

# 1. NEW AGENT BRIEFING

Welcome new agent! We are happy to have you join us in our fight against the evils of the world. Before we get into the dirty details, we want to introduce you to a few key concepts so you will have a better understanding when we talk about different things throughout your guidebook.

The Fellowship of the White Star campaign is set in semi-historic post Great War (WWI) earth, 1919-1929, with a supernatural atmosphere that is hidden from the public common consciousness. In this version of earth, magic exists as does supernatural and legendary creatures. You will create heroes to investigate suspicious events and battle evil supernatural beings and their malevolent plots. This is our core rules and setting book containing everything needed to create a character, play, and run the game.

## ROLEPLAYING

A role-playing game (RPG) is a game in which players assume the roles of characters in a fictional setting. Players take responsibility for acting out these roles within a narrative, either through literal acting, or through a process of structured decision-making regarding character development. Actions taken within the game succeed or fail according to a formal system of rules and guidelines. The gamemaster (GM) acts as the storyteller. The GM also makes the final call on any rules issues that may arise during play.

Both authors and major publishers of tabletop role-playing games consider them

to be a form of interactive and collaborative storytelling. This is the cops and robbers' game from your childhood, with a system in place so it is fair for everyone and you know exactly what you can and can't do.

## ROSEBUD GAME SYSTEM

Beacon in the Dark uses the Rosebud Game System. We will cover the system more in-depth later in the book, but for a basic understanding, let's go over the core mechanic:

Rosebud uses a dice pool system. This means you roll a pool (amount) of dice based on your skills, attributes, and any Bonus Dice you may receive.



*d8 or eight sided die*

The primary dice type used in this system is the d8 (8-sided die).

Skill checks consist of a <skill> + <attribute> roll.

The acting character rolls dice. Many of

the tasks you will attempt in a roleplaying game will involve directly attacking or opposing another creature. In these cases, the attacking or active character rolls, and the defending or passive character presents a static defense. Static defenses are the average of an Attribute and a Skill (rounded up).

There are 40 Skills listed in groups on the left side of the character sheet.

- There are 8 Attributes listed in the center near the top of the sheet.
- When required, always round up.
- Advantages and disadvantages can give you modifications to various aspects of your character.
- The Rank (or value) of your Skill and Attribute is the number of dice (d8s) that you will roll. You always are looking for a 5 or better on each die rolled; these are your number of Successes.
- If a bonus or penalty causes you to change to a different die type (d4, d6, d10, or d12), your target is still a 5 or better on each die for Success. This change in die type changes all the dice rolled for that pool.
- Every roll of the dice will have a Threshold target number of successes needed for base accomplishment of a task. Typically, every two successes beyond the base Threshold is an Advance and will grant additional or better effectiveness at the task.

## ***SETTING***

You have two choices on how to become a Fellowship Agent.

The first choice is to find a group of friends and run the game as a **home campaign**. This type of setting allows you the most flexibility with the rules, and lets you play whenever your group wants to. This is a lot of fun, and a lot of players love the home

campaign setting. The biggest down-side to this option, is your characters do not impact the Fellowship world setting as a whole.

If you want to make an impact on the Fellowship setting, you need to join the **shared campaign**. In game we are starting in 1919, following the end of the Great War (WWI) and throughout the 1920s; 100 years ago. This is an on-going campaign; every new actual year, we will advance the campaign a year, keeping to the 100-year gap. It is possible to play the shared campaign events at home, but home created missions and shared campaign missions cannot be played by the same characters.

Magic and the supernatural exist behind the scenes, mostly unknown to the general public. Some organizations and beings are involved in a global shadow-government; the Fellowship of the White Star has deemed this to be overreaching and sinister and therefore worthy of direct opposition.

### ***YOUR ROLE***

You are a member (agent) of the Fellowship of the White Star; a secret society. During the period lots of people were members of private clubs or secret societies; they would recognize each other with club pins or symbols, secret handshakes or phrases, etc. The Fellowship uses symbols and a hand shake to verify membership. Elks, Kiwanis, Rotary, Knights of Columbus are all “Friendly Societies”, private service organizations. Skull and Bones, Fellowship of the White Star, the Illuminati, and The Golden Dawn (Aleister Crowley is a member) are all secret societies which may or may not have supernatural leanings.

### ***ORGANIZATION & SUPPORT:***

The Fellowship of the White Star has a few facilities of note: a medical (hospital)

sanitarium on Mackinac Island, Michigan, United States; an alchemy lab in the upper peninsula of Michigan, United States; a prison on Stromboli Island, Italy; a coastal villa in Greece; and a former White Star Lines ship named the SS Ionic (the first).

agents, are the members that are called on to investigate and carry out missions when strange, supernatural, or otherwise suspicious events occur. **This is your role.**



*This is the southwest end of downtown Mackinac Island taken 1918.*

FWS There are several divisions of the organization:

- **The Council:** leadership of the group, division leads.
- **Ambassadors:** intermediaries to other good aligned qabals of the world.
- **Doctors:** medically trained; doctors, nurses, psychologists; some with magical abilities.
- **Elders:** retired agents (of all types) that are consulted for their expertise and knowledge when needed.
- **Gatherers:** Those that reside in or travel around a territory, on the lookout for anything supernaturally suspicious, as well as the activity of evil organizations.
- **Keepers:** or Guardians are caretakers of special items or places: mystical tomes, dragon spirit eggs, elemental seeds, cursed paintings, etc.
- **Oracles:** the collection point for Gatherer information; researchers, diviners, advisers to the Council. They are a source of some missions.

**Hunters:** the field agents or simply

## ***THE FELLOWSHIP & QABALS***

The characters you play will be members of The Fellowship of the White Star, a mostly good organization dedicated to fighting monsters, protecting the public, and stopping the plots and plans of evil organizations. The first iteration of the Fellowship dealt with stopping the feud between Dracula and Imhotep and eliminating the Six-Fingered Hand. The second is anticipated to deal with the politics of the undead, in particular the liches of each continent and their goals and desires.

In Europe, the lich of the continent was killed by the Black Dragon Society. This means that many powerful spellcasters aspire to be the new lich.

The lich of Asia resides in Pakistan. She feuds with a local mummy. Neither know that the other is their ex-lover from when they were alive as their war has been one of pawns.

The lich of Australia is a native who dislikes the invasion of "his" land by Europeans. He

might be powerful enough to force the white men to leave, but doing so would attract the attention of forces more powerful than he. Forces in Australia that even he whispers about.

The lich of Antarctica is a known ally of the Fellowship. She is an undead reptoid (a reptile-humanoid) who lived through the destruction of the dinosaurs and the evolution of man.

The lich of South America is embroiled in a war against Cherufe, the red dragon. The two sacrifice pawns in order to establish political and social control of the continent.

The lich of North America has a base in southern Mexico; is primarily occupied in

keeping the lich of South America from any gains beyond the Panama Canal.

The lich of Africa resides in Morocco and is a collector of information of all kinds: mundane, social, political, historical, scientific, magical, and esoteric. Requiring tribute payments of information from his subordinates and all those he has allowed to power positions.

These could be avenues of adventure for the campaign or a home-play group to explore.

Of course, it is perfectly acceptable to adventure in better-known lands against the various creatures from our creature section.



*Dantzig Alley Cemetery in Somme, France*