural world just yet, but that could change.

TOTAL REFRESH COST: 0 (Pure Mortal)

LIZARD

HIGH CONCEPT: CLUED-IN DRUGDEALER

TROUBLE: I THINK I CAN TAKE THEM

OTHER ASPECTS: THIS IS MY HOUSE;

FAIR IS FAIR

SKILLS

Alertness: Average (+1)

Athletics: Fair (+2)

Contacts: Fair (+2)

Conviction: Fair (+2)

Deceit: Good (+3)

Empathy: Average (+1)

Endurance: Fair (+2)

Fists: Average (+1)

Guns: Good (+3)

Intimidation: Great (+4)

Lore: Average (+1)

Resources: Good (+3)

Presence: Fair (+2)

Rapport: Average (+1)

Other skills default to Mediocre.

STUNTS

Rule with Fear (Intimidation): Use Intimidation instead of Presence whenever rolling to represent Lizard's reputation.

Subtle Menace (Intimidation): When the context of power is absent, or Lizard's victim is actually in a superior position, the victim does not get any advantage bonus when Lizard attempts to use Intimidate against him.

You Don't Want Any of This (Intimidation): When performing a Brush-Off to move past someone, he gains a +2 on the roll.

Leadership (Presence): +1 when using Presence to command a group. Efforts to coordinate a group are efficient, moving one time increment faster than normal.

Filthy Lucre (Resources): Lizard gains a +2 to Resources whenever using it for illicit purposes.

STRESS

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

NOTES

Average initiative, Good shot with a gun, Fair on defense, and still one of the scariest mofos you'll ever meet. It's just how he carries himself—and the extremes he's willing to go to.

TOTAL REFRESH COST: -3 (Pure Mortal)

This guy would make an excellent "strange bedfellow" sort of ally to the PCs if they end up with a common enemy.



successful at exercising its power without resorting to bloodshed. Strangely enough, residents of the East Green who know the rules, don't rock the boat, and don't bring in trouble (read: the cops) are actually relatively safe. This isn't to say that they're happy, of course; most residents are afraid of Lizard and his thugs, but they know not to make trouble. And he's merciless when someone challenges his authority.

About a year ago, Lizard noticed a new resident. He kept odd hours and, even stranger, he was white; all other residents of the East Green were African-American or Hispanic. Lizard suspected he was a police plant and had his people keep a close eye on the stranger. To make a long story short, after several bizarre deaths Lizard and his gang realized that the stranger was in fact some kind of monster feeding on the despair of the residents.

Lizard was enraged. This was *his* project and he'd be damned if he was going to get pushed aside. And though he didn't like to admit this to himself, maybe it just pissed him off that something was trying to eat these people's souls. It offended his weird sense of what's fair. If some junkie uses drugs, Lizard figures that's his decision; nobody decides to get eaten by a monster. Rather than flee from a supernatural terror, Lizard rallied his lieutenants, gathered some muscle and lots of guns, and launched an assault.

And damned if it didn't work. A couple of his guys died in the attack, but they killed the vampire. Of course, few people believed anyone that spoke about the battle; Lizard eventually swore everyone involved to silence.

Lizard continues to rule the East Green, but he knows that there are monsters out there more powerful than rival drug lords or vindictive cops. He hates them for their presumption of power, and he believes that he can kill them. This combination of beliefs makes him very dangerous to the supernatural community as well as very vulnerable; it would be tremendously easy for him to get in over his head.

DAVE GERARD

Motivation: I want my club to be a success, but I don't want to get caught doing anything illegal.

Face of: city theme of CONFLICTING IDENTITIES (page 362)

Dave Gerard owns and operates the Mantis Club in Fells Point. He's handsome, well-dressed, charming, moderately wealthy, and an epically successful ladies' man. The bastard.

Additionally, he is a close associate of Alexandra Lagios, who (rumor has it) operates a brothel in the VIP rooms of his club. He gets a kickback, of course, but he often wonders how voluntary the arrangement actually is for him. He feels like he shouldn't voice this misgiving, and the padding it provides his wallet dulls the pain a bit.

Gerard once briefly dated Dr. Allison Ralston.

CURT GAZO

Motivation: I'm going to help Alexandra get to the top.

Face of: Fells Point/The Mantis Club (page 392)

Curt Gazo is the doorman (read: head bouncer) at the Mantis Club. He's an expert at working the door and always seems to create the perfect mix of clubgoers to keep it hip and relevant year after year. Similarly, he never lets things inside get out of control; heavily intoxicated or belligerent guests are quietly but firmly escorted away before they cause trouble. He speaks with a noticeable English accent, which seems to help him defuse tense situations (Americans almost universally find English accents charming and respond positively). He keeps his hair cut short, wears blazers without ties, and is solidly

DAVE GERARD

HIGH CONCEPT: CORRUPT CLUB OWNER

TROUBLE: PLAYED BY ALEXANDRA AND KNOWS IT

OTHER ASPECTS: SMOOTH AS SILK

SKILLS

Contacts: Great (+4)

Deceit: Good (+3)

Empathy: Good (+3)

Presence: Fair (+2)

Rapport: Good (+3)

Resources: Good (+3)

Other social skills default Fair or Average, other skills to Average or Mediocre.

STUNTS

Ear to the Ground (Contacts): Difficulty of any Getting the Tip-Off roll is reduced by two.

Honest Lies (Deceit): Whenever incorporating a real, valuable piece of the truth (however marginally valuable it may be) into a lie, Gerard gains a +2 on his efforts to pass off the untrue parts.

Social Graces (Empathy): When determining initiative in a social conflict, he gains +2 to Empathy.

Sex Appeal (Rapport): Receives a +2 to the roll on any seduction attempts he makes with Rapport, provided that the target could be receptive to his advances.

STRESS

Mental ○○ Physical ○○ Social ○○○

NOTES

A great contact who's more deeply connected than he realizes. It's up to the GM to decide if he's aware of the supernatural dimension to his associate, Ms. Lagios. David Gerard will have plenty of choice bits of info for the PCs—if they can afford to believe he's telling the truth. Gerard is also a good enough liar that he might just be able to pull one over on the White Court vampires who occasionally cross his path.

TOTAL REFRESH COST: -2 (Pure Mortal)

CURT GAZO

HIGH CONCEPT: WHITE COURT DOORMAN

TROUBLE: NEED TO KEEP MY COVER

OTHER ASPECTS: PROFESSIONAL TO A FAULT; LOYAL TO ALEXANDRA; CHARMING ACCENT

SKILLS

Alertness: Fair (+2)

Athletics: Good (+3)

Burglary: Fair (+2)

Conviction: Fair (+2)

Deceit: Good (+3)

Discipline: Great (+4)

Endurance: Good (+3)

Fists: Great (+4)

Intimidation: Fair (+2)

Investigation: Fair (+2)

Might: Fair (+2)

Presence: Fair (+2)

Rapport: Good (+3)

Most other skills default to Mediocre.

STUNTS

Martial Artist (Fists): Curt is able to recognize many styles of martial arts, using Fists as a knowledge and perception skill focused on unarmed fighting.

Redirected Force (Fists): On a successful defense roll using Fists against close-combat attacks (swung fists, thrust knives), he may sacrifice his next action to treat the defense as a successful maneuver, placing a temporary aspect such as THROWN TO THE GROUND or TAKEN OFF BALANCE on his attacker.

POWERS

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 ○○○ Physical ○○○○

Social ○○○ Hunger ○○○○

NOTES

Fantastic initiative, Great defense, Great fistfighting (and well trained at that), **Weapon:2** strength. He likes to touch or grapple problem patrons and hit them with a little bit of despair-mojo; takes the fight right out of them, and gives him a nice snack.

TOTAL REFRESH COST: -10

built without being massive or overtly intimidating. Those observing closely might notice a radio earpiece (the microphone is in his left sleeve) with which he communicates with the entire security staff. He is unarmed, but he is an extremely dangerous adversary in an altercation.

Unknown to most, Curt is a White Court vampire and Alexandra Lagios' trusted lieutenant; he is loyal to her and to her alone. His assignment is to make sure that the club is run to maximize the success of, and minimize risks to, Alexandra's high-end brothel.

DR. ALLISON RALSTON

HIGH CONCEPT: CLUED-IN FORENSIC PATHOLOGIST

OTHER ASPECTS: DUPIN SOCIETY SCHOLAR;

IGNORED BY MY SUPERIORS

SKILLS

Contacts: Fair (+2)

Deceit: Good (+3)

Discipline: Good (+3)

Empathy: Fair (+2)

Lore: Fair (+2)

Presence: Fair (+2)

Rapport: Good (+3)

Scholarship: Great (+4)

Other skills default to Fair or Average.

Dr. Ralston would be an amazingly useful NPC for the PCs to make contact with.

STUNTS

Doctor (Scholarship – Forensic Pathology): +2 on rolls to administer medical attention. +1 for any medical research and an additional +1 in forensic pathology.

Capable Researcher (Scholarship): Scholarly research is completed two time increments faster than usual.

Basement Office (Deceit): Dr. Ralston is adept at begging, borrowing, and stealing to get what she needs to do her job without drawing bureaucratic attention to herself. Her workspace quality is determined by her Deceit skill, not her Resources.

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 ○○ Physical ○○○ Social ○○○

NOTES

Not a fighter, but a hell of an information source.

TOTAL REFRESH COST: -3 (Pure Mortal)

DR. ALLISON RALSTON

Motivation: I want to know, no matter who says I shouldn't.

Face of: Johns Hopkins (page 392)

Deep in the basement of the Meyer Building on the campus of Johns Hopkins Hospital, forensic pathologist Dr. Allison Ralston toils away in relative anonymity. She has little regard for formal hospital procedure, which led to her exile in the basement. Provided she publishes once or twice a year, her superiors rarely bother to check up on her.

She is also an active member of the Dupin Society and uses her position at the hospital to perform unofficial post-mortems and other medical examinations vital to their mission as recorders of supernatural events. She's not above doing other off-the-books work, such as treating injuries of heroic monster hunters who get a bit banged up in the course of their work.

She's a regular at Neutral Grounds (see page 394), and she once briefly dated Dave Gerard.

ELLSWORTH DILLMAN

Motivation: I want to preserve the peace.

Face of: The Francis Scott Key Bridge (page 393)

Ellsworth Dillman is a huge man (he carries troll blood inherited from some recent ancestor) frequently described as "jolly" by those who get to know him. He is content in his work as a toll collector (which he calls the "family business") at the Francis Scott Key Bridge, but he is also a trained and skilled mediator. He is a pacifist at heart and is proud of his role as a facilitator of discussion and negotiation among Baltimore's supernatural community. He is more than capable of enforcing the peace on the bridge, or anywhere else, if necessary.

He's sometimes seen at Neutral Grounds (see page 394) on his days off.

PAUL MACKEY

Motivation: I want to preserve knowledge.

Face of: Edgar Allen Poe House and Museum (page 393)

Paul Mackey is an expert in early American literature and is the curator of the Edgar Allen Poe House and Museum. As such, it's never questioned that he spends almost all his time there. He is also director of the Dupin Society. He is resisting a push among some in the society to become more active in protecting mortals from supernatural forces.

JOHN VASTOLO

Motivation: I want to stop the predators.

Face of: city threat of ON THE BRINK (page 362)

John Vastolo is a member of the Dupin Society, and one that believes that the group should become more active in resisting the weird. He is being held in check by Paul Mackey, for now, but that doesn't stop him from passing information on to his niece, Patrol Office Leslie Vastolo of the BPD.

ELLSWORTH DILLMAN

HIGH CONCEPT:

TROLLBLOODED TOLL COLLECTOR

OTHER ASPECTS: ENFORCE THE PEACE;
MEDIATOR; THE FAMILY BUSINESS

SKILLS

Alertness: Fair (+2)

Athletics: Fair (+2)

Conviction: Great (+4)

Endurance: Good (+3)

Fists: Good (+3)

Intimidation: Good (+3)

Presence: Fair (+2)

Most other physical skills default to Average, the rest to Mediocre, with a few Fair standouts.

STUNTS

Territorial (Alertness): Dillman gains +2 to Alertness when acting on or near the Francis Scott Key Bridge.

POWERS

Inhuman Strength [-2]

Inhuman Toughness [-2]

Supernatural Recovery [-4]

The Catch [+3] is cold iron and the like.

STRESS

Mental 0000 **Social** 000

Physical 0000(00), **Armor:**1

NOTES

Fair initiative (Great near the Bridge), Good attack and defense, **Weapon:**2 strength, and built like a brick outhouse.

TOTAL REFRESH COST: -6

So, this is "PAY TOLL TO THE TROLL" TAKEN LITERALLY, HUH?

SCOTT WALKER

Motivation: I'm going to find out what's going on here.

Face of: Clifton Gate House (page 393)

Scott Walker is an experienced technician for the city water authority. He and his crew maintain the facility at Clifton Gate House. Walker knows that there's something weird going on there; one of his workers vanished on the job late last year. He's tried talking with his brother Frank, a city water engineer, who just doesn't buy it.

PAUL MACKEY

HIGH CONCEPT:

DIRECTOR OF THE DUPIN SOCIETY

OTHER ASPECTS: PATIENT OBSERVER

SKILLS

Contacts: Fair (+2)

Conviction: Good (+3)

Deceit: Fair (+2)

Discipline: Fair (+2)

Investigation: Good (+3)

Lore: Great (+4)

Presence: Good (+3)

Resources: Fair (+2)

Scholarship: Great (+4)

Other skills default to Average or Mediocre.

STUNTS

Finely Tuned Third Eye (Lore): Mackey gains +2 to Lore whenever using it as an Alertness substitute to pick up on the presence of the supernatural.

Capable Researcher (Scholarship): Any scholarly research Mackey does is completed two time increments faster than usual.

Quick Eye (Investigation): Mackey's first Investigation roll to determine deeper details about a scene is two time increments faster than usual.

STRESS

Mental 0000 **Physical** 00

Social 0000

NOTES

Exactly the sort of non-supernatural supernatural contact the PCs should be cultivating. Plus, how can you not hang out at Poe's digs in a Baltimore game?!

TOTAL REFRESH COST: -1 (Pure Mortal)

DIANE BASSET

Motivation: I want to educate Baltimore's supernatural community.

Face of: Neutral Grounds (page 394)

Diane Basset is the owner and operator of Neutral Grounds, a coffeehouse and book shop near Johns Hopkins. Raised in the supernatural community by her mother, Basset is a practicing Wiccan and possesses some degree of magical talent. Her clientele at Neutral Grounds have dubbed her a "cafeinomancer," and some

customers are more than a bit serious. They say she adds the right spice and a minor effort of will to give the strong coffee she brews a bit of something extra.

Basset opened Neutral Grounds in 1988 and has been welcoming of anyone from the supernatural community in Baltimore. She petitioned Queen Mab to grant the coffeehouse Accorded Neutral Ground status, and Mab assented to the request; in thanks, Basset gives female customers a free espresso every Midwinter's Eve, assuming that one of them might be Queen Mab.

"CAFFEINOMANCER?" HELL'S
BELLS, HOW DO WE GET ONE
OF THOSE IN CHICAGO?

JOHN VASTOLO

HIGH CONCEPT: DUPIN SOCIETY MEMBER

OTHER ASPECTS: I CAN'T JUST DO NOTHING

SKILLS

Burglary: Fair (+2)

Contacts: Fair (+2)

Conviction: Good (+3)

Deceit: Great (+4)

Empathy: Good (+3)

Investigation: Great (+4)

Lore: Good (+3)

Rapport: Fair (+2)

Scholarship: Fair (+2)

Other social skills default Average or Mediocre

STUNTS

Finely Tuned Third Eye (Lore): Vastolo gains +2 to Lore whenever using it as an Alertness substitute to pick up on the presence of the supernatural.

Capable Researcher (Scholarship): Any scholarly research Vastolo does is completed two time increments faster than usual.

Quick Eye (Investigation): Vastolo's first Investigation roll to determine deeper details about a scene is two time increments faster than usual.

STRESS

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

NOSES

This is the sort of contact that's just as likely to come looking for the PCs as vice-versa.

TOTAL REFRESH COST: -1 (Pure Mortal)

SCOTT WALKER

HIGH CONCEPT: CLUED-IN TECHNICIAN

OTHER ASPECTS: I HAVE A WORK ORDER

SKILLS

Alertness: Good (+3)

Athletics: Fair (+2)

Burglary: Fair (+2)

Conviction: Fair (+2)

Craftsmanship: Great (+4)

Endurance: Great (+4)

Fists: Good (+3)

Investigation: Fair (+2)

Lore: Average (+1)

Might: Good (+3)

Social skills default Average or Mediocre.

STUNTS

Jury-Rigger (Craftsmanship): Walker has a talent for improvising with available materials. When jury-rigging, his repairs last two scenes longer than usual.

No Pain, No Gain (Endurance): Walker is a tough SOB and can take a bunch of punishment before it starts to add up. He may take two additional mild physical consequences.

Yes We Can (Craftsmanship): Walker excels at fixing things. He gains 2 extra shifts of success to any successful Craftsmanship roll to make repairs.

STRESS

Mental OOO **Social** OO

Physical OOOO, +2 mild consequences

NOSES

Never underestimate a talented Mr. Fix-It. Especially this one: Good initiative, Fair to Good defense, Good fistfighting.

TOTAL REFRESH COST: -1 (Pure Mortal)

DIANE BASSET

HIGH CONCEPT: KITCHEN WITCH

OTHER ASPECTS: CAFFEINOMANCER;
ACCORDED "NEUTRAL GROUNDS"

SKILLS

Alertness: Fair (+2)
Athletics: Fair (+2)
Contacts: Fair (+2)
Conviction: Great (+4)
Discipline: Good (+3)
Empathy: Good (+3)
Lore: Fair (+2)
Presence: Fair (+2)
Rapport: Good (+3)
Other skills default to Average or Mediocre.

STUNTS

Occultist (Lore – Fae): Basset gains a +2 to Lore rolls when performing research related to fae creatures.
Occultist (Lore – Magic): Basset gains a +2 to Lore rolls when performing research related to mortal magic.

POWERS

Ritual (Crafting) [–2]
Marked by Power [–1]

STRESS

Mental OOOO **Physical** OO
Social OOO

FOCUS ITEMS

A hazel wood wand (+1 to Crafting strength), used to stir coffee when she is brewing a spell into a cup.

ENCHANTED ITEMS

Diane's Cuppas (2 potions) Diane has dedicated both of her enchanted item slots for potions. She can brew two extra potent "cuppas" (using her wand) to create a Superb (5-shift) potion effect.

NOTES

Fair initiative, Fair defense, but she's not a fighter—and folks who step into her Accorded Neutral Ground coffee shop/bookstore had best be careful not to be as well.

TOTAL REFRESH COST: –5

CORRECTIONS OFFICER

MIKE ROBINSON

Motivation: I want to ride that gravy train.

Face of: Maryland Men's State Correctional Facility (page 395)

Officer Mike Robinson is the director of the intake processing unit at the Maryland Men's State Correctional Facility at Baltimore. He's a loathsome man; he's completely in the pocket of Alexandra Lagios through a combination of bribes and regular access to prostitutes. Robinson and his staff look the other way as Alexandra and her cohorts have their way with incoming inmates.

RUSSELL CARSON

Motivation: Power, plain and simple.

Face of: city theme of DECAY AND CORRUPTION (page 362)

Russell Carson is a renegade sorcerer who has amassed a small cult following among Baltimore's community of minor talents and dabbling practitioners. He's a madman, but he's very savvy and makes the most of the opportunities presented to him—he's laid low for years, but now that the Vampire War is distracting the majority of the White Council's Wardens, he feels freer to operate openly.

His goal is to establish himself and his followers as a Freehold under the Unseelie Accords, much like Gilgamesh did. He doesn't have a permanent home; he lives with different members of his cult, moving around every few days to keep the Wardens off his tracks—just in case they do decide to hunt him down.

His talent lies in thaumaturgy rather than evocation; he trusts in his .38 special rather than magic for immediate self defense.





MIKE ROBINSON

HIGH CONCEPT: CORRUPT PRISON GUARD

TROUBLE: ALEXANDRA'S LACKEY

OTHER ASPECTS: PHONING IT IN

SKILLS

Alertness: Fair (+2)

Athletics: Fair (+2)

Contacts: Fair (+2)

Deceit: Good (+3)

Endurance: Great (+4)

Fists: Good (+3)

Guns: Fair (+2)

Presence: Fair (+2)

Other social skills default to Average or Mediocre.

STUNTS

Honest Lies (Deceit): Whenever incorporating a real, valuable piece of the truth into a lie, Robinson gains a +2 on his efforts to pass it off.

Fast Reload (Guns): Takes no penalty to reload as a supplemental action; +1 on the roll if it's contested.

STRESS

Mental 00 **Physical** 0000 **Social** 000

NOTES

Fair initiative, Fair shot, Good fistfighter, Fair to Good defense.

TOTAL REFRESH COST: 0 (Pure Mortal)

RUSSELL CARSON

HIGH CONCEPT: POWER-MAD SORCERER

TROUBLE: LAWS? WHAT LAWS?

OTHER ASPECTS: PARANOIA STRIKES DEEP;

WILY & SAVVY; LOYAL MINIONS; RITUAL SHOWMAN

SKILLS

Athletics: Fair (+2)

Conviction: Good (+3)

Discipline: Great (+4)

Empathy: Fair (+2)

Endurance: Fair (+2)

Guns: Fair (+2)

Intimidation: Fair (+2)

Lore: Good (+3)

Performance: Fair (+2)

Presence: Great (+4)

Rapport: Good (+3)

Most other skills default to Average or Mediocre.

POWERS

Channeling [-2]

Thaumaturgy [-3]

The Sight [-1]

Soulgaze [+0]

Wizard's Constitution [+0]

Refinement [-1] x3

Lawbreaker (First) [-1]

Lawbreaker (Third) [-1]

Lawbreaker (Fourth) [-1]

SPECIALIZATIONS

Channeling: Elements (Spirit)

Thaumaturgy: Control (Psychomancy +1,

Divination +1), Complexity (Psychomancy +1,

Divination +1)

FOCUS ITEMS

Pocketwatch (+2 control, +1 to complexity for psychomancy)

Crystal Orb (+1 complexity for divination)

STRESS

Mental 0000 **Physical** 000 **Social** 0000

NOTES

Carson is a ruthless SOB who's willing to kill anyone who gets in his way. His immediate circle of followers is loyal to the death. In terms of thaumaturgy, he's a powerhouse at psychomancy—he can easily cast Superb spells of that type with no prep, and he can safely channel seven shifts of power per casting roll. In combat, he's far more likely to rely on a minor talent minion or a gun (Fair skill, **Weapon:2**) rather than his own evocations, which are rudimentary spirit channelings.

TOTAL REFRESH COST: -12

WHAT'S WHERE IN BALTIMORE

Anyone can find a map of Baltimore easily enough. Rather than regurgitate a bunch of geographic information that you can easily find yourself on the Internet, I'll discuss a series of locations of interest. These locations are important for a variety of reasons; some are important to the magical or supernatural community in Baltimore, some are just locations where it would be cool to stage a scene in your game. Each locale has at least one aspect and at least one person (a **face**) associated with it. Many of these locations and people have been discussed earlier in this chapter; detailed descriptions of all the people can be found in "Who's Who in Baltimore."

THE FALL LINE

Theme: ON THE LEY LINE

The Fall Line is the border between the coastal plain and the Piedmont region on the east coast of North America. The geology changes at this line; a layer of harder rock inland didn't erode as quickly as the softer rock along the coast, leading to a series of waterfalls in rivers flowing to the Atlantic. As the continent was settled, towns grew up along the Fall Line, because that was as far inland as ships from the coast could navigate. Baltimore is one of the most successful Fall Line cities in the country.

A corridor of focused magic has arisen along this fall line; whether this has to do with the towns and cities that have sprung up there or a natural result of geology is a matter of some debate among certain scholars on the White Council. In any event, the ley line runs along the Fall Line, right through the city of Baltimore.

Face: Frank Walker, city engineer (page 374)

FEDERAL HILL PARK

Threat: GATEWAY TO HELL

Federal Hill Park is in central Baltimore, on the south shore of the Inner Harbor. The park is dominated by the hill which grants a commanding view of the Inner Harbor. The tree-dotted, grass-covered park conceals perhaps the most horrifying aspect of Baltimore's underworld—the Federal Hill tunnels. There have

long been urban legends of underground tunnels leading from Federal Hill to Fort McHenry, two miles to the southeast. The legends speak of terrible things living in these tunnels. Of course, these urban legends are true.

When Fort McHenry was constructed in the early 19th century, its builders constructed the tunnels to keep the fort resupplied in the event that it was besieged, as all approaches to the fort were within gun range of ships anchored offshore. Only a year after it was constructed, the tunnels began to get a reputation among the soldiers of being haunted. People moving about in the tunnels started to vanish without a trace.

Major James Foster, commander of Fort McHenry at the time, dispatched a company of Marines to investigate. Only a few returned alive, and the survivors raved about battling vicious beasts impervious to rifle fire—ghouls, Clan Ereshkigal to be specific, although the Marines neither knew nor cared what they were called. Major Foster immediately ordered the tunnel sealed at both ends, and President Thomas Jefferson's administration quietly declared the entire affair to be a state secret.

The ghouls have been living there ever since. The once-sealed Federal Hill entrance (which empties into a rain sewer system under Federal Hill Park) has fallen into disrepair over the centuries, and now the ghouls come and go as they please.

A third of a mile from Fort McHenry, eighty feet under a warehouse, the ghouls control a portal to the Nevernever. This portal allows them to strike directly at the Summer Court, who they've been at war with for years. Periodically, a strong raid force goes through in one direction or the other, creating havoc and slaying enemies before retreating back through. The battles under Baltimore have been bloody and vicious.

The park and the tunnels both lie along a branch of the ley line radiating out from the Washington Monument.

Face: Gilgamesh, self-proclaimed "God-King of the Ghouls" (page 371)

FORT MCHENRY

Theme: ON THE LEY LINE

Site of the famous 1814 battle between American gunners and a squadron of British warships that inspired *THE STAR-SPANGLED*



BANNER, Fort McHenry is currently a national monument visited by hundreds of tourists daily. A handful of U.S. Park Rangers and dozens of employees operate the park. The fort is very well maintained; the walls, the fortifications, and the buildings are all in excellent condition.

Fort McHenry marks the other end of the tunnels leading from Federal Hill Park (see above). The tunnels, occupied by a Freehold of ghouls of Clan Ereshkigal, were sealed by the U.S. Marines in the early 19th century (see Federal Hill Park above); the seals on the Fort McHenry side have never been broken, so the ghouls do not have easy run of the fort. Rather, the ghouls have excavated exits from the tunnels right on the shore of the Patapsco River close by the fort. Fish and shellfish have become a staple food for the ghouls, along with the occasional homeless junkie or prostitute; taking too many humans would bring the mortal authorities in, which the ghouls' Freeholding Lord, Gilgamesh, strongly wishes to avoid.

The fort lies on the same branch of the ley line as Federal Hill Park; the star shape of the fort seems to send the ley line diving deep underground, where it reaches through the earth under the Patapsco River only to re-emerge at Fort Carroll.

A few visitors, employees, and rangers report seeing ghostly images of soldiers in early 19th century uniforms walking the walls late in the evenings.

Face: Janet Walker, park ranger (page 375)

FORT CARROLL

Theme: TERMINUS OF A LEY LINE

Fort Carroll was constructed in the late 1840s, under the direction of a young Army officer by the name of Robert E. Lee. A hexagonal artificial island in the Patapsco River, it augmented Fort McHenry in defending Baltimore until 1920, when it was abandoned. It passed into private hands some time thereafter, and not much has been done with it since. At least, not from the human point of view; it has become overrun with vegetation and the many birds which nest there, safe from terrestrial predators.

Resting hundreds of yards from shore (but visible from the Francis Scott Key Bridge), the fort is, as a fort is designed to be, difficult to access from the water. Sheer concrete and stone walls rise fifteen feet from the surface of the water. A small concrete landing dock, a separate islet in its own right, lies twenty feet off the northeast wall, where a bridge once led to the

THE LEY LINE: PLACE OF POWER

The currents of magical power running through the earth along the eastern seaboard of the United States all seem to flow together along the Fall Line, the dividing line between the coastal plain and the higher ground of the Piedmont plateau. It's a natural border, and the ley line running along it is old and powerful.

This ley line can provide Sponsored Magic (see page 292), as per "Places of Power." Attuning oneself to it requires the functional equivalent of preparing an Epic (+7)-level Thaumaturgy spell—which means anyone with a Lore of at least Good (+3) can do it without trouble. Once attuned (and bearing the proper Sponsored Magic supernatural power, with

associated refresh cost), the caster can use the ley line to boost her spells as per the Sponsored Magic rules. GMs should consider letting that character get a free tag on the Washington Monument's Theme if she's at that location.

Of course, there's a cost. The ley line is a border. It seeks, whether by conscious effort or some unconscious force of nature, to divide. Only spells which further the city's theme of **CONFLICTING IDENTITIES** or threat of **ON THE BRINK** can be sponsored. Tap that power too much, and you may wind up finding yourself compelled to further these concepts somehow...

BILLY... THAT'S SOME BORDER-LINE RECKLESS SPECULATION YOU HAVE IN THE SIDEBAR. LEY LINES ARE VERY POWERFUL AND A LOT MORE COMPLICATED THAN THAT, AND FRANKLY I'M NOT ALL THAT COMFORTABLE WITH THIS IN HERE.

fort's only entrance; here, lettering painted on the wall of the fortress threatens "PRIVATE – KEEP OFF – GUARD DOG." The bridge has long since corroded away, leaving anyone attempting to gain access to the island fortress with quite a challenge ahead of them; the only way in is to somehow climb the sheer walls, with only the occasional gun port as a handhold, and most of the gun ports are closed up.

Inside the fort, the brick, stone, and concrete construction has weathered the years rather well. Trees and shrubs grow from cracks in the pavement, and birds by the hundreds nest everywhere, but the small buildings built as part of the fortress are largely intact. Steps lead up to the top of the walls, which give any visitor a wonderful view of the Patapsco River, its busy shipping traffic, and the surrounding shorelines of Baltimore City and Baltimore County. The skyline of downtown Baltimore is visible on a clear day.

The height of the walls inside the fort allows people some modicum of privacy once inside. More importantly, the radial of the ley line that is driven underground at Fort McHenry resurfaces at Fort Carroll, dispersing a large amount of magical energy at the fort, then dissipating in the river. It's a popular destination for Baltimore's spellcasting community, where casters can tap into the immense power of the ley line in the privacy afforded by Fort Carroll's remote location and high walls.

Face: Sgt. Jim Flanagan, BPD patrol boat pilot (page 376)

THE WASHINGTON MONUMENT

Theme: WELLSPRING OF MAGIC

The Washington Monument lies in the Mount Vernon neighborhood, a quarter mile or so northwest of the Inner Harbor. Situated close to the Fall Line, the monument is a 178-foot-tall column atop a single-story museum. The column contains a circular staircase, and at the top is a statue of George Washington and an observation platform that provides a very nice view of the city.

The reason that this location is important is that the shape and exact location of the monument attracts the power flowing through the ley line that runs along the Fall Line. The monument gathers it in and re-broadcasts it in three smaller branches across the city; add in the northeast and southwest lines running along the Fall Line, and you get a rough five-pointed star centered on the monument.

Face: Joe Nowakowski, homeless vet (page 380)

The point is that it provides a power boost, but you pay a price. We're not providing all the details.

I think it's safe, Harry. If someone could tap the ley line with what Billy wrote here, he was going to figure it out anyway.

NATIONAL AQUARIUM

Theme: TOURIST MAGNET

The National Aquarium is one of the most popular tourist destinations in Baltimore. The facility is located right at the Inner Harbor. It consists of two buildings connected by an elevated walkway. All sorts of fish, shellfish, and even a few dolphins call the National Aquarium home.

Nevermore/Baltimore

This whole facility screams "fight scene."

THAT SOUNDS FAMILIAR.

The internal architecture of the larger building is very interesting. Gently sloping spiral floors ending at landings connected by escalators lead upward from ground level, taking the visitor past a variety of exhibits, including everything from mountain stream ecosystems to Atlantic coral reefs and sharks. Across the walkway, the smaller (but newer) building houses mammal exhibits (including a dolphinarium) and an elaborate amphibian terrarium.

The dolphinarium is open at the top and sits at the focus of a large amphitheater-like room suitable for Sea World-style shows, which is exactly what they use it for several times a day in the tourist season.

Face: Susan Mallenbaum, dedicated grad student (page 380)

THE "EAST GREEN"

Theme: POVERTY BREEDS DESPERATION

A poster child for the failure of late twentieth century urban housing policy, this complex of two-story apartment buildings interspersed with lawns, playgrounds, and flower gardens is ruled by a gang of ruthless drug dealers. The actual name of the housing complex is an irrelevancy known only to bureaucrats in the Baltimore Housing Authority; to residents and the predators that prey on them, this public housing project is known only as the "East Green." Nothing occurs in the East Green without the permission of a drug gang led by Wallace "Lizard" Gibbs.

Face: Wallace "Lizard" Gibbs, drug dealer (page 380)

FELLS POINT/CANTON

Theme: NIGHTLIFE ON THE HARBOR

The Fells Point and Canton neighborhoods are the center of Baltimore's club scene and nightlife. Many tourists are surprised when they seem to "roll up the sidewalks" at the Inner Harbor around 8 PM; many don't realize that if they just proceed a few blocks east, they'll encounter some of the best live music, dancing, and dining on the East Coast.

Just about every major genre of popular and jazz music is represented by at least one club; rappers, bands, individual performers, and DJs lucky enough to develop a following and attract the right patrons make a good living here. It's also fertile ground for drug dealers, higher-priced

escorts, and savvy White Court vampires. Some of the minority of House Lagios who prefer lust to despair spend a great deal of time in Fells Point and Canton. Some of the clubs, and the general sort of music and crowd you'll find there, are: the Key Club (eclectic dance, B'more club), the Soul Garden (R&B, soul), Monte Cristo (hip-hop), the Blue Jacket (jazz), the Mantis Club (techno), Molten (hard rock), the Dead Greenhorn (country and Southern rock). The Mantis Club is a front for Alexandra Lagios' (page 373) brothel.

Face: Curt Gazo (page 382), a doorman at the Mantis Club

JOHNS HOPKINS HOSPITAL

Theme: KNOWLEDGE IS POWER

Johns Hopkins Hospital is not only widely regarded as the best research hospital in the United States, it's also one of the largest. The huge campus occupies many city blocks in downtown Baltimore (just northeast of the Inner Harbor)—it's slowly becoming its own miniature city within the boundaries of Baltimore. They have their own police, mail delivery, and zip code. Specialists in just about every medical discipline known to Western medicine can be found there. They have forensics facilities beyond compare. With access to the latest in medical research and technology, and home to a top-notch trauma center and ER, banged-up PCs can find respite here, provided their insurance cards are up to date.

Aside from being a world-class research hospital, Johns Hopkins is one of the largest landlords in downtown Baltimore. They practically own several downtown neighborhoods, and they're not always well thought of by their tenants.

Note that Johns Hopkins has two other major facilities in Baltimore. First, there's Johns Hopkins Bayview, on the east side of town. This is more of a traditional hospital, where average Joes go to get treatment. Second, there's Johns Hopkins University, with a traditional college campus north of downtown among the Hampden, Charles Village, and Guilford neighborhoods, not far from Druid Hill Park.

Face: Dr. Allison Ralston, forensic pathologist (page 384)

INJURIES YOU GET IN MY LINE OF WORK AREN'T USUALLY COVERED ANYWAY.

It sounds like we could run an entire campaign centered on Johns Hopkins alone...

EDGAR ALLEN POE HOUSE AND MUSEUM

Theme: IF THESE WALLS COULD TALK

The Edgar Allen Poe House and Museum is on a quiet streetcorner west of downtown. Poe lived here for several years, from 1832 or 1833 until his marriage in 1835. He shared the house with his future wife and mother-in-law, and he was living here when he first started to experience some success as a writer. The house is a tiny two-story brick structure on Amity Street. It's nearly 200 years old and has many of the quirks of an old house; the floorboards creak, the steam pipes bang and groan in the winter, and the windows are leaky.

Currently, the downstairs and upstairs are devoted to exhibiting artifacts of Poe's life. The basement is the main office of the Dupin Society; meetings are often held there after hours. It's not big enough to comfortably seat every member, so sometimes meetings of the entire group are held at Mackey's home.

Face: Paul Mackey, Director of the Dupin Society and curator of the museum (page 384)

THE MONTROSE ESTATE

Threat: SKELETONS IN THE CLOSET...AND IN THE BASEMENT

Located on the northern edge of Baltimore, the Montrose house and events that happened there in the early 1800s were the inspiration for Poe's "The Cask of Amontillado." So, you can imagine that the house is a really great place.

The estate is, on the surface, a well-managed and elegant old money mansion—and I mean really, really vast amounts of old money. Very recently, Old Man Montrose passed on (the cause of death is still mysterious; the medical examiner claimed "natural causes," but nobody in the know thinks that's right) and left the entire estate, grounds, and his fortune to his 20-something son Evan.

The estate consists of a dozen acres of partially wooded grounds along a tributary of the Patapsco. There are a few cottages used for servants' residences, a garage/maintenance building, and of course the big house itself. Imagine the classic Old Money Mansion, and you'll get it: dozens of rooms, a huge hall, a kitchen able to provide a state dinner, high ceilings, sweeping staircases in the entryway, and

a vast cellar. The estate is managed by a collection of faceless accountants and maintenance personnel, but an unusual gentleman who goes by the name Wellington serves as the lord of the manor's personal aide and performer of "odd" jobs.

Face: Wellington, Ogre Butler (page 371)

CLIFTON GATE HOUSE (HERITAGE HIGH SCHOOL)

Threat: EASY HUNTING

Decades after the removal of Black Aggie disrupted their hunting patterns, a trio of Black Court vampires from the original scourge in Druid Ridge Cemetery eventually discovered this wonderful place from which to base their predation. The water tunnels and maintenance access passages under the Clifton Gate House, which is an old pumping station for Baltimore's water system, would not normally be great hunting ground; the occasional maintenance technician or civil engineer does not a bounty make.

However, Clifton Gate House shares a location with Heritage High School. A lot of the gang violence and "runaways" reported among students at that school are actually caused by the vampires.

Face: Scott Walker, maintenance engineer (page 385)

FRANCIS SCOTT KEY BRIDGE

Theme: MAGICALLY GROUNDED

Other Aspect: SWEET MERCIFUL GODS THIS IS A TALL BRIDGE

Known to locals as the "Key Bridge," this bridge carries Interstate 695 across the Patapsco River as part of the Baltimore Beltway. The massive flow of the Patapsco River passing 185 feet below, combined with the vast distance to solid ground on either side, tends to ground magical energy; it is extremely difficult to perform any sort of spellcasting on the bridge—the massive river acts as a Great threshold.

*Davian, you had fight scenes in
mind with this, didn't you?*



While the bridge is not neutral ground, it often serves as a meeting place for people who want to minimize spellcasting during tense discussions. The tollbooth supervisor, Ellsworth Dillman, can arrange access to the maintenance deck of the bridge—out-of-the-way spaces just under the superstructure of each end of the main span. These places are very suitable for private discussions where magic should be suppressed.

Face: Ellsworth Dillman, toll booth employee (page 384)

NEUTRAL GROUNDS

Theme: ACCORDED NEUTRAL GROUND

Located one block east of Johns Hopkins, Neutral Grounds is a coffeehouse and independent bookstore. It has a well-stocked occult book section which, in combination with the excellent coffee, has enabled it to become a regular hangout for the minor members of Baltimore's supernatural community (although they do a brisk business with Johns Hopkins staff, too). Another reason it's attractive to supernaturally aware people is the sign located immediately below the "Fueled By Zeke's Coffee" poster: "Accorded Neutral Ground." Much like MacAnally's Pub in Chicago, the internal architecture is irregular, the tables spaced oddly, and the bookshelves are all askew of one another.

Neutral Grounds does not offer WiFi, free or otherwise. Wireless Internet does not mix well with wizards, and even cell phone reception is unreliable within the shop. The clientele

seems to take this in stride (a third sign on the wall exhorts patrons to "UNPLUG."). Many patrons indicate that this is a big reason that they frequent this coffeehouse over others.

Face: Diane Basset, owner & manager (page 386)

BASILICA OF THE NATIONAL SHRINE OF THE ASSUMPTION OF THE BLESSED VIRGIN MARY

Theme: RAISE YOUR EYES TO HEAVEN

The first cathedral built in North America, The Basilica of the Assumption is a big, sturdy stone cathedral. Its lines are a bit cleaner than something like Saint Patrick's in New York or Our Lady of the Angels in Chicago, but it's still a Roman Catholic cathedral—it has all the bells and whistles you'd expect. Interestingly, its main entrance suggests Greek architecture, with its Ionic columns and pediment. The color dominating everything is white. Shades of white everywhere you look. White marble, cream woodwork, white pews; it's a very bright, uplifting interior. The artwork on the arched ceiling is beautiful.

It's fairly classic cathedral design; the main altar is at the center of the cross made by the floorplan, there are side altars and a chapel in the apse behind the main altar. A balcony and choir loft overlooks the sanctuary.

MARYLAND MEN'S STATE CORRECTIONAL FACILITY AT BALTIMORE

Threat: ABANDON ALL HOPE

This state prison is located in the northern part of the city. Housing seven hundred mostly violent men serving long terms (but only designed to house five hundred), it's not a happy place. It's loud and overcrowded, and you can cut the tension with a knife. Abandon all hope, indeed.

Criminals are processed in by Officer Mike Robinson, who is fully bought and paid for by Alexandra Lagios. She and some of her followers occasionally "visit" the incoming prisoners on Robinson's watch; the vampires enhance and feed on the new inmates' feelings of doom and despair as they are made fully aware of the horrors they're going to face.

This isn't limited to induction. Inmates identified as depressed by the health care staff are frequently sent for "treatment" to mental health professionals who make regular visits; these psychologists are, of course, more White Court vampires.

None truly get better, but nobody notices. Mental health is not a legislative priority for the State of Maryland, and the honest psychologists working in the prison system are frankly overwhelmed.

One bright spot in this prison hell is that Rabbi Greenstone, Imam al-Islam, and Reverend Smith conduct their prison ministries here, each twice weekly. They're starting to suspect that something is wrong with the mental health services, but they haven't identified exactly what yet.

Face: Corrections Officer Mike Robinson, corrupt intake processing director (page 387)

The rectory houses the offices of the Basilica's staff, the residence of several priests (Monsignor O'Brien is the current pastor), and—although this is not well-known—a safe house. Authorized by the Archbishop of Baltimore in the early 1900s, the current caretaker and hostess of the safe house is Sister Peter Ann Doran. Under her protection, the safe house is a virtually impregnable fortress for those needing sanctuary from supernatural threats. Monsignor O'Brien makes sure that Sister Ann has what she needs in terms of material and staff to run the safe house, but the program is hers to run.

The safe house is actually more of an apartment; it contains two bedrooms, a common room, a kitchenette, a bathroom, and a small chapel. It is devoid of mirrors. It is connected to the Basilica by a secret hallway leading from the Basilica's apse; refugees can be quickly ushered to safety if they come into the Basilica itself because, while the Basilica is a pretty safe place, it's not nearly as strong as the wards and protection placed around the safe house. Sister Ann's threshold is like unto the Walls of Constantinople.

Rabbi Greenstone, Imam al-Islam, and Reverend Smith make occasional appearances at the safe house to coordinate with Sister Ann.

Face: Sister Peter Ann Doran OSB, Benedictine nun and caretaker of the safe house (page 377)

PROBLEM IS... NOW IT'S
ISTANBUL, NOT CONSTANTINOPLE,
IF YOU TAKE MY MEANING.

*yeah, but it still took a while
for the walls to come down.*

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*Ugh... BILLY, DAVIAN REALLY ENDS THIS ONE
ON A DOWN-NOTE. ISN'T THERE ANYTHING MORE,
I DUNNO, HOPEFUL WE COULD PUT IN HERE?*

*DAVIAN'S A BIG FAN OF THE EMPIRE STRIKES BACK
— I THINK "DOWN ENDINGS" IS WHERE IT'S AT FOR HIM.*

GEEKS. ALL OF YOU, GEEKS.