

Kassandra King: Devil's Dice

By Michael Elliott

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To play Devil's Dice you will need 6 six-sided dice (6d6) and 2 ten-sided dice (2d10) and a copy of the character contract.

ECB Case file explaining the ECB

ECB Case file on "The Devil"

Prologue

You sit across from the Devil. He wears a tailored suit and smokes cigarettes that smell like tar and stale butter. He looks at you from behind a cloud of exhaled fumes and says,

“You don’t remember me do you, Cassandra?”

He grins. His mouth is full of shark teeth. You are in the Crossroads 24/7 Cafe. They serve greasy food, strong coffee, and it’s one of the last places in the city where you can smoke. You are sharing a red vinyl booth with the Devil. He points at the dice between you.

“Roll the die. It will help you remember who you are.”

Roll 1d6 and mark your name on the contract.

1-3: I’m Cassandra King, contractor for the External Containment Bureau. I track down occult artifacts, runaway cryptids, and bully oligarchs who got rich off interdimensional secrets. The ECB doesn’t trust me because I fucked up an important mission.

4/5: I’m Cassandra King, I was a private investigator until I screwed up an important case. The External Containment Bureau came in and told me not to worry about it. Now I do odd jobs for them. I cover-up spontaneous combustions, bribe witnesses to keep quiet about tears in space-time, and run down angels and demons who are late on their debts.

6: I’m Cassandra King, and fuck you. I know a priest who delivers holy water by the barrel full and I have a gun that shoots bullets made of spooky math and splinters from Jesus’s crucifixion. I know where a thousand secrets are buried in this city. The only reason I’m not watching you die screaming right now is something happened, something bad, and I can’t remember what.

The Devil laughs. This skin on his face folds like old leather.

“Yeah you’re cool as shit, Cassandra. So, what happened?”

Roll 1d6 write your **inciting incident** on the contract.

1-3: I was uncovering a conspiracy. The ECB were covering their tracks. Something big went down that they don’t want me to know about. They’ve been keeping their eye on me ever since. I was about to figure it out, but I had to make a deal with you to do it.

4/5: I needed power to protect someone. Someone who was important to me. I had no other options left, so I made a deal with you.

6: I was about to die. Of course the ECB doesn’t trust me. I fucked up, and you, you knife-mouthed bastard, were the only option I had left.

“That’s right. A devil’s bargain. Not very original, but I’m not picky. Your soul for my intervention, that was the deal. But you’re a clever one. You made me swear that you could earn your soul back, and relive all the memories attached to it.”

The Devil points at the dice with one long crooked finger. “We’ll play a game, and you tell me what you remember.”

“But let’s get back to basics. You look like shit. Who patches you up these days?”

Roll 1d6 and record the result as your health and who treats it.

1-3: (1 Health) Sam Khan, a veterinarian. She stitches me up and feeds me horse tranquilizers when things get bad. I feel awful.

4/5: (2 Health) Zacharia Aum, an alchemist. He’s an old bitter asshole, but he’ll feed me what I need to keep going. I feel fine.

6: (3 Health) Dr. Taylor, the ghost of my uncle. His clinic was condemned so I let myself in when I’m bleeding or burned. Also eat shit, I look amazing.

The Devil nods. “Who gives you gear? Who sells you iron nails, holy water, and chemicals from other worlds?”

Roll 1d6 and record the result as your gear and who supplies it.

1-3: (1 Gear) Sister Marianna, a rogue exorcist. She left the church on bad terms so now she deals holy relics under the table and chases down spirits to make ends meet.

4/5: (2 Gear) Dr. Chapman, a disgraced scientist. His eccentric theories got him kicked out of his fancy university in England. Now he turns theories into weapons, formulas into strange serums, and quirks of ontology into containment vessels.

6: (3 Gear) Chessa, a vampire. She runs a pawnshop in the city where she can sell you rope, tools, bullets, or a quantum time travel device that fell off the back of a truck.

“You keep interesting friends.” The Devil exhales another cloud of smoke. “Where do you go to blow off steam, to feel more human?”

Roll 1d6 and record the result as your **Soul** and your haunt.

1-3: (1 Soul) The Garret, a bar. It’s hidden in an old apartment building. The owner, Gull, only takes cash but you can smoke as much as you like. You’d love it but they have a strict “no assholes” policy.

4/5: (2 Soul) Gilgamesh, a club. The entrance is hidden in an alley downtown. They serve drinks mixed with tinctures from other worlds and there's karaoke in the back.

6: (3 Soul) Morgan's coven. She's a witch and so are all of her roommates, but they don't mind when I crash there. They have a jukebox that plays any album you can think of. On Fridays they play poker.

The Devil slowly extinguishes his cigarette in the ashtray between you. His eyes settle on the pack of cigarettes next to you. "May I bum a smoke?"

Roll 1d6 and record the result as your **vices**.

1-3: (1 Vices) No.

4/5: (2 Vices) No.

6: (3 Vices) Fuck no.

He smirks at you, and when you blink there's a new cigarette in the Devil's mouth. The tip lights itself as the Devil draws another lungful of oily smoke into his lungs.

"I get it. Not much wiggle room financially for a freelancer, is there? Gotta make that cash count. Who do you work for at the ECB? Who gives you jobs to do?"

Roll 1d6 and record the result as your **handler**.

1-3: Agent Jerusalem. She handles all ECB contractors. She's old, smart, and doesn't put up with my shit. If it came down to her or me she would absolutely try to put me down.

4/5: Luke Collins, a fixer. Luke's a go-between, a layer of safety between me and the ECB. He does a lot of shady shit on the side, but what can you do?

6: Jean Jules Pierre, a psychographer. Jean receives occasional visions from the ECB and writes them in rough sketches and phrases. They call it 'remote writing.' Sometimes he even gets messages from folks in the city who need help. It's always a puzzle, but it pays.

The Devil nods approvingly. "You're remembering. That's good. Last detail, do you remember where you live?"

1-3: My old private investigator office. No one comes to see me about affairs or unsolved cases anymore, but the couch is comfortable.

4/5: 1971 Dodge Charger. I sleep on the back seats and meet clients in the front. Cheaper than an apartment in the city and it's always on the move.

6: A four-story walk up on Main street. It's in the older part of the city. Rent is cheap, the neighbours are noisy, and no one ever thinks to look for me there.

The Devil points at the six-sided dice. "From now on, that's your die, the action die."

He points at the two ten-sided dice. "These are my dice, the Devil's dice."

"To regain your memories you roll these dice. Sometimes you'll just roll your die, sometimes you'll roll just my dice, most of the time you'll roll all three together."

The Devil reaches over the table to a menu lodged between the shiny tin napkin dispenser and the wall. The Devil places it delicately between you.

"This menu describes your signature **moves**," he says with a smile. "You wrote them down before our little deal." He opens the menu and flips through the different pages. You see your handwriting under the transparent plastic.

"Your moves are the typical ways you liked to resolve a specific action, situation, or question. I believe they have specific triggers. When you are trying to remember what happened, or you encounter that situation, refer to this menu to see what happens."

The Devil closes your menu of moves. "You can review those soon, but there's a few more rules of the game I need to explain."

Action Roll

"When you do something foolish, uncertain, or dangerous. Y'know, typical Cassandra shit, you roll the d6's to remember what happened. This is an **action roll**."

"When you make an action roll, you'll get a pool of dice depending on the move you're using. Your moves will tell you more. I don't know, I didn't write them. You'll roll your dice and keep the highest result."

There are four possible results for one of your moves:

- **6: Success.** You succeed at what you are trying to do.
- **4/5: Mixed Success.** You succeeded, with a cost or complication.
- **1-3: Failure:** You fail, or need to make some serious concessions.
- **Multiple 6's: Critical Success.** You succeed at what you were trying to do, and get a little bit more.

Your moves will tell you how to interpret the outcome of your action, or offer a choice. The result may reflect changes to your attributes, as well as narrative changes to whatever moment you're trying to remember.

When you fail a move, you'll need to **Pay the Price.**"

The Devil smiles. "That is one of my moves. It lets you pick a likely negative outcome or roll to see what happens. The main thing to remember on a failure: Something always happens. The situation gets more complex, dramatic, or dangerous."

Matches

"One last thing before you look over your moves menu," The Devil says.

"Whenever you roll for a move, you should be on the lookout for a match. A match means something strange or interesting has happened. A twist, a new complication. It may even be a clue about why you ended up here in the first place. If you're unsure what this could mean, you can always **Ask the Devil,**" The Devil smiles. "That's another one of my moves you'll find in the menu."

Whatever happened should match the outcome of your move. It's unlikely things got better for you if you just fucked up.

- **Success:** The match should represent a twist in the narrative, something interesting, or a new opportunity presented itself to you.
- **Failure:** The match should represent a heightened negative outcome, a complication, or new danger. Things got worse for you in an unexpected way.

"Now would be a good time to look over the moves you wrote down for yourself. Maybe you left behind some tips." The Devil takes a drag on his cigarette. "Don't worry about me. I have all the time in the world."

Moves Menu

Well, you really fucked up haven't you Cassandra? Right now you're probably in this same greasy diner that I'm in, wondering what the fuck you did to make a deal with that wierd motherfucker sitting across from you. Don't worry, we stacked the deck against him. You're going to remember what happened and then you're gonna get one over on the fucking Devil.

You made this game to help you remember in exchange for what you needed from the Devil. He thinks it's just a way for you to wax nostalgic and show how much of a badass you are before he claims your soul for eternity. And while you are a badass, this is actually how we're going to get out of here alive. The plan is hidden in your memories, all you have to do is roll some dice to remember what exactly that plan was.

Most moves are based on something risky you did, like when you got into a fight, compelled someone to do something, or faced weird paranormal shit. These moves use dice to determine the outcome. We call it an **action roll**.

Other moves utilize a different kind of dice roll, called a **devil roll**. These moves help determine the outcome of uncertain events that were out of your control. You can use the **Ask the Devil** move to answer questions about the world, resolve how other people responded to you, or determine what happened next when you can't remember.

I know, I know, you shouldn't trust him but he's the fucking Devil, Cassandra, he's been around a while.

Tips for Making Moves

I know this all sounds strange. You've technically done all this already, and now you're just trying to remember. Think about it like you're telling a story. Highlight the interesting bits, let all the chaff and minutia fall between the cracks in your neurons. They probably weren't good memories anyway. Here are some tips I thought about for you. Good luck.

Remember first, then move

What were you trying to do? How were you doing it? What complications did you face? Envision it. Make notes, write things down, or just picture them in your head. Depending on the scale of the current action, you might be visualizing a montage of days (a stake out, for example) or the passing of a mere second (an intense fight). Always think from the standpoint of the memory—even if it's obvious what move you'll make. Then, translate the moment into the mechanics of a move, and back to the flow of events again as you play out the result.

Not everything you do is a move

When you sit down to remember what happened, don't jump from move to move without any details, worldbuilding, or embellishment. If you're doing something safe and certain, it's probably not a move. If you'd rather gloss over something, do it, don't spend time in memories you find painful or dull.

Many of your moves offer a potential benefit and cost, and it's ultimately your decision whether to risk the move to gain the reward. If you remember spending a night gambling with some witches, and decide to record and reflect on all the fun you had, that's not necessarily a move, that's just a great night. However, if you were wounded and low on supplies, downtime moves give you an opportunity to recover.

Moves are also used as a pacing mechanism. Moves leading immediately to other moves make the situation feel more intense and dangerous. If you're bouncing between different moves, you're in the shit and things are not okay.

Make Moves Matter

Let your moves flow organically out of the narrative of your life. Don't make moves purely for a mechanical benefit in the game without some support in what's happening in the moment. The game doesn't fucking matter *Kassandra*, the story of who you are and how you got here does. Don't repeat a move trying to get your desired outcome. A move, succeed or fail, should always result in a change to the situation.

For example, you are trying to Compel some edgy vampire hunter to steer clear of the city. You narrate how you attempted to reason with him. Then, you make the roll, and fail. Turns out he refused. Why? What else do you learn or what did he do to make your situation more complex or dangerous? Dude makes a living murdering people, chances are he didn't stop at no. Whatever happens, something happens. You probably didn't try to Compel him again without a new approach or some sort of leverage. You're direct and take no shit, *Kassandra*, remember that.

However, there will be times when you make a move multiple times in sequence. In a fight, you'll often Get Bloody more than once. When you Stake Out or Gather Information, you may make the roll more than once to get information or clues. That's fine as long as you don't get lost in the minutiae of the game. This game aint' the thing, it's the thing you're doing to get your memories back. Break up the flow with other moves, other memories, and events that caused you to rethink your approach.

When in doubt *Kassandra*, follow this rule: If you've made the same move three times in a row, switch things up. Make something happen. The Devil can wait forever for this game to end, you can't.

Attributes

These are your building blocks *Kassandra*. You are these five things, no more and no less. Each attribute has a rating. These ratings describe how you are feeling in general, what you have at your disposal, how healthy you are. They will increase and decrease as the game progresses and your body and spirit deteriorate, and determine how good you are at your various moves. If they ever drop to 0, that's bad, but there will be more about that later.

Health

Physical wellness. Your body. How well you can kick ass and take a hit.

- 1: Broken.** Coughing, sick, bloody.
- 2: Bruised.** Tired, drained, battered.
- 3: Strong.** Quick, unencumbered, able.

Soul

Your charisma, how you act around other people.

- 1: Cynical.** Sour, nihilistic, depressed.
- 2: Angry.** Frustrated, dismissive, impatient.
- 3: Confident.** Empathetic, patient, understanding.

Gear

How well equipped you are for different situations. Includes tools, weapons, relics, rituals, bribes, etc.

- 1: Poor.** Empty pockets with only a few useful things.
- 2: Prepared.** A few bullets, meager ritual components, various odds and ends.
- 3: Well-off.** Deadly arsenal, powerful magic, plenty of cash

Vices

You love imported cigarettes and strong liquor and maybe a few things more.

- 1: Painfully sober.** Cigarette butts, a single shot of liquor.
- 2: Buzzed.** A pack of smokes, a flask of alcohol.
- 3: Drunk.** Several smokes and bottles of booze at the ready.

Resonance

Phenomenological energies, occult magic, the radiation from alternate technologies. Resonance is how much paranormal power is coursing through your body. This is bad. Too much and you won't be able to finish this little experiment, not enough and you'll never survive a fist fight with a ghost.

If you ever have 6 resonance and need to gain more, you instead perform the face to face move immediately.

- 1-3: Premonitions.** Dreams and visions that portend the future. Deja vu. Coincidences.
- 4/5: See Beyond the Veil.** You see ghosts, hidden symbols, and worse. Telekinetic powers, whispers of other people's thoughts.
- 6: Power Overwhelming.** Your eyes glow when you feel strong emotions. Hidden patterns emerge in all things. This power is overwhelming and everyone around you can tell.

Moves

Face Danger

When you attempt something risky or react to an imminent threat, remember your action and roll. If you were...

- **Bruised** or **Strong**, take +1d
- **Confident**, take +1d
- **Prepared** or **Well-off**, take +1d
- **Buzzed**, take +1d

If you **succeed**, you get what you want, hit your target, persevere.

If you get a **mixed success** you get what you want but face a troublesome cost. Choose one:

- You lose your advantage or face another danger
- You are tired or hurt (-1 Health)
- You spend ammo, something breaks, an item is lost (-1 Gear)
- You are dispirited or afraid (-1 Soul)
- You are exposed to something paranormal, magic, or mysterious (+1 Resonance)

If you **fail** you miss, stumble, or flinch. You don't get what you want, and your progress is undermined by a dramatic and costly turn of events. **Pay the Price**.

You fucking love this move. **Face Danger** is your favourite catch-all for risky, dramatic, or complex actions not covered by another move. If you're trying to overcome an obstacle or resist a threat, you say "fuck it" and make this move to see what happens.

If you get a **success** you are in control. Fan-fucking-tastic. What do you do next?

A **mixed success** means you overcome the obstacle or avoid the threat, but not without cost. Choose an option and envision what happens next. You don't have complete control, you fucked up, didn't see something, overextended yourself. Consider how the situation escalated, perhaps forcing you to react with another move.

A **fail** means you are thwarted in your action, fail to oppose the threat, or make some progress but at great cost. You must **Pay the Price**.

Stake Out

When you assess a situation, make preparations, or covertly surveil a person or place, envision the scene and roll. If you were...

- **Confident**, take +1d
- **Prepared** or **Well-off**, take +1d
- **Buzzed** or **Drunk**, take +1d
- Have premonitions or see beyond the veil, take +1d

If you **succeed**, you gain an advantage. Make another move now; when you do add +1d.

If you get a **mixed success**, you have to take advantage of your opportunity right now. Make the **Change the Scene** move; when you do add +1d.

If you **fail**, your assumptions betray you or your position puts you in danger. **Pay the Price**.

You spend a lot of time doing this, Cassandra. Waiting on bankers who are literal vampires, tracking down cults, and looking for people from alternate realities takes time. So long as you have a pack or two of cigarettes with you, this shouldn't be too hard.

When you stake out you need time and relative safety. You don't make this move in the middle of a fistfight.

When you make this move try to remember where you were. Was it a street corner, your car, someone else's car? This sort of connective tissue will make the memories come easier.

A **success** means your patience was rewarded. Your target has exposed themselves, you spot an important clue, or find the perfect opportunity. Don't wait around, build on your success.

If you get a **mixed success** you still got something but you're gonna have to get up and go right now. Hustle to take advantage of a distraction, a narrow window of opportunity, or a momentary weakness. The **Change the Scene** move will take you away from your hidey hole and into a new location. Best of luck in there.

Failing means someone got the better of you. Maybe your target spotted you, some other complication arises, or what you were looking for was never there.

Change the Scene

When you enter a new location that could be dangerous, unpredictable, or hostile, envision yourself already there and roll. If you were...

- Strong, take +1d
- Angry or Confident, take +1d
- Prepared or Well-off, take +1d
- Having premonitions, take +1d

If you **succeed** you arrived safely and are in control.

If you get a **mixed success** things here aren't going your way, choose one:

- You can't stay as long as you need to
- Someone or something was waiting for you
- You are exposed to the paranormal (+1 Resonance)
- You had to expend or break something to get in here (-1 Gear)

If you **fail**, you're at a serious disadvantage. A trap is sprung, this place was not what you thought it was, you stumble into dire circumstances. **Pay the Price**.

You wander around this city a lot. The travel bit, y'know the journey that everyone talks about? That's not the point of this move, it's all about the destination. Everyone knows that. Change the Scene when you move to a new location that could be hazardous, strange, or important. Don't do this move when you're going somewhere you've been before or a spot where you go for downtime moves. Those are safe spaces.

This move assumes you've already made your way inside. No need to remember you fiddling with lockpicks, code words, or the fine details of breaking and entering. Not unless you think those things would be important. If that's the case you'll want to **Face Danger** first to remember what happened.

Gather Information

When you attempt to find clues, answer questions, or search an area, envision your action and roll. If you ask questions of a person listed on your contract, add +1d. If you were...

- Bruised or Strong, take +1d
- Confident, take +1d
- Prepared or Well-off, take +1d
- Buzzed, take +1d

On a **success**, you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you learn (Ask the Devil if unsure), and take +1d to your next move

If you get a **mixed success**, the information complicates your task or introduces a new danger. Envision what you discover (Ask the Devil if unsure).

If you **fail** your investigation unearths a dire threat or reveals an unwelcome truth that undermines your contract or complicates your life. **Pay the Price**.

Use this move when you're not sure of your next steps, when the trail has gone cold, when you make a careful search, or when you do fact-finding.

You'll notice this move has some overlap with other moves involving knowledge, but each has their purpose. When you're forced to react with awareness or insight to deal with an immediate threat, that's **Face Danger**. When you're sizing up a target or location and looking for weaknesses or an opportunity, that's **Stake Out**. When you're spending time searching, investigating, asking questions—especially related to a contract—that's when you **Gather Information**. Use whichever move is most appropriate to the circumstances and your intent.

A **success** means you gain valuable new information. You know what you need to do next. Envision what you learn, or **Ask the Devil**.

A **mixed success** means what you learned is unsettling or ambiguous. To move forward, you need to overcome new obstacles and see where the clues lead.

If you **fail**, some event or person acts against you, a dangerous new threat is revealed, or you learn of something which contradicts previous information or severely complicates your contract.

Compel

When you attempt to persuade someone to do something, envision your approach and roll. If you were...

- Strong, take +1d
- Confident, take +1d
- Painfully sober or buzzed, take +1d
- Having premonitions, take +1d

On a **success**, they'll do what you want or share what they know. If you use this exchange to Gather Information, make that move now and add +1d.

On a **mixed success**, as above, but they ask something of you in return. Envision what they want (Ask the Devil if unsure).

If you **fail**, they refuse or make a demand which costs you greatly. **Pay the Price**.

Use this move when you try to persuade someone to do as you ask, or give you something. It might be through bargaining, or intimidation, charm, diplomacy, or trickery.

This move doesn't give you free rein to control the actions of other people in your life, Cassandra. Try to remember their motivations. What is your leverage over them? What do they stand to gain or avoid? Do you have an existing relationship? If your argument has no merit, or your threat or promise carries no weight, don't bother making this move. You can't intimidate your way out of a situation where you are at a clear disadvantage. You can't barter when you have nothing of value to offer. If you are unsure, **Ask the Devil**, "Would they consider this?" If the answer is yes, make the move.

On the other hand, if their positive response is all but guaranteed—you are acting obviously in their best interest or offering a trade of fair value—don't make this move. Just make it happen. Save the move for times when the situation is uncertain and dramatic.

On a **mixed success**, their compliance is hinged on their counter-proposal. Try to remember who this person was and what they wanted, what they think you could give them. What would they want? What would satisfy their concerns or motivate them to comply? If you accept their offer, you gain ground. If not, you've encountered an obstacle and need to find another path forward.

On a **fail**, they are insulted, angered, inflexible, see through your lies, or demand something of you which costs you dearly. Their response should introduce new dangers or complications.

This move could also be used to bring combat to a non-violent conclusion. Your foe must have a reason to be open to your approach. If unsure, **Ask the Devil**.

Get Bloody

When a fight starts, set the rank of your foe:

- Troublesome (1 harm)
- Dangerous (2 harm)
- Extraordinary (3 harm)

When you get into a fight, a shootout, or ambush someone with violence, remember your approach and roll. If you were...

- Bruised or Strong, take +1d
- Angry or Confident, take +1d
- Prepared or well-off, take +1d
- Buzzed or Drunk, take +1d

If you **succeed**, your foe is defeated or at your mercy.

If you get a **mixed success**, your foe is harmed and injured but so are you. Choose one:

- Subtract the foe's **harm** from one of your **attributes**
- Add the foe's **harm** to your **resonance** track
- You lose the initiative and are in a dire circumstance

If you **fail**, you miss or fail to connect with your foe. You are outmatched and your foe has the initiative. **Pay the Price**.

This is the move you use when the fists and bullets start flying. For God's sake Cassandra, be careful. Picking fights with vampires, ambushing paranormal agents, and getting into shootouts with cults rarely goes your way.

Troublesome foes for you tend to be 1 or 2 people. Security guards, cops, bouncers, minor paranormal entities like person sized cryptids.

Dangerous foes are large groups of people, specialized professionals, large or powerful paranormal entities: half a dozen cultists, an assassin, vampires and werewolves, an ECB agent, sorcerers and witches, monsters or dangerous paranormal objects.

Extraordinary foes are things you should not be fucking with Cassandra. Demons, alien gods, huge gangs of people, the fucking Devil sitting across from you, that sort of thing.

If you happen to **succeed**, great. Most foes will call it quits and you can follow up with whatever you like and probably get away with it. Question them, intimidate them, kill them if you need to.

A **mixed success** is an exchange of blows, gunfire, spells, whatever you happen to be slinging. Your foe is in a bad way but so are you. You'll have to follow up with another **Get Bloody** move or maybe **Face Danger** or Compel to stop the fight or get away without further injury.

So help me Cassandra if you **fail**. You're in a real bad way, likely injured and at their mercy, or they get away and you'll have to start this whole bloody mess again. **Ask the Devil** if you're unsure, and then **Pay the Price**.

Reflect

When you stare at your conspiracy board, sit alone in a bar, or try to connect the dots, remember what you were looking for and roll. If you were...

- Strong, take +1d
- Confident, take +1d
- Well-off, take +1d
- Buzzed or Drunk, take +1d

If you **succeed**, you discover something new or crucial in a contract or ongoing mystery. Envision what you learn (Ask the Devil if unsure), and take +1 to your next move.

If you get a **mixed success**, as above but the information complicates your task or introduces a new danger. Envision what you discover (Ask the Devil if unsure).

If you **fail**, you discover a dire conspiracy or imminent threat that implicates someone close to you. **Pay the Price**.

At this point in your life Cassandra you run on cigarettes and strong liquor. This move lets you use the fuel to see the bigger picture, the story behind the stories people get told. The ECB has a lot of secrets, and so too does the city. Use this move when you have some time to put the clues together or when you feel like there's something missing.

Sign a Contract

When you sign a contract promising you'll complete a task, solve a mystery, or help a friend, write out the task and remember what was asked of you. Then, roll. If this contract is between you and someone on your contract, add +1d. If you were...

- Confident take +1d
- Prepared or Well-off, take +1d
- Buzzed, take +1d
- Having premonitions or seeing beyond the veil, take +1df

On a **success**, you are emboldened and it is clear what you must do next (Ask the Devil if unsure). Take +1d on your next move.

On a **mixed success**, you are determined but begin with more questions than answers. Envision what you do to find a path forward.

On a **fail**, you face a significant obstacle before you can begin. Envision what stands in your way (Ask the Devil if unsure).

Contracts are a big deal in the paranormal underworld. The ECB loves them, ghosts and spirits love them, turns out the Devil is a huge fan as well.

Heart to Heart

When your health, soul, or gear drop to 0 you have a heart to heart with your associated contact as soon as possible and damn their convenience. You're bloody, broken-hearted, poor and ill-prepared. You start with 4d6:

- -1d if you're angry or worse
- -1d if you're drunk
- -1d if you're broken
- -1d if you're well-armed

1-3: the last straw. You crossed a line, interrupted something important, made them buckle rather than bend. They'll help you, but this is the last time. Increase the stat to 3, but you no longer have this contact to rely on in the future. If you ever need to heart to heart again, instead you do the face-to-face move.

4/5: What happened this time? They'll help, but they're not happy about it. Increase the relevant stat to 2 unless you sign a contract helping them with something (if you're not sure what, ask the devil). If you sign a contract increase the relevant stat to 3.

6: Anything you say, Cassandra. They'll help and it isn't even that inconvenient for them. Increase the relevant stat to 3.

Crit: I'll do you one better. They help and you make a night of it. There's connection, friendship, maybe even some trust. Increase the relevant stat to 3, and two other stats by 1 each.

Face to Face

When your vice reaches 0, or another stat when you have no one left to help you, you fall into self-reflection and despair. Scream at your own reflection, turn over your memories in your hands, watch what you love turn to dust. Remember what ill-advised thing you did to numb the pain and roll...

You start with 4d6, -1d for each stat at 0.

1-3: The beginning of the end. The memories end here. Take what you remember and say why you made a deal with the Devil.

4/5: Time is running out. You don't have long left to sort your shit out. Things were bad, but not yet calamitous. Raise all stats at 0 to 1. Clear 2 resonance.

6: The cure that kills. Whatever happened last night did the trick. Raise all 0 stats to 2. Clear 3 resonance.

Crit: Emergence. Enlightenment through self-destruction. You were at the precipice of the abyss and saw exactly what you needed staring back. What secret have you discovered? Raise all 0 stats to 3. Clear 5 resonance.

Pay the Price

When you suffer the outcome of a move, choose one.

- Make the most obvious negative outcome happen.
- Envision two negative outcomes. Rate one as 'likely', and Ask the Devil using the yes/no table. On a 'yes', make that outcome happen. Otherwise, make it the other.
- Use the Devil's dice to roll on the following table. If you have difficulty interpreting the result to fit the current situation, roll again.

1-2: Roll again and apply that result but make it worse. If you roll this result yet again, think of something dreadful that changes the course of your contract (Ask the Devil if unsure) and make it happen.

3-5: A person or community you trusted loses faith in you, or acts against you.

6-9: A person or community you care about is exposed to danger.

10-16: You are separated from something or someone.
17-23: Your action has an unintended effect.
24-32: Something of value is lost or destroyed.
33-41: The current situation worsens.
42-50: A new danger or foe is revealed.
51-59: It causes a delay or puts you at a disadvantage.
60-68: It is harmful.
69-77: It is stressful.
78-85: A surprising development complicates your task.
86-90: It wastes resources.
91-94: It forces you to act against your best intentions.
95-98: A friend, companion, or ally is put in harm's way (or you are, if alone).
99-00: Roll twice more on this table. Both results occur. If they are the same result, make it worse.

This is one of the most common moves you'll make. Make this move when directed to by the outcome of another move, or when the current situation naturally leads to a cost through your choices or actions.

First, choose an option as described in the move. You may determine the outcome yourself, Ask the Oracle to decide between two options, or roll on the table. Whatever choice you make, always follow the memories where they lead. If a dramatic outcome springs to mind immediately, go with it.

Next, envision the outcome. What happens? How does it impact the current situation and yourself? Apply the outcome to the memory of the scene before you determine any mechanical impact in the game. Focusing on the narrative cost leads to deeper, more dramatic stories.

When in doubt, suffer -2 from the appropriate stat, or add +2 Resonance.

Ask the Devil

When you seek to resolve questions, discover details in the world, determine how other characters respond, or trigger encounters or events, you may...

- Draw a conclusion: Decide the answer based on the most interesting and obvious result.
- Ask a yes/no question: Decide the odds of a 'yes', and roll on the table below to check the answer.
- Pick two: Envision two options. Rate one as 'likely', and roll on the table below to see if it is true. If not, it is the other.
- Spark an idea: Brainstorm or use a random prompt.

If the odds are **almost certain** the answer is 'yes' if you roll 11 or greater

If the odds are **likely** the answer is 'yes' if you roll 26 or greater

If the odds are **50/50** the answer is 'yes' if you roll 51 or greater
If the odds are **unlikely** the answer is 'yes' if you roll 76 or greater
If there is a **small chance** the answer is 'yes' if you roll 91 or greater

On a match, an extreme result or twist has occurred.

Draw a Conclusion. The most basic use of this move is to simply decide the answer. Think it over for a moment, and go with what seems most appropriate to the current situation and introduces the most potential for drama and excitement. Your first instinct is often the right one.

Ask a Yes/No question. You can ask a binary yes/no question and leave the answer open to fate. "Is this place inhabited?" "Do I drop my gun?" "Is there somewhere I can hide?" Decide the likeliness of a 'yes' answer, and roll your oracle dice to get the result.

Pick Two. The next option is to ask a question and pick two viable results. "Do I drop my cigarettes or my flask of alcohol?" "Is it hidden or out in the open?" "Does the monster try to pin me down, or does it bite?" You rate one of those as 'likely', and roll on the table. If it's a 'yes', the answer is your likely pick. If not, it's the other. Use this approach when the answer is more open-ended, but you have a couple of options in mind.

Spark an Idea. The final option is to seek inspiration through an open-ended question. "What happens next?" "What does she want?" "What do I find?" "Who or what attacks?" Select or roll a new target or location to help you decide and then rate one of them as likely and make a roll.

Devil's Bargain

Sometimes things just didn't work out how you wanted them to. That's alright. You always knew how to manipulate things, ask the right questions, make the right deals. Little did you know that each small contract was bringing the devil closer and closer to your door.

When you fail or get a mixed success you may mark 1 resonance to improve your result by 1. This turns a failure into a mixed success, a mixed success into a success, and a success into a critical success.

Be careful, Cassandra. The Devil is willing to work with you but there's a reason you're in this cafe with him now. At some point, the Devil gets his due.

Starting the Game

Once you have filled out the contract and gotten familiar with your signature moves, it's time to start remembering. The Devil has your soul, and you can win it back if you can remember what happened. It all started with a contract. You went to your contact with the ECB for a typical job and it all spiraled out from there. Maybe that mystery leads to you making a deal with the Devil, maybe it happened a few days later. We'll play the game to remember what happens.

Remember your contact, where you were, how you were feeling. Use the oracle to determine a location you meet, or just go with your instinct. If you can't remember the specifics of the contracts Ask the Devil or use the Oracles to generate targets, actions, and locations as you need them. Then make the Sign a Contract move. If you need help remembering you can always use more Oracles or Ask the Devil, then you can Stake Out, Gather Information, and when you have a good idea where to go to fulfill the contract, Change the Scene and see what happened.

Ending the Game

The game ends when you have a clear picture of what happened and why you made a deal with the Devil. The Face to Face move will get you here sooner rather than later, you might not have all the pieces, and if that's the case you'll have to make do. Answer why you made a deal with the Devil and then make any move you can to get out of there. Run or fight, Kassandra. Get your goddamn soul back.

Oracles

Action

Use this table along with the target table to inspire an event, character goal, mystery, or contract. Interpret the result based on the context of your current memory and the ongoing tale you're telling.

- | | | |
|-----------------|-----------------|---------------|
| 1. Search | 21. Solicit | 41. Unmask |
| 2. Expose | 22. Shelter | 42. Wreck |
| 3. Poison | 23. Rescue | 43. Translate |
| 4. Cover-up | 24. Free | 44. Bargain |
| 5. Save | 25. Bury | 45. Obtain |
| 6. Capture | 26. Ruin | 46. Hide |
| 7. Procure | 27. Transport | 47. Conscript |
| 8. Trade | 28. Serve | 48. Identify |
| 9. Pursue | 29. Analyze | 49. Deal |
| 10. Invite | 30. Create | 50. Lose |
| 11. Recover | 31. Investigate | 51. Erase |
| 12. Study | 32. Possess | 52. Gather |
| 13. Assassinate | 33. Corrupt | 53. Discover |
| 14. Hunt | 34. Escort | 54. Explore |
| 15. Delay | 35. Discredit | 55. Suppress |
| 16. Recruit | 36. Blackmail | 56. Impress |
| 17. Break | 37. Acquire | 57. Assault |
| 18. Protect | 38. Relocate | 58. Locate |
| 19. Retrieve | 39. Restrain | 59. Solve |
| 20. Sway | 40. Learn | 60. Kill |

- | | | |
|-----------------|----------------|-----------------|
| 61. Question | 75. Deliver | 89. Obfuscate |
| 62. Warn | 76. Steal | 90. Deceive |
| 63. Redact | 77. Trace | 91. Conceal |
| 64. Verify | 78. Collect | 92. Convince |
| 65. Kidnap | 79. Uncover | 93. Eliminate |
| 66. Communicate | 80. Inquire | 94. Find |
| 67. Acquit | 81. Intimidate | 95. Contain |
| 68. Seize | 82. Travel | 96. Tempt |
| 69. Aid | 83. Purify | 97. Smuggle |
| 70. Monitor | 84. Bribe | 98. Interrogate |
| 71. Catch | 85. Mislead | 99. Silence |
| 72. Secure | 86. Frame | 100. Spy |
| 73. Manipulate | 87. Unravel | |
| 74. Destroy | 88. Infiltrate | |

Target/Character

This table along with the action table will help me give you a new character or part of a mystery or contract you were tasked with.

- | | | |
|-------------------------------------|---------------------------|----------------------------|
| 1. Librarian | 23. Relic | 45. ECB team on a mission |
| 2. Angel | 24. Incantation | 46. ECB agent |
| 3. Thief | 25. Curious teens | 47. Televangelist |
| 4. Fortune teller | 26. Vampire | 48. Elected representative |
| 5. Ghost | 27. CEO | 49. Informant |
| 6. Small town mayor | 28. ECB gear | 50. University student |
| 7. Professor | 29. Experiment | 51. Exorcist |
| 8. Occultist | 30. Curator | 52. Witch |
| 9. Physicist | 31. Hacker | 53. Alchemist |
| 10. Amateur paranormal investigator | 32. ECB department | 54. Imp |
| 11. Assassin | 33. Artist | 55. Doctor |
| 12. Website | 34. Psychic | 56. Minor deity |
| 13. Soldier | 35. Pick-pocket | 57. Conspiracy |
| 14. Creature | 36. Club | 58. Politician |
| 15. Con artist | 37. Bounty hunter | 59. Cryptid |
| 16. Private investigator | 38. Priest | 60. Reporter |
| 17. Witness | 39. Lawyer | 61. Monster |
| 18. Cult leader | 40. Church congregation | 62. Undead |
| 19. Coroner | 41. Space-time distortion | 63. Cult |
| 20. Author | 42. Civil servant | 64. Police officer |
| 21. Devil | 43. Information | 65. Corporation |
| 22. Sheriff | 44. ECB employee | 66. Spy |

- | | | |
|-------------------------|----------------------------|-----------------------------|
| 67. Werewolf | 79. Testimony | 90. Brotherhood |
| 68. Wanderer | 80. Historian | 91. Archaeologist |
| 69. ECB director | 81. ECB freelancer | 92. Collector |
| 70. Video | 82. Forensic scientist | 93. Prophet |
| 71. Bystander | 83. Demon | 94. Spirit |
| 72. Detective | 84. Neighbourhood
watch | 95. Secret society |
| 73. Faerie | 85. Cabal | 96. Monk |
| 74. Data | 86. Documentation | 97. Records |
| 75. Antediluvian horror | 87. Animal | 98. Magician |
| 76. Podcast | 88. Oligarch | 99. Multiple witnesses |
| 77. Mystic | 89. Coven | 100. Conspiracy
theorist |
| 78. Faction | | |

A Secret Location

This city is full of secrets. Angels hiding in libraries hidden in parking lots. Use the following table together when you need a secret spot, a crime scene, an occult place known only to a select few.

- | | | |
|----------------------------|--------------------------------|-------------------------------------|
| 1. Oasis | 27. Auditorium | 51. Library |
| 2. Treasure trove | 28. Throne room | 52. Armory |
| 3. Network | 29. Old crime scene | 53. ECB safehouse |
| 4. Lair | 30. Monument | 54. Old hostel |
| 5. Pawnshop | 31. Bar | 55. Temple |
| 6. Hermitage | 32. Fairy ring of
mushrooms | 56. Laboratory |
| 7. Prison | 33. Seance circle | 57. Cache |
| 8. Catacomb | 34. Hideout | 58. Fountain |
| 9. Workshop | 35. Bookstore | 59. Bridge |
| 10. Cardroom | 36. Grove | 60. Ruins |
| 11. Safehouse | 37. Museum | 61. Garden |
| 12. Catalogue | 38. Haven | 62. Ritual space |
| 13. Mirror universe | 39. Dungeon | 63. Crossroads |
| 14. Portal | 40. Numbers station | 64. Ceremony |
| 15. Bathhouse | 41. Burial chamber | 65. Secret government
black site |
| 16. Ancient market | 42. Cemetery | 66. Ancient pub |
| 17. Passageway | 43. Lounge | 67. Citadel |
| 18. Church | 44. Gunsmith | 68. Cafe |
| 19. Blacksmith | 45. Cellar | 69. Moment from the
future |
| 20. Grotto | 46. Sanctuary | 70. A secret rite |
| 21. Monastery | 47. Doorway | 71. Reliquary |
| 22. Teashop | 48. Moment from the
past | 72. Brothel |
| 23. Abandoned
apartment | 49. Jewellery shop | 73. Crypt |
| 24. A dark web site | 50. ECB department
office | 74. Altar |
| 25. Alternate reality | | 75. Old storeroom |
| 26. Labyrinth | | |

- | | | |
|----------------------|------------------------|-----------------------|
| 76. Flophouse | 85. Study | 94. ECB entrance |
| 77. Scrying pool | 86. Tear in space-time | 95. Ancient clinic |
| 78. Vault | 87. Nest | 96. Black market |
| 79. Gateway | 88. Palace | 97. Incomplete ritual |
| 80. Summoning circle | 89. Archive | 98. Shrine |
| 81. ECB cache | 90. Gambling den | 99. Haunted room |
| 82. Tomb | 91. Sanctum | 100. Chapel |
| 83. Mortuary | 92. Gallery | |
| 84. Vice den | 93. Speakeasy | |

Hidden...

- | | |
|--|--|
| 1. Inside a mall | 30. Inside a cult compound outside the city |
| 2. Beneath a suburban church | 31. In a subway station |
| 3. At the top floor of a fancy hotel | 32. In a ghost town outside the city |
| 4. Inside the local observatory | 33. Inside the only art deco skyscraper downtown |
| 5. Inside an abandoned mine outside the city | 34. Beneath a theatre |
| 6. Beside a cathedral downtown | 35. Below a butcher's shop |
| 7. Behind a smoke shop | 36. Inside an abandoned train car |
| 8. Inside an old fishing boat | 37. In an abandoned cruise ship |
| 9. On an abandoned road | 38. In the woods outside the city |
| 10. Inside a suburban home | 39. Above a fancy restaurant |
| 11. Somewhere on the university campus | 40. In a farm outside the city |
| 12. Above a 24-hour diner | 41. In an abandoned sanitarium |
| 13. Inside a self-storage unit | 42. Beneath an art gallery |
| 14. Beneath a church downtown | 43. Below the mayor's house |
| 15. In a graveyard | 44. Inside an abandoned cargo ship |
| 16. In a corporate skyscraper | 45. Inside a prison |
| 17. Beside a hiking trail | 46. Above an old arcade |
| 18. In a hedge maze | 47. In a basement beneath the house |
| 19. In an attic above an old house | 48. Behind a bowling alley |
| 20. Inside a derelict house | 49. Inside an old apartment building |
| 21. Inside a ski lodge | 50. Inside a houseboat |
| 22. In a park | 51. Inside a gutted bus |
| 23. Beneath a public library | 52. Inside a university classroom |
| 24. Inside a parking lot | 53. In the sewers |
| 25. Behind a grocery store | 54. Below a bridge |
| 26. In a mansion outside the city | 55. Inside a hospital |
| 27. Beneath a busy nightclub | 56. Inside a cargo container |
| 28. Somewhere in the ECB | 57. In a converted morgue |
| 29. Above a record store | 58. On top of a skyscraper |

59. On a beach
60. In the middle of a desert
61. Below the mayor's office
62. Inside an ECB office
63. Inside an after hours nightclub
64. Beneath the local zoo
65. In a roadside motel
66. Behind a curiosity shop
67. Inside a cave
68. Behind a waterfall
69. Above an old cinema
70. In a disused office
71. Somewhere in the bustling financial district
72. On the roof of an old apartment building
73. Inside an abandoned retail space
74. Beside a 24-hour convenience store
75. Beside a lake outside the city
76. Somewhere in the docks
77. Inside a train station
78. Beneath a museum
79. Somewhere in a partially built skyscraper
80. Somewhere downtown
81. On a mountain
82. Inside a bank vault downtown
83. Inside a yacht
84. Beside an old highway
85. Somewhere in the suburbs
86. In a penthouse downtown
87. In a subway tunnel
88. In a petting zoo
89. In an abandoned building
90. Somewhere next to a popular intersection
91. Inside a derelict warehouse
92. Below an overpass
93. Beneath a courthouse
94. In an abandoned stripmall
95. Inside an ECB containment facility
96. Behind an illusory wall in an alleyway
97. Within an open-air market
98. Beside a mall food court
99. In a maintenance tunnel
100. Inside the local aquarium