

# Dry Spell

A Dresden Files LARP



A campaign run in Wellington and Auckland, NZ  
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## Introduction

*“Have you ever felt despair? Absolute hopelessness? Have you ever stood in the darkness and known, deep in your heart, in your spirit, that it was never, ever going to get better? That something had been lost, forever, and that it wasn't coming back?”*

Welcome to Dryspell. A campaign game set in the world of Jim Butcher's Dresden Files. The campaign will tell the story of two cities, New York (Auckland) and Chicago (Wellington) in a series of games of 3-5 hour duration twice a year in each location.

The year is 1937, The Hindenburg has crashed on it's maiden voyage, and the rumblings of a possible Second World war weighs heavy on the minds of the people. It is an uneasy time, and folk are finding it hard.

Prohibition, Drugs, and Crime threaten to spiral out of control and for a great many their normal everyday lives balance on a knife edge.

For the not so normal, the echoes of this turbulence ripples through the supernatural communities and into the NeverNever. Even the most dense troll feels the winds of change starting to blow.

Something big is happening. And it is happening soon.

## What are the Dresden Files? - A brief overview of the World

*“Think of every fairy-tale villainess you’ve ever heard of. Think of the wicked witches, the evil queens, the mad enchantresses. Think of the alluring sirens, the hungry ogresses, the savage she-beasts. Think of them and remember that somewhere, sometime, they’ve all been real.”*

The Dry Spell campaign takes place in the Dresdenverse (The Dresden Files, written by Jim Butcher) in multiple cities in America in the 1930s and 40’s. The main places games will be set are Chicago and New York and these ‘real world’ cities also have connections to the magical realm of the NeverNever.

The world of Dry Spell (and the Dresden Files) is an urban fantasy setting- a version of the real world in which fantasy and mythical creatures and figures are real, and rub shoulders with the regular folks who either don’t know about them or try not to notice.

Some supernaturals keep humanity at a distance, some might be living next door to you or running the business that employs you. Many regard humans as prey, but there are others who seek to protect humanity, and humans themselves are by no means powerless.

Those who live in the real world have real world concerns- where their next meal is coming from, making rent, keeping their job, making something of themselves. Of course, how close the wolf is to the door really depends on who you are. But even wizards have to eat.

The human world is the world of the 1930s- homosexuality is still an anathema, racism is rife and those of mixed-race find life very difficult. Women are expected to work only if they don’t have a husband, and sexism is simply how things are. There has been one war, there are rumours of another. Organised crime is prominent in the big cities, with some criminals being celebrities in their own right as much as movie stars. America is determined to stay out of the rest of the world’s business, and most people lost someone they knew in the Great War, while the Depression created a lot of desperate people who did desperate things- and are now living with the consequences.

There is also, of course, good in the world. There are those who try to help the poor and destitute- both rich philanthropists and poor but charitable folks who want to ease peoples’ suffering. Of course, those rich philanthropists might also be mob bosses- but this is a world in which there are always shades of grey. People may do bad things for good reasons, or vice versa.

And then there’s the NeverNever. The Nevernever is a magical realm of the supernatural, separate, yet attached from the normal world. It is a series of realms including all the spirit worlds known- from Hades to Hell to Avalon. The further the realm is from earth the less stable it is. A major part of the NeverNever is Faerie, divided up into parts ruled by the Summer and Winter Courts.

The NeverNever is where the things that go bump in the night reside, along with the trolls under bridges (the ones that don’t live under bridges down your street), Billy Goats Gruff, fairy godmothers. Beings of magic, of imagination, things that you might want to believe are only stories or nightmares, all can be found here.

It replicates the feel of the real world, so in a place of suffering and torment in the real world (say Alcatraz or mental asylum) then the Nevernever is likely to be a very dark twisted place, in a peaceful happy place in the real world (lets use Wrigley Field) the Nevernever may be a summer meadow with animals frolicking. That doesn't mean those animals aren't dangerous, of course, it is still the Nevernever.

Strength of Will plays a large part in the Nevernever, and people are able to influence their environment to an extent, it's said that very powerful Mages and beings can create their own domains there.

The connection between the real world and the Nevernever is stronger at certain points and this is where doors may be opened between the 2 worlds by those that know how. Distance and time is also measured differently in the Nevernever, it may be possible to get half way across the world in the real world by entering the Nevernever and swimming for half an hour across a placid lake. These are known as paths. And knowledge of various paths and gates is sought after. Of course entering the Nevernever is full of dangers and some paths may be guarded.

## Creating a character

*"It is like movie," Sanya said, nodding. "Dibs on Legolas."*

In this section you will find everything you need to create a character for the Dryspell Campaign. To create a character, simply follow the steps below and click into the form with your skills and character background.

**GMs will then share a google doc with you.**

Once finalised you are all set to join the world of Dryspell!

**Step 1** - Choose Race and assign basic stats. All characters start with 3 hit points (HP)

**Step 2** - Choose your Skills that define your character. You have 6 XP to flesh out your character- on your character sheet, we'd like a sentence or two about how and why you acquired each skill. In addition each character has 2 further XP to spend on influence skills. XP from the initial 6 can be spent on influence skills as well.

**Step 3** - Create a character background story with links to important NPCs for you in the form below.

[Character Submission Form](#)

[https://docs.google.com/forms/d/1pC6t\\_2zqrwLQG\\_NMEqI7cDzcemOwc0dfhAL8S\\_zGdl0/viewform](https://docs.google.com/forms/d/1pC6t_2zqrwLQG_NMEqI7cDzcemOwc0dfhAL8S_zGdl0/viewform)

**GMs will then share a google doc with you.**

## The Races of Dryspell

Choose 1 of the races below

### Human

*"There are bad things in the world. There's no getting away from that. But that doesn't mean nothing can be done about them. You can't abandon life just because it's scary, and just because sometimes you get hurt."*

Humans make up the bulk of the world and obviously have the most variety, you can be a woman going about her life with no knowledge of the supernatural, a woman of faith who protects those who are victimised, or someone who works with those others would see as enemies to humanity.

As a human you get an ability called Humans Boon, which gives you one free skill retest and one free dodge call per game session. If you become non-human you will lose this boon.

Humans have a soul.

### Wizard

*"Magic doesn't fix anything. That's what the person using it is for."*

A wizard is a human man or woman that has access to and uses magic. Whether they are trained and a member of the White Council, someone whose gift has developed naturally without training or someone who has quested for magical knowledge through forbidden texts, all come under the wizard category. It is known that strange happenings surround wizards such as milk curdling or technology behaving erratically, no doubt due to their connection to magic. And when many congregate at once, the modern mundane world seems to take umbrance.

As a wizard you must take the 2 skills, Touch of magic and Wizards sight. You also get access to the Death Curse for free.

Wizards have a soul.

### Changeling

A changeling is the child of a Fae and a human, with the potential of both. At some point their actions or decisions will determine which side of their nature will take precedence. The more they are drawn to one side or another the closer that tipping point comes. They may or may not show signs of their Fae blood, and they may not even be aware of their heritage. When that point happens they will either be fully Fae or fully human.

Changelings that have reached puberty will need to take the skill Fae Sight unless they are totally unaware of their heritage. Changelings may take skills from most areas.

Changelings have a soul, until the point where they are human or Fae.

## Fae

*Investigate the faeries. Great. That was absolutely guaranteed to get complicated before I got any useful answers. If there was one thing faeries hated doing, it was giving you a straight answer, about anything.*

The Fae are creatures whose desires and motives are very alien to those humans they cross. Fae CAN NOT lie and are bound to their word, but they do enjoy manipulating people and making deals ("You can call me John" is NOT the same thing as "My name is John", for example).. PC Fae will be lesser Fae to keep starting power levels controllable. Fae could belong to the Summer Court, Fae of growth, heat and passions. The Winter Court, Fae of ice, cold and dark places. The Wyldfae are Fae that belong to neither of the 2 courts. There is room for other options as well if you wish to discuss with your GM's.

Fae are Supernatural. Fae must take the skills Fae Sight, Minor Fae Magic and Fae Paths. They will also automatically have the weakness to Iron flaw and must tell the truth. (there is no bonus for taking these flaws).

Fae do not have a soul and can not be soul gazed.

## Werewolf

Werewolves take many forms in the Dresden universe; we have collected them here under one set of rules and one term to make them easier to deal with. We have also bought back the classic werewolf (a person infected by the bite of another werewolf). We have also removed Loup Garou (violent, extremely powerful monstrous transformation) as an option for players. The other options are someone that has learnt a spell/ritual that turns them into a beast form. There are certain objects that can turn someone into a beast when used. And finally there are those that are a natural channel for a spirit of rage, these people don't change form but can take on berserker rage and abilities. Werewolves are Supernatural creatures.

All forms of werewolves must take the skills Regeneration, Strength 1 and improved senses, but also the weakness to silver flaw (there is no bonus for taking these flaws). They receive Shapeshifting for free and may increase Strength up to 3.

Werewolves have a soul

## Vampire

*Better safe than exsanguinated*

There are 3 'well known' courts of vampires in America, there are other lesser known types in the rest of the world.

The first, the **Black Court Vampires** are the closest to Bram Stokers Dracula with all those strengths and weaknesses, they are the lowest in number and tend to be old and dangerous and evil and so are **not a playable race**.

Black Court Vampires do not have a soul and can not be soul gazed.

**White court Vampires** are the closest to human, they still have a soul and feed off emotions like a Succubi/Incubi. They are weaker than the other vampire types but can boost themselves by calling on their inner hunger. Born human they may never turn into a vampire, but will do so the first time they feed and kill a victim. The white court usually avoids direct physical confrontation.

A white court vampire must take the skills Heal by feeding, Strength 1, and Pheromones, and the flaws inner hunger and weakness to True emotions. White court vampires are Supernatural and may increase strength up to 2.

White Court Vampires have a soul.

**Red court Vampires** are more beast like than white court vampires. These are vampires that have been turned and become demonic bat like creatures hiding inside a human skin shell. They are a very feudalistic court and often a nastier faction so be aware if you look at this race.

A Red court Vampire must take the skills, Heal by feeding, Strength 2, and addictive Saliva, and the flaws weakness to True Faith, weakness to sunlight and Inner Hunger (there is no bonus for taking these flaws). Red court vampires are Supernatural and may increase Strength to 3.

Red Court Vampires do not have a soul and can not be soul gazed.

## Scion

Scions are a rare and **will not be a playable race**. In the Dresden Universe, Scions are the children of a human and a demon or other creature of the NeverNever. Some examples are the child of human and Djinn, demon and human, and guardian spirit and dog. We have expanded this to potentially include the child of an angel and human or even minor god and human. The capabilities of a Scion are as mysterious as creatures they are descended from and should be treated with trepidation should you ever have the misfortune of meeting one...

Scion's have a soul.

## The Skills of Dryspell

Spend your 6XP. Each skill costs 1 XP. Some skills require you to have another skill before they can be bought.

### Combat

- **Fists** - You are good with your hands and can fight someone with your fists and potentially knock them out - See "Caught with ya pants down". All fist attacks are done by card draw, with a success on 8 - King.
- **Martial Arts/Brawler**- You are well trained at fighting with your fists and can draw two cards, picking the higher card. You may also inflict lethal damage with your strikes **Prerequisite Fists**
- **Guns** - Know how to use, reload and take the safety off a gun. This allows you to use guns...but you still need to worry about the legality of carrying a gun. Most combat is cinematic, with some needing to be dealt with, with card draw.
- **Advanced Guns** - You are an expert with guns. If you must draw from a deck of cards, you may draw 2 and pick the higher card. **Prerequisite: Guns.**
- **Weapons** - You know how to use a melee weapon such as a sword, knife, Brass knuckles or baseball bat.
- **Expert Weapons** - You are an expert with Melee weapons. If you must draw from a deck of cards, you may draw 2 and pick the higher card. **Prerequisite: Weapons.**
- **Bigger is Better** - You know how to use bigger weapons. Can do +1 damage with a large gun or Weapon wielded in two hands. Obviously you need to phys rep this and it is weird to wander around with a big weapon. **Prerequisite Advanced Guns or Expert Weapons.**
- **Healthy** - You are a good specimen and can get an extra point of health.
- **Hardened** - You trained as a soldier or police officer, ran with the gangs on the street or similar. An extra point of health. **Prerequisite Healthy.**
- **Explosives** - You have had training in explosives, setting, disarming and handling explosives. This does not mean they will be easy to get hold of or manufacture. **Prerequisite a good reason.**

### Professional

- **Thievery** - Lock picking and Safe Cracking. Given time and tools, you are able to pick most locks. Lock picking in the game will be a combination lock and you will have the potential code on a sheet of 10.
- **Forgery** - You have the ability to forge documents, the higher level document, the bigger the risk. Also the higher level or more complicated a document the more necessary it is to have a copy to work from.
- **Engineering** - Specify what area of Engineering you have worked in. With time and tools, you can make, repair or build things and know how to safely handle components in your trained area. Examples, Mechanical, Electrical, Chemical
- **Scientist** - Your time spent in study has allowed you to have a good working knowledge of one of the areas of science and a general knowledge of other areas.
- **Linguistics** - Each time you take this you can know another language

- **History** - Your time spent in study has allowed you keen insights into the real world histories.
- **Myths and Lore** - Your time spent in study has allowed you keen insights into the histories of the supernatural and arcane
- **Seduction** - You are beguiling. May CHARM someone after speaking with them for 5 minutes (iron will to resist). CHARM allows you to get truthful answer to one simple question OR for someone to help you with something simple that is not against their interests. On a card test you get a success on this is on a 5 - King.
- **First Aid** - You may patch someone up for 1 HP after spending 5 minutes to deal with the wound. Each individual wound may only be treated once.
- **Medicine** - With the right equipment and 10 minutes you can give someone 2HPs. You can also examine someone to see what is wrong. A character may only receive a benefit from medicine once per game session. **Prerequisite First Aid.**
- **Surgery** - With the right equipment, environment and 15 minutes you can give someone 4HPs back. This may only be applied to a character once per session **Prerequisite Medicine.**
- **Psychology** - You are able to calm someone down who is rattled or otherwise under psychological strain. You may use the ability a 3 times per session to tell if someone is lying. With enough time you may to help treat someone's derangement (if they have taken the 'getting treatment' trait). **Prerequisite Medicine.**
- **Stealth** - You know how to keep out of sight. Invisible if you don't move. Represent this by crossing your arms over your chest.
- **Shadow** - You can move at a walk and still remain unseen. Attacking anyone or talking will expose you and supernatural means of detection may still detect you. **Prerequisite Stealth.**

## Magic

- **Touch of Magic** - You have started down the path of magic, either through natural abilities or training. You can begin to start sensing the magical aura around things. You can understand and recognise magic. Gain 3 Magic charges of magic per game session. **Prerequisite Wizard.**
- **Wizards Sight** - You now have the ability to use Wizards Sight, Soul Gaze. Wizard's sight allows you to see the true nature of things; the image will stay with you forever and has been known to turn a wizard mad. A soul gaze happens when you lock eyes with another person with a soul and you both see who the other person really is, their desire and fears. **Prerequisite: Access to Minor magic and a soul.**
- **Magic Attacks** - You have learnt how to use your magic to attack someone. With a blasting rod (wand), or staff you may now use magic to attack someone. Magic combat can be cinematic like a gun or via card draw (whichever is appropriate to the situation or skill). **Prerequisite Touch of Magic.**
- **Ritual Magic** - You can now understand and take part in ritual magic and use magic circles. This can also be combined with other areas of magic and maybe result in more potent or lasting effects. **Prerequisite Touch of Magic**
- **Wards** - You know the secrets of protective and offensive wards. You start with some (The GM's will discuss with you) and you can learn more in game. **Prerequisite Ritual Magic**

- **Doors to the Never Never** - You are able to open doors to and from the NeverNever; that doesn't mean you know where they go though. **Prerequisite** Ritual Magic, Supernatural.
  - **Alchemy** - You have the knowledge of making various magical potions. Recipes can be discovered in game. **Prerequisite** Ritual Magic.
  - **Infused with Magic** - You have a lot of stamina or use your magic well and so gain 3 extra magic charges per game session. **Prerequisite** Touch of Magic
  - **Fuel the Construct** - You can spend 1 HP to gain a magic charge. Any HPs used for it cannot be regained for 1 hour. **Prerequisite** Touch of Magic.
  - **Journeyman wizard** - You can now learn 2 areas of Magic (You must still pay the cost), you also get 1 extra charge of magic. **Prerequisite** Touch of Magic
  - **Expert wizard** - You can now learn 3 area of Magic (You must still pay the cost), you also get 1 extra charge of magic. **Prerequisite** Journeyman Wizard.
- 
- **Combat Magic** - You have trained at using magic for combat and gain 1 extra dodge per session. You also have access to minor magic. **Prerequisite** Touch of Magic, Magic attacks
  - **Advanced Combat Magic** - +1 damage to an attack you make (can be a melee, ranged, or a magic attack) Only 1 charge may be spent in this way per attack.. **Prerequisite** Combat Magic
  - **Major Combat Magic** - Your mastery of combat magic allows you to fortify your body and now you have an extra 1 HP (does not require the spending of a magic charge). **Prerequisite** Advanced Combat Magic
  - **Explosive Combat Magic** - Your spells are bigger and more explosive and more damaging, your spells do 2 damage but can be harder to control. If you choose to use this skill then draw one card. If the result is an Ace then choose one ally within 2m of the target who also takes 2 damage. **Prerequisite** Advanced Combat Magic
- 
- **Subtle Magic** - You have done your apprenticeship. You are practiced at Subtle Magic and can make yourself invisible. You also have access to Minor magic. **Prerequisite** Touch of Magic or Fae Veils
  - **Advanced Subtle Magic** - You are experienced in subtle magic and you can now perform effects like cloaking small groups of people at 1 charge per target, or make simplistic illusions. **Prerequisite** Subtle Magic.
  - **Major Subtle Magic** - You are able to make realistic illusions (Sound, Movement, Touch) that can fool people or change your appearance to look like someone else. A use of name badge, change of clothes, and/or the OOC action of placing a thumb on your chin is required to show this effect is in place. **Prerequisite** Advanced Subtle Magic
- 
- **Mind Magic** - You have done your apprenticeship, you are good at Mind Magic and you can now tell if someone is lying by spending a magic charge. You also have access to Minor magic. Beware Mind magic is against the rules of magic and regular or particularly strong use may leave signs of the effects on targets, including but not limited to psychosis. **Prerequisite** Touch of Magic or Fae Mind Tricks
  - **Advanced Mind Magic** - You are experienced in Mind magic and you can now read people's surface thoughts and gain knowledge of what they are thinking about. Alternatively you can force one target to immediately obey a simple command that would not bring them into harm. **Prerequisite** Mind Magic.
  - **Major Mind Magic** - You are very experienced in Mind magic and you can now influence someone to obey a command. This can be complex, bring the target into

harm (although not suicide) and have a delayed trigger. [Prerequisite Advanced Mind Magic](#)

- **Scrying Magic** - You have done your apprenticeship, you are good at Scrying Magic and can use magic to help you find things. Once cast, see a GM for a clue You also have access to Minor magic. [Prerequisite Touch of Magic or Fae Scrying](#)
- **Advanced Scrying Magic** - You are experienced in Scrying Magic and you can now spy on other locations and conversations. Beware that sometimes others will be able to detect this or even trace it back to its source. A use of a cellphone set to record, or OOC symbol hands on head should be used to represent this. [Prerequisite Scrying Magic](#).
- **Major Scrying Magic** - You are able to scry on other planes and find locations or be able to tell where a door to the NeverNever will drop you out. Once cast, see a GM [Prerequisite Advanced Scrying Magic](#)
  
- **Oracle Magic** - You have done your apprenticeship, you are good at Oracle Magic, at this stage it may give you slight warnings, and this prescience gives you 1 extra HP. You also have access to Minor magic. [Prerequisite Touch of Magic](#)
- **Advanced Oracle Magic** - You are experienced in Oracle Magic, and you can use magic to get visions or warn you about the future. Be aware that what you see may not always be wanted pleasant or nice and oracles have been known to go mad, and the future can change. Also predicting the future is often frowned upon by the White Council. [Prerequisite Touch of Magic](#).
- **Major Oracle Magic** - You may spend 3 charges (instead of 1) to totally avoid a combat and not be attacked for at least 15 minutes. Spend +1 charge for anyone else you wish to also avoid a combat. Must be triggered at start of combat by calling FREEZE. Predicting the future is often frowned upon by the White Council. [Prerequisite Advanced Oracle Magic](#)
  
- **Death Magic** - You have done your apprenticeship, you are good at Death Magic and can talk with dead; you may have a conversation with the dead and ghosts. You also have access to Minor magic. Beware Death magic is against the rules of magic. [Prerequisite Touch of Magic](#)
- **Advanced Death Magic** - You are experienced in Death Magic, and you can use magic to raise a creature from the dead for a period of time. The animated can be given simple commands only, and the caster must maintain line of sight. Note: the freshness of the corpse may play a part as well. [Prerequisite Death Magic](#).
- **Major Death Magic** - You are very experienced in Death Magic. You may now animate a corpse and imbue it with a departed soul. The animate may now think and act on it's own and be given complex commands. The caster no longer needs line of sight to control it. [Prerequisite Advanced Death Magic](#)

## Faith

*"I don't have anything against God. Far from it. But I don't understand Him. And I don't trust a lot of the people that go around claiming that they're working in His best interests. Faeries and vampires and whatnot—those I can fathom. Even demons. Sometimes, even the Fallen. I can understand why they do what they do. But I don't understand God. I don't understand how He could see the way people treat one another, and not chalk up the whole human race as a bad idea. I guess He's just bigger about it than I would be."*

- **Faith** - You have been following a religion (any denomination or faith) , this has given you friends within your religion and an understanding of your Holy Book/Text/Deity.
- **True Faith** - You have true Faith, a resolute belief in something that transcends normal faith and this will give you some protection against some of the more nasty things out there. But remember Faith can be lost through your actions or that of others. *Prerequisite Faith,*
- **Righteous** - Your belief and touch is a threat to Vampires and creatures of the Nevernever. A creature touched will show their true form and may flee from your presence or fly into a rage. Abuse of this may have the blessing of your deity revoked. *Prerequisites True Faith and NOT Supernatural.*
- **Guide my Hand** - Through prayer and conviction, greater powers may give you guidance as to where you may need to go or what you may need to do next. Remember God helps those who help themselves and abuse of this power may result in communion with their deity being lost. *Prerequisite True Faith.*
- **Bless this House** - Your home is blessed and the threshold is stronger than normal (harder for Supernaturals to enter, or effect), some may say it is watched by angels. *Prerequisite Faith, Human.*

## Talents

- **True Love** - You have the power of true love, this gives you protection against some members of the White Court.....And may be something that is respected by others, but you also need to constantly prove this and obviously define the target. *Prerequisite - A soul and a target of the True Love.*
- **True Courage** - You have the power of true Courage, this gives you protection against some members of the White Court.....And may be something that is respected by others, but you also need to constantly prove this.*Prerequisite - Iron Will, A soul.*
- **Fearless** - Resist one fear call per game session
- **Strong Willed** - Resist one influence call per game session.
- **Iron Will** - Resist 3 influence calls over the game session. *Prerequisite Strong Willed.*
- **Steel Will** - You can ignore all charm/seduction and fear calls. *Prerequisite Iron Will, Fearless*
- **Seen a lot** - You have seen a lot in your life and so while you will be impacted by things that drive others insane you recover from the effects faster. *Prerequisite Strong Willed.*
- **Nerves of Steel** - You can ignore many (but not all) things that would drive other people insane. *Prerequisite Seen a lot.*
- **Medium** - You can see the dead and talk to the dead. This isn't specifically a magical effect. *Prerequisite a good reason.*
- **Shoulder to cry on** - You are there for people to listen to and can help them with their psychological burdens. If a character has received some psychological trauma, a character with this skill may with 5 minutes of reassuring conversation may remove the effects for an hour. Note particularly harrowing experiences may not be soothed.
- **Getting treatment** - If you have been impacted by a psychological effect this will allow you to keep any negative effects at bay except in the most trying

circumstances and make you more resistant to that specific condition or effect, as long as you continue to receive treatment. You may take this for each instance of psychological effect. **Prerequisite** A psychological effect or condition and some form of treatment

- **Intimidation** – Once a session you can intimidate someone into giving you a truthful answer to a question. (fearless can resist).
- **Touched** - Your psychosis has started to give you glimpses into other worlds and minds and visions. Who knows what is real and what is the madness. If you ever take 'Getting Treatment' you lose access to this skill as well. **Prerequisite** a psychosis
- **Knowledge of the NeverNever** - You know where some of the places in your city are connected in the NeverNever and know some of the information about that location. **Prerequisite** a good reason.
- **Knowledge of paths in the NeverNever.** - You have learnt some of the paths through the NeverNever. Paths can be highly dangerous and contested. **Prerequisite** a good reason.

## Supernatural Powers

*"Oh," the girl said, shaking her head. "Don't be so simple. People adore monsters. They fill their songs and stories with them. They define themselves in relation to them. You know what a monster is, young shade? Power. Power and choice. Monsters make choices. Monsters shape the world. Monsters force us to become stronger, smarter, better. They sift the weak from the strong and provide a forge for the stealing of souls. Even as we curse monsters, we admire them. Seek to become them, in some ways." Her eyes became distant. "There are far, far worse things to be than a monster...."*

- **Mystical Languages** - Each time you take this you can know another mystical supernatural language. **Prerequisite** a good reason.
- **Improved Senses** - Win a test to work out the true nature of a creature. **Prerequisite** Supernatural.
- **Calming Influence** - Any who can hear your voice (spoken in a calm normal tone - NOT raised), feel calmed and less likely to fight, unless they win a test - 3 uses per session. **Prerequisite** Supernatural
- **Feed to Heal** - Do one damage to heal one HP. This will leave the target weaker no matter the type of 'feeding'. The victim cannot recover this HP for at least one hour. **Prerequisite** Vampire
- **Invoke Fear** - Up to three times per session, you may invoke fear in others and make them retreat from you and afraid to approach or attack for 15 minutes **Prerequisite** Supernatural
- **Strength 1:** You are stronger than normal; you can perform exceptional feats of strength. You may treat any strength related task as skilled, or if skilled you may draw 2 cards and pick the higher card. You may also inflict lethal damage with your strikes. **Prerequisite** Supernatural
- **Strength 2:** You are supernaturally strong. You do +1 damage with unarmed or melee weapon strikes. **Prerequisites:** Strength 1, allowed in template
- **Strength 3:** You have ludicrous strength and could throw cars. You do +2 damage with unarmed or melee weapon strikes. **Prerequisites:** Strength 2, allowed in template, Juggernaut.

- **Speed** - Once per session you may dodge one attack. **Prerequisite Supernatural**
- **Fae Paths** - You know some of the paths of the NeverNever and can use them when needed. Paths can be highly dangerous and contested. **Prerequisite Fae, or Reason to have if not Fae.**
- **Fae Sight** - Similar to Wizards sight, you can use your sense to see the true nature of things. Even a FAE can be impacted by what they see. **Prerequisite Fae or Changeling.**
- **Fae Combat Spells** - Fae with this skill can make ranged magic attacks (unlimited use). **Prerequisite Fae**
- **Fae Veils** - You may learn Subtle Magic (including the advanced and major levels) without prerequisites although you must purchase the prior level before moving to the next level. You may use each power twice per session. **Prerequisite Fae or Changeling**
- **Fae Scrying** - You may learn Scrying Magic (including the advanced and major levels) without prerequisites although you must purchase the prior level before moving to the next level. You may use each power twice per session. **Prerequisite Fae or Changeling**
- **Fae Mind Tricks** - You may learn Mind Magic (including the advanced and major levels) without prerequisites although you must purchase the prior level before moving to the next level. You may use each power twice per session. **Prerequisite Fae or Changeling**
- **Regeneration** - You may regenerate health at 1 after 10 minutes **Prerequisite Supernatural**
- **Improved Regeneration** - You may regenerate 1 HP after every 1 minute. **Prerequisite Regeneration**
- **Shapeshifting** - Depending on the type of creature you are you can change your form to look like someone/thing else. **Prerequisite Supernatural**
- **Stalwart** - You gain one hit point. **Prerequisite Supernatural**
- **Juggernaut** - You gain another hit point. **Prerequisite Stalwart**
- **Armoured Hide** - Your skin is so tough, magical, or otherwise so powerful that you have 1 armour and can only be effected by things that do 2 or more damage. **This power may not be purchased**
- **Immunity <Physical or Magical >** - You are immune to physical damage and can only take damage from magic. Or Vice Versa (immune to magical damage and not physical.) **This power may not be purchased**
- **Addictive Saliva** – Once contact with saliva is initiated, as Seduction, but more powerful, immediate and automatic. This can be for actual seduction or use of Heal by feeding without resistance. Cannot be resisted but beings that can ignore charm/seduction may still ignore Addictive Saliva. **Red court Vampire only.**
- **Pheromones** – As Seduction, but more powerful, immediate and automatic. This can be for actual seduction or use of Heal by feeding without resistance. With physical contact requires resistance every 15 seconds to negate. **White court Vampire only.**
- **Death Curse** – If a Wizard is reduced to 0hp they may call down their death curse. This guarantees that the Wizard will die. The curse can be of any nature, even fatal, but will not necessarily take effect immediately. Feel free to be creative. **Wizard only.**

## Artifacts and Items

- **Artifacts and items** - These will cost variable Skill points from 1 to 4 and can be purchased multiple times. **Prerequisite discuss with the GMs.** Examples below
  - 1 XP - Cold iron dagger or inherited silver or a minor one use item like a magical potion.
  - 2 XP - Maps to locations in the NeverNever, found lost rituals and spells, objects of prophecy, or a minor magical item like a gun that doesn't need reloading
  - 3 XP - A moderately powerful magical item like a shadow cloak or Hexenwulf belt.
  - 4 XP - An artifact or item of great power like Bob the Skull. Note these are items that are highly sort after and may attract unwanted attention.

## Influence

Every character may spend **2XP** on the following abilities for free at character creation, and may invest in them further from their initial allocation (of 6xp) and game earned XP.

- **Alliance** - You have friends within a particular group, they may help you, they may provide you with plot, but there will be costs and friendship goes both ways. Options Include. Fae, Law Enforcement, Organised Crime, Media, one of the Vampire courts, The White Council, The Brotherhood of St Giles, Demons, Other. You may take this multiple times, choosing a new alliance each time
- **Wealth and Money** - If you have no points in this you are just scraping by, with 1 point you are living comfortably, 2 you are living well at 3 you are at the levels of Johnny Marcone and Al Capone. You may take this skill multiple times.
- **Reputation** - You are well known in a particular faction or area, or potentially across all. Reputation can open certain doors.... and lead to them being shut in your face....
- **Own Property** - You own property, whether it is your house. Or at higher levels a club/Mansion/Warehouse, which could come up in come or be used as a location In one of the Games. You may take this skill multiple times. Each time your property empire gets bigger. **Prerequisite Wealth and Money or a good reason.**
- **Occupation** - You are part of an Organisation. You have the benefits of belonging such as an income (**Equivalent to Wealth 1**), contacts, resources, but there are responsibilities as well. Options are Military, Law Enforcement, Organised Crime, Federal Agency, Emergency Services, Dock Workers Union, other.

## Magic

### Activating magic

In Dryspell, a wizard is limited in the amount of energy they may easily draw to themselves, to create fuel for the spells in their repertoire. This is represented by the magic charges each wizard has at their disposal.

Each spell a Wizard uses requires the spending of 1 magic charge (although some particularly potent effects will require more). When a Wizard no longer has any charges, then they are out of easily available energy and can no longer use any abilities that require it. In dire circumstances a Wizard may draw on the deepest and most primal of sources, but this is not without risk and peril. Some Wizards are able to use their own body to fuel the construct directly. Some manage to weave the energy of great storms, and some tap wells of much darker stuff...

The following require the use of a magic charge

- Minor Magic
- Magic Attacks
- Combat, Subtle, Mind, Scrying, Death, or Oracle magic and their advanced and Major levels

The death curse does not require a wizard to have access to unspent magic charges as they pour their very life force into their last spell.

### Minor Magic

There are many spells in the Dresden universe, with every wizard having their own take or spin on using the constructs of magic. Simply there is too many to list or codify.

In Dryspell the ability of **Minor Magic** represents all these small minor spells a wizard may have learnt in their years of study or that a Fae creature may know naturally. The effects are not lasting, or particularly powerful, but in the right situation you might just find you need to think a little laterally.

Minor magic is always linked to the school of magic that has granted you the ability, and so any effect that is generated by the use of this ability should be themed. For example a combat mage may use his minor magic to give his blade an extra keen edge, perhaps doing +1 damage for the next strike. A defensive mage may call forces to swirl about them, knocking someone back a metre if they attack you.

All Minor magic requires the use of one magic charge.

The following guidelines should help determine what is acceptable for Minor magic

- The effect cannot damage another magically (loss of HP through a magical attack)
- The effect cannot last more than 15 minutes
- The effect must be linked to the school of magic that ability is derived from
- Every use expends a magic charge

Fae and Magic, minor Fae magic is the same as the wizard Minor magic, on top of this Fae may be able to pick from the complete magic list, but they won't be as flexible as a Wizard and this can be discussed with the GMs. Fae can regain magic charges.

## Wizards Sight and Soul Gaze

These powers are defined further with the mechanics in the World Concepts portion of the Appendix

## Fae Magic

Fae being creatures of magic and the NeverNever are able to wield spell like powers. In game terms Fae Magic mechanically works in much the same way Wizard magic does. However it does not require the use of magic charges, but instead has a set number of times the skill may be used per session.

## Flaws

In Dry spell, certain beings have an achilles heel inherent in their creation. Some are linked to the type of creature they are, and some are accumulated from just existing in the Dresden universe. You may have some of these because of the race your character is. Some may be given to you during the game by GMs or NPCs. All flaws should be significant and roleplayed accordingly (ie play them up).

Any character may choose 1 or multiple flaws(not limited to the examples below), and gain 1 (MAX) extra skill point to spend. Races that start with flaws receive no additional benefit.

- **Weakness** - Be it silver, sunlight, iron, or the morning paper, you have a weakness that you cannot overcome. When confronted with the source of your weakness you cannot move closer to it, and should it touch you, you will run in fear. Certain items that injure will do an additional point of damage. For example a cold iron dagger could do 2 HP of damage to a Fae creature
- **Inner Hunger** - You are insatiable. The desire to feed or fuel some addiction is uncontrollable. During the session you must feed your hunger at least once or become sickly. A character that is sickly has 1 less HP and loses draws on tests. If you are reduced down to 1 HP you have a strong agonising desire to feed (often to someone's death).
- **Psychosis** - Put simply, you're nuts. Whether it's a phobia or a full blown psychosis, something isn't right with the upstairs. Players are expected to roleplay these and react appropriately during the course of the session.
- These were just some examples feel free to come up with your own.

## Conflict in Dryspell

*"I'm too stubborn to die, Thomas is too pretty to die, and Polka will never die."*

There are times when your character will come into confrontation with other players or GM controlled characters (NPC's). Conflict is resolved in one of three ways in Dryspell

- Mechanically using a simple card draw system.
- Cinematic systems, such as Larp Combat with Latex Weapons, and Cap guns and point and shoot for magic/gun combat
- A decision between 2 players as to what they think is cool and works.

When a player is reduced to 0 HPs they are down and out, whether it is unconscious, or on the ground bleeding out. Without attention this state will lead to further complications or even death. If someone is on the ground on 0 HP they can be finished off with a "killing blow". Representation of a Killing Blow is to strike, shoot, or lethally attack a down and out character and loudly pronouncing "Killing Blow". That character is now dead and should see a GM.

Note: the killing of a character should always be done with the cinematic in mind. In order to encourage this all Killing Blows should be preceded with some choice parting words like "That's for Buggy you dirty rat!"

When a character takes damage it will either be non-lethal damage, representing trauma from a source that is not as likely to kill as say a bullet or blade (In most cases this will be damage received from the strikes of fists and brawling), or lethal damage.

If a character is injured, they can naturally heal back 1 HP over a day for lethal damage or 1 HP per hour for non-lethal damage.

A character may receive first aid once per wound when accompanied by rest and no further injury, but may only receive the benefits of Medicine and Surgery once per session (each)

This may mean that particularly potent strikes will not be able to be fully healed by uses of first aid, medicine, or surgery

### **An example:**

Larry gets into a bit of a scrape with a thug and his baseball bat. He gets roughed up and takes 2 wounds, doing 1hp each. His friend is on hand to stitch up his contusions with first aid. The friend may treat each wound after 5 minutes to heal it (10 minutes of continuous roleplay and rest)

Larry gets into a fight again and takes a rather nasty shotgun wound (2hp). Luckily for him a friend is on hand to help patch him up again! That friend could apply first aid to the wound, healing 1hp, but leaving 1 hp unhealed. Larry will need to heal up that wound naturally or receive some medicine or surgery to properly take care of it then and there.

## Resolving Non-Combat conflict and combat where the mechanical system is used.

The non physical/Mechanical system we have chosen to use for Dry Spell is a simple card draw. We wanted a system that was simple, but had flexibility and scaling, and was quick. We also wanted something that could be more in theme with the game rather than paper/scissors/rock.

When you are required to do a simple test to see if you can succeed in a task, you draw a card from a deck\*, **if you get an 8, 9, 10, J, Q, K you will succeed in the task.**

You may attempt to do something to which you are unskilled. In this case a player will **draw two cards and take the lower result.**

If a King is drawn, the player is encouraged to describe a way in which the test has exceeded beyond expectation. This can be a small bonus or advantage.

However if an Ace is drawn, the opposite will happen. Not only have you failed but there is an unintended effect, such as hitting an ally, or breaking your lock pick.

If combat needs to go to the mechanical system (for example in brawling combat), then every person in the combat indicates who they are attacking or what they are trying to do for each round. They draw one card per attack (it is very rare but possible for someone/thing to have more than one attack). Each success is a damage to your target. Everyone hands back their card, and a next round of draws happens. This can be repeated until combat ends. Other skills may have an effect on the result, but we have tried to keep it all simple.

\*The Decks are standard decks of cards without jokers. Aces are ones. Players do not carry their own decks, GMs and NPCs will have decks while there will also be some in the playing area.

## Resolving Combat

*Booya!" I shouted in pure triumph, the adrenaline turning my manly baritone into a rather terrified-sounding shriek, "What have you got for fiery beams of death, huh? You got nothing for fiery beam of death! Might as well go back to Atari, bug-boy, 'cause you don't got game enough for me!*

### Brawling

In the interests of safety, anytime a character is involved with a combatant that wishes to use fists or martial arts, they must use the mechanical system for combat of cards. By default all brawling damage is considered non-lethal.

## Melee Weapons

Melee weapons will be required to meet the safety standard expected of most LARPs in New Zealand and will be checked by the GMs before each game.

Larp combat is resolved by landing hits on an opponent. Hits are blows that are hard enough to be felt but not designed to inflict pain. There may be an additional damage calls made, but combat calls will be kept to a minimum, and should be self explanatory

If a combat between characters involves melee or brawling then all combatants will need to use the card draw mechanic outlined above.

All damage from melee weapons is considered to be lethal.

General LARP combat rules will be covered at games.

## Ranged Weapons

Ranged weapons used in Dry Spell should be in most cases cap guns (where suitable guns can be found). There will obviously be limited amounts of ammo characters can carry around with them.

When you shoot someone you point your gun at them, pull the trigger and calling the targets name or something to identify them. If the cap misfires the shot misses. Shots will do 1HP damage unless a damage call is also made.

All damage from ranged weapons is considered to be lethal.

If a combat between characters involves melee or brawling then all combatants will need to use the card draw mechanic outlined above.

## Magic

Magic attacks are another form of ranged attacks, magic attacks require a magic charge of some kind. Magic also needs a focus of some kind, a wand or a staff for a Wizard, or something more exotic for a FAE.

When you use a magic at someone you point your focus at them, and call the targets name or something to identify them, and call magic. Magic attacks will do 1HP damage unless a damage call is also made.

All damage from magic is considered to be lethal.

If a combat between characters involves melee or brawling then all combatants will need to use the card draw mechanic outlined above.

## ‘Better Lucky than Good’

Every character in the Dresden Universe has a certain something about them. A little luck, a well timed warning, or a guardian angel looking over their shoulder. Once per session every character may negate a magic or ranged attack by calling “Dodge”

## Dodging

Whenever a character is granted a dodge from abilities or otherwise able to ignore an attack, they must be aware of the attacker in order to do so.

## ‘Caught with ya pants down’

Sometimes a character might be caught unawares. Should that happen the character may not use any dodge related abilities (except for Humans Boon) and if so struck will take an additional 2 damage. A non lethal attack will instead render the character unconscious for 5 minutes and no loss of HP).

## Psychological effects

*“There is a primal reassurance in being touched, in knowing that someone else, someone close to you, wants to be touching you. There is a bone-deep security that goes with the brush of a human hand, a silent, reflex-level affirmation that someone is near, that someone cares.”*

During the Dryspell campaign a character may experience mental trauma that may have a lasting effect on the psyche, be it from a brush with the supernatural and things that go bump in the night, to that sinking feeling during tax season. A GM or that characters player may deem it suitable for a character to have gained a derangement, or phobia, or other mental condition as a result. These will generally have a duration and a description, lasting from 5 minutes all the way to permanent.,

The GM’s of Dryspell have not applied any mechanics to these, instead leaving it to players to roleplay as they see fit. However it is expected that they will be roleplayed as the burden they are.

## Advancing your Character

*“You backbiting, poisonous, treacherous, deceitful, wicked, clever girl. If this works I’ll buy you a pony.”*

As the characters progress through the story, they will become more experienced and gain new skills and talents. Each session attended will award the character 1XP to spend on gaining new abilities. The maximum any character can gain in a year is 2XP.

## Contacts

*"I leaned into Karrin a little and said, next to her ear, "You ready for this?"  
"Only a lunatic is ready for this," she said.*

During the campaign, all correspondence should be directed to the email below. The GM's will endeavour to reply as soon as possible

[Dryspellcampaign@gmail.com](mailto:Dryspellcampaign@gmail.com)

FAQ and other information can be found on [Diatribe.co.nz](http://diatribe.co.nz)

### For Wellington

<http://diatribe.co.nz/viewforum.php?f=255&sid=36947c6d84e6c47efd4b291fc4e8fdc3>

### For Auckland

<http://diatribe.co.nz/viewforum.php?f=254&sid=36947c6d84e6c47efd4b291fc4e8fdc3>

## APPENDIX

### Resources and Reading

The Dresden Files books by Jim Butcher (note you don't have to have read the books to play in the campaign)

**Storm Front**

**Fool Moon**

**Grave Peril**

**Summer Knight**

**Death Masks**

**Blood Rites**

**Dead Beat**

**Proven Guilty**

**White Night**

**Small Favor**

**Turn Coat**

**Changes**

**Side Jobs (short stories)**

**Ghost Story**

**Cold Days**

**Skin Game**

Read a free short story prequel to the series here:

<http://www.jim-butcher.com/books/dresden/side-jobs/restoration>

TV and movie inspiration and time period:

The Untouchables

## The RULES OF MAGIC

The **Laws of Magic** are a set of rules governing the use of magic by wizards. Developed and enforced by the [White Council](#), the Laws of Magic are primarily intended to guard against the misuse of [magic](#) by [wizards](#) against humans. The White Council openly apply the Seven Laws on any person capable of doing magic, despite admitting only the most powerful practitioners to their ranks.

The laws are set down as follows:

1. Thou shalt not kill
2. Thou shalt not transform others
3. Thou shalt not invade the mind of another
4. Thou shalt not enthrall another
5. Thou shalt not reach beyond the borders of life
6. Thou shalt not swim against the currents of time
7. Thou shalt not seek beyond the Outer Gates

### The First Law of Magic

The first law prohibits the killing of humans with magic. A plea of self-defense is allowed in mitigation, though it seems to work only rarely. Wardens often wield swords when detaining and executing warlocks to avoid a technical infraction of this Law. At several points in the series, however, Wardens have used lethal magic against human wizards; it is presumed that the Wardens are given some latitude, though the books do not explain this. The use of magic to kill non-human beings, on the other hand, *is* lawful; a wizard may, for example, use magic to kill a [ghoul](#), a [vampire](#) or any being of the Nevernever without breaking this Law.

### The Second Law of Magic

This law prohibits the shape shifting of other beings. See also shapechangers.

### The Third Law of Magic

This law prohibits the forcible violation of a mortal [human]'s mind. This includes everything from mind reading to mental rape. Sending mental messages is not in itself a violation of this.

### The Fourth Law of Magic

This law prohibits the magical domination of another being's mind. Enthrallment is the term used in the books for this. The difference between the third and fourth law can be subtle. The fourth law forbids altering desires and emotions in ways that will change what people want, rather than what they think is true (which would be a violation of the third law to accomplish a similar result).

### The Fifth Law of Magic

This Law prohibits both research into and the practice of necromancy, described as the summoning, binding and exploitation of the unwilling dead. The Law applies specifically to human necromancy, but the Wardens (and, by implication, the rest of the Council) still

frown upon any form of the practice. Communicating with spirits of the dead who are willing to do so is stated not to be a violation of this law.

### The Sixth Law of Magic

This law prohibits any attempt to change the past through temporal manipulation for fear of paradoxes. Even magical prediction is stated in the books to be frowned upon except in the vaguest, most general forms. It is noted however, that some beings in the Dresdenverse exist in the past, present, and future at once, and that such beings can be dangerous for this reason. It is also stated that paradox is "an overrated threat" due to a property of temporal inertia that gives events a strong tendency to occur the way they already have once, regardless of interference.

### The Seventh Law of Magic

This law prohibits wizards from researching or dealing with beings from another universe, known as Outsiders.

## **The Unseelie Accords**

The Unseelie Accords are a set of agreements (like the Geneva Conventions) that govern behaviour between its signatories, who are the major powers of the magical world. The Accords include protocols for etiquette, hospitality, formal duels, and neutral ground, among other things. They were instigated by Queen Mab, Winter Queen of the Fae many, many, many years ago. Every so often a meeting is held to update them.

The laws set down in the Accords are upheld, the work of maintaining them done, and gatherings arranged by two Fae lawyers, who represent the balance between Winter and Summer. They are Ms Anna Cage, of the Summer Fae; and Fish, of the Winter Fae. Between them they ensure that the laws are followed, and any breaches or problems are resolved in accordance with the rules. Though all Signatories take the accords very seriously.

The Known Rules are.

- There is no spirit of the law, only the letter of the law.
- Beings have license to deliver and receive messages, and to have safe passage granted them so long as they do not instigate violence.
- Part of a pledge of safe passport or conduct is a promise to not drug any directly offered food or drink. If it is targeted at a group, rather than a specific individual, however, then it is acceptable.
- If a member of the Accords is killed by another member of the Accords, one who has close relations to the deceased can demand a weregild in compensation for their death.
- Should a member of one faction wrong another faction, the aggrieved party has the right to challenge their enemy to single combat. The dueling laws are based on the Code Duello:
  - The organisations that represent the duelers pick an emissary from the list of neutral emissaries.
  - The chosen emissary decides on a list of available weapons, such as magic or will.
  - The challenged picks the weapons, and the challenger picks the time and location.

- The available weapons are not necessarily restricted to those usable by both parties. If the challenger can't use the weapon the challenged chose, they can force the challenged to take their second choice.
- Each party must have a second. The seconds collaborate with the emissary to work out the terms of the duel.
- Certain places can be signed on as Accorded Neutral Territory. This means that signatories of the Accords do not start any conflict on the premises, and are bound by their honour to take any fights outside.
- Any member of the accords can sign for safe passage for 1 other.
- An individual can sign onto the Accords as a freeholding lord:
- The signatory is entitled to rights under the Accords, such as right of challenge.
- The signatory must have three current members of the Accords vouch for them for them to be able to sign on and this is not taken lightly.

## Notes on Various Factions

### The Current Signatories

- The Archive - A powerful being, always a woman who is a repository of all knowledge recorded by humanity, wizard or otherwise. This makes as strong as the strongest of the Fae Queens.
- The Denarians - The Order of the Blackened Denarii, an organisation of fallen angels who are bonded with human hosts through their coins. There are only ever 30 at any one time, though they have a wide range of power and abilities. The generally accepted leader as seen by outsiders is Anduriel who has been walking the Earth for close to 2000 years.
- Monoc Securities - An organisation based in Oslo. Little is known about this organisation, though. They have been known to hire out supernatural mercenaries. Their leader is Donar Vadderung.
- The Summer Court and Winter Court - 2 of the 3 known groups of Fae (The third group, WyldFae are more mercenary and mercurial). Fae are alien and powerful beings that live in the NeverNever and interact with the Mortal realms. Each of the courts turns in opposition to each other, their power waxing and waning with the seasons. Balance is very important to them, as are deals. It is well known that Fae can not tell a lie or break a deal, but while many may see these as weaknesses, they see them as power. Each Court has 3 Queens and a Knight. In order of power (weakest to strongest) there is the Lady, The Queen and then the Mother. The current Summer Lady is Guinevere and her Knight is Ronald Reuel. The current Winter Lady is Boadicea and her Knight is Jacob Sanders. The closest thing to the leader of the WyldFae is the Erlking, a powerful being who can call the Wild Hunt.
- The Fomor -An ancient race of water-dwelling creatures, they are known to be powerful magic users, some claim because they are fallen Fae others say potentially through their interbreeding with the Fae many, many, many years ago. They are lead by King Corb and tend to keep to themselves and do not encourage guests. Very few actually know much about them.

### Vampires

- The Black Court - The most well known type of Vampire, the Black Court's numbers are severely weakened now after a serious purge from mortals after the publication of Bram Stokers Dracula, and they are currently the smallest and weakest of the Vampire Courts. They are usually old, strong creatures, though their appearance is

often off putting as they are still in their old bodies which for many of them has continued to rot. Their leader in America is Count Laszlo a very old Vampire from Europe who is rumoured to have tried to destroy the world in recent years.

- The Jade Court - A secretive group of Asian vampires, they can be expected to respect the accords and respect honour, but rarely seen outside of Asia.
- The Red Court - Currently the most numerous and powerful of the Vampire Courts. Red Court vampires were once human who changed when they first feed, now they are bat like monsters who feed on blood and disguise themselves with human looking 'shells'. They are known for the passions and tempers and an addictive saliva which they use to feed off humans. Their powerbase is South America where they are ruled by the Red King. His representative in America is Duke Garcia a vampire known to be around for at least a couple of hundred years.
- The White Court - The most 'human-like' of the Vampire courts they integrate themselves into mortal society. They avoid violence with the other groups preferring diplomacy. They are lead by the White King and while little is known about the inner workings they are made up of a number of houses. White Court vampires are not humans that have been turned, they are born as vampires. And they tend to feed on emotions and able to influence the mood of mortals. The Representative of the House is one of the White King's daughters, Miss Eleanor Mont Blanc.
- The White Council - Is a worldwide council of Human Wizards that has been around since before the Romans. They are lead by the Senior council and group of 7 incredibly powerful Mages. And their leader is The Merlin, a title taken by the most powerful and senior of the Mages. A human mage will live MUCH longer than a normal human being barring accidents, and has access to magic not available to other Supernatural creatures. The White Council also enforces the seven laws of Magic over human wizards. This is done by their combat mages, the Wardens. Wearing grey cloaks and carrying silver swords that cut through magic most groups are wary when the Wardens are hunting.

## World Concepts

**NeverNever:** A magical realm of the supernatural, separate, yet attached from the normal world.

It is a series of realms which contain the land of Faerie, which is separated in two territories ruled by the Summer and Winter Court. It is also comprised of all the spirit worlds known from Hades to Hell. The further the realm is from earth the less stable it is.

It often replicates the feel of the real world, so in a place of suffering and torment in the real world (say Alcatraz or mental asylum) then the Nevernever is likely to be a very dark twisted place, in a peaceful happy place in the real world (lets use Wrigley Field) the Nevernever may be a summer meadow with animals frolicking. That doesn't mean those animals won't eat your face off of course, it is still the Nevernever.

Will plays a large part in the Nevernever, and people are able to influence their environment to an extent, it's said that very powerful Mages and beings can create their own domains there.

The connection between the real world and the Nevernever is stronger at certain points and this is where doors may be opened between the 2 worlds by those that know how. Distance and time is also measured differently in the Nevernever, it may be possible to get half way across the world in the real world by entering the Nevernever and swimming for

half an hour across a placid lake. These are known as paths. And knowledge of various paths and gates is sought after. Of course entering the Nevernever is full of dangers and some paths may be guarded.

**Veil:** A veil is a magical form of concealment which renders the affected either invisible or otherwise unnoticed by most of the magically unaware. Veils can range from simple feelings of aversion to looking in a direction, to a lack of conscious recognition of someone's presence, to a complete state of invisibility and denial of the existence of the physical space in which the veil stands.

Veils can be seen through with the Wizard's Sight and Fae Sight and perhaps some varieties of sentient magical creatures.

For the creation of good veils the creator has to have a good fine control of magic, and has to be calm and still.

Being under a veil also always reduces the veiled person's ability to see or perceive the world outside the veil.

Those people using a veil will cross their arms over their chest.

**Wizards Sight/Fae Sight:** Wizard's Sight is a form of supernatural vision or perception. Use of the Sight, sometimes also referred to as "third eye", allows a wizard to gaze upon the world and see its supernatural side, allowing the perception of things hidden to the normal eye. What has been seen through the use of the Sight will remain a lasting memory forever, and will neither fade nor be forgotten. Because of this, wizards don't use it often, for it could easily drive them insane.

The Sight usually shows concepts physically, e.g. if a loved one had recently died, a person could have wounds similar to those of a sword. If a person was pure they may be seen as surrounded by pure white light, and evil person as having horns and surrounded by whirling black smoke. And looking upon a truly evil supernatural creature, well.... that could just turn a Mage totally insane and catatonic.

The Sight can break through illusions, and is generally the method used by wizards to pierce veils.

If you use wizards sight or something equivalent to look at people, whether it's right next to someone or across the room, go to them and ask to see their wizards sight card/envelope (Everyone will have one), an important note, if you are using wizards sight, everything in front of you, you can see, and please react accordingly to it.

**Also don't look at your own wizards sight card.**

**Soul Gaze:** When a practicing wizard and a being with a soul look each other in the eyes (for at least a full second or two), it begins what is known as a soulgaze. It gives the other a window into their soul, which can't be faked. It doesn't relay specific information (you can't use it to interrogate someone), but it does give one a vague impression of who they are. You are seeing into their head and their "dream world" but as they are, not who they think or pretend to be. Just like if one were to use their Sight, the memory of the gaze doesn't fade with time, being as sharp years later as when it happened.

A soul gaze may only happen once between a mage and someone else. And a soul gaze is always a 2 way thing, you both look into each others head. It is not done lightly.

**When a soul gaze is initiated, swap your soul gaze cards, if one person doesn't have one a soul gaze can't happen. The Soul Gaze lasts only a moment though it feels much longer. It can leave you disorientated after. Again don't look at your own Soul Gaze card.**

**True Names:** All beings have a name, and a NAME. One's NAME can change over time, so one's NAME does not have to be one's name. Generally, for mortals at least, one's birth name is indeed one's NAME, at least to start with. One's NAME is affected by how one perceives oneself, and also what experiences one has had.

**Oaths:** While people can lie and cheat, Oaths and deals tend to end up being more binding, sometimes more than the person intended. Some people still to the exact letter of the deal others more the spirit. Oaths can be made to cover many, many things.

## Note from the GMs

This game is based upon the work created by Jim Butcher. For the Wellington LARP convention Hydra we wrote a one off flagship game for 40 - 50 people based in this world but in the time of prohibition Chicago. While we tried for the most part to avoid using specific characters named in the books and we used a different time period, it was set in that universe, so we made sure to advise Jim Butcher and his lawyers and ask for permission to run the game. Due to the success at Hydra we were requested to run the game at Chimera the Auckland LARP convention and from both runs there has been a lot of demand for a campaign game. Those games and this campaign were never designed to make the writers money but more for people to have fun and introduce more people to a world we love. For that we would like to thank Jim Butcher, and the other writers of the Dry Spell one off, Paul Wilson, Malcolm Harbrow and Donna Giltrap for their inspiration.

This game and it's rules also takes inspiration from those games that have come before us and we would like to thank those that have paved the way, this includes but is not limited to, Saint Wolfgangs, Teonn, 33AR, The World That Is, The Witch House and the many one offs we have all played.

The quotes used were all from characters in Jim Butcher's books.