



WELCOME TO GRIMM CITY

In the heart of New York City, a secret thrives beneath the urban sprawl. It began one unassuming day when characters from myth, legend, and fairy tales simply appeared amidst the masses. Confused and disoriented, these “Fables” found themselves inexplicably pulled from their tales and thrust into a world vastly different from anything they’d ever known.

As the reality of their new lives set in, the Fables faced an immediate and pressing concern: how to exist in a world that would not, and could not, believe in them. To ensure their survival and anonymity, they turned to Glamour - a potent magic that allows them to assume human forms or mask their more fantastical elements. Whether a towering giant or a simple talking animal, with Glamour, a Fable could walk the city streets unnoticed.

However, blending in was only half the battle. The sudden influx of fairy tale characters brought forth the need for governance, a way to ensure the safety of the Fables and maintain the fragile veil of secrecy that protected them from the world of humans. Thus, the High Table was formed. A council of influential Fables, the High Table not only offers guidance to their kind but also enforces the strict codes of secrecy and behavior necessary to keep the Fables’ existence hidden.

But the High Table’s reach isn’t limited to mere governance. They wield immense power and magic to safeguard the Fable community. Their agents, often unseen and unknown, traverse both the realms of Fables and humans, dealing swiftly and decisively with any threats to their clandestine existence. Rumors tell of dark magics, binding contracts, and even eradication of memories to ensure that the world remains blissfully ignorant of the myths living among them.

As the years have passed, the line between the Fables’ former lives and their new reality has blurred. The city pulses with both ancient magic and modern life, a delicate dance of old world meets new. Every corner

holds a story, a remnant of a tale long passed, and in the shadows, the High Table watches, ever vigilant, ensuring the world of Fables remains nothing more than a whisper on the wind.

THE RAW FACTS

Welcome to Grimm City, an anthology of smaller roleplaying scenarios based on the amazing world of Fables by Bill Willingham.

As of 15 September 2023, the comic book property called Fables, including all related Fables spin-offs and characters, is now in the public domain.

We will not be utilizing his stories and timeline directly, but mostly take on the pattern of a modern world populated by fairytale creatures from literature and myth, folktales and songs.

Lead writer: Nils “Gecko” Munch

Fables created by: Bill Willingham

Artist: Amelia Rossini / SentientInk

Production: Jill Lytken

Playtesting space: The Bastard Cafe

Playtesters: TBD

Suggestors: Pandana, McMillaFace, NobleRaven, AnneSofie, OniTek

THE ARRIVAL

In a world grounded in logic and reason, the most extraordinary event unfolded on a nondescript autumn morning. New York City, the beating heart of the modern world, witnessed an anomaly that would change its core forever. Like ripples emerging from a stone cast into a still pond, characters from beloved stories and forgotten fairy tales began to materialize on its streets. No thunderous arrival, no grand entrances — they simply were there, as if they had always been.

It began subtly. A woman with a crimson hood buying apples at a local market. A wolf, dressed in a finely tailored suit, reading the morning news on a park bench. Soon, a glass slipper was found on the steps of the New York Public Library, and beanstalks began to disrupt the city skyline. The Pied Piper played his tunes in Central Park, and children, entranced, followed the haunting melodies.

For the denizens of New York, it was as if their childhood bedtime stories had leaped off the pages. Whispers filled the air. Theories of parallel universes, tears in the fabric of reality, and even complex government experiments were proposed. But no answer sufficed, for no one truly knew why the Fables had emerged.

While many Fables tried to integrate, their oddities did not go unnoticed. Some couldn't blend in, like giants or dragons, while others simply chose not to, holding onto the essence of their tales. Fear and curiosity intertwined among the humans, leading to tensions and, in some cases, outright confrontations. Many didn't survive the first month. Many got hauled away to secret government facilities within the first week.

Realizing the dire need for structure and coexistence, a council was formed — the inception of what would become known as "Fabletown". It was created as a sanctuary, a separate haven within the sprawling metropolis where Fables could govern themselves and live in harmony. To aid in their blending, Glamour was introduced, allowing Fables to wear a facade of normalcy, a gift especially precious to those whose tales were more fantastical than others. They elected the High Table, a trio of governance, to guide them through these difficult times.

Yet, amidst the foundation of Fabletown, the mystery lingered: Why were the Fables here? As days turned into years, many stopped seeking the answer, accepting the new norm. But for the keen and curious, the quest for the truth behind the great Fable emergence was only just beginning.

THE HIGH TABLE

In the sprawling urban labyrinth of New York City, where reality intertwines with myth, there exists a council of three, known by the select few as the High Table. This triumvirate holds the balance, ensuring the Fables remain shielded from mortal eyes and also, often, from themselves.

At the head, there's Merlin, the enigmatic sage from the annals of Arthurian legends. With his vast arcane knowledge and command over magic, he stands as the embodiment of wisdom. His eyes, ancient as the stars, have witnessed countless histories unfold. It is said that within his memories lie the very origins of every Fable, though such tales he shares with no one. His voice, often quiet, carries a weight of centuries, guiding the table with a wisdom that is both profound and inscrutable.

To his right, the imposing presence of Shere Khan cannot be ignored. The majestic tiger, no longer bound to the jungles of India but now prowling the streets of the Big Apple, epitomizes sheer willpower and formidable power. His raw strength ensures that the Fables comply, and his fierce determination guarantees their safety. Many wonder what might drive such a fierce creature to serve a greater cause, but no one dares ask.

Lady Guinevere, with her golden locks and an aura of grace, sits gracefully to Merlin's left. She is the voice of reason, the bridge between Merlin's vast knowledge and Shere Khan's unwavering force. With her history interwoven with love, betrayal, and redemption, she understands the importance of balance. Her role at the High Table is vital, ensuring that decisions are meted out with both fairness and compassion. Under her gaze, the Fables find justice, and with her diplomacy, they find unity.

The High Table, in a ruling that still sparks whispers in the dark corners of the Fable world, granted amnesty to all Fables for deeds done in their origin stories. This decree, though controversial, has been a cornerstone of their governance. In exchange, the Fables are to respect and obey the Table's leadership, an arrangement that has maintained an uneasy peace. But the Table's generosity is not without its conditions or its mysteries.

Whispers abound about the clandestine motives of the High Table. With Merlin's depth of knowledge, Shere Khan's hunger for dominion, and Lady Guinevere's past of intricate courtly machinations, many wonder what ultimate goal they serve. However, their true agenda remains as guarded as the oldest of Fable secrets. All that is certain is their united front: to protect, to govern, and to guide. But to what end, only time will reveal.

GLAMOUR

In the heart of New York, amid the thrumming life of the city, there exists a secret – an arcane substance known only to the inhabitants of the Fable world. It's called Glamour, a mystical blend of magic and alchemy, the great equalizer that allows beings of myth and legend to walk undetected among mortals.

Glamour is not just a potion or spell; it is an art. Crafted by the skilled enchanters of the Fable community, it works by casting a veil over the true essence of a Fable, molding perceptions and bending reality. When cloaked in Glamour, the Big Bad Wolf can pass as a dapper businessman, and trolls might be seen as unassuming locals. This transformative magic alters the way mortals perceive the Fables, letting them view only a mundane facade.

But Glamour is more than mere illusion. It is an embodiment of the deep desire of the Fables to coexist, to find a place in a world where their stories are read but their realities are unwelcome. It provides them with a shield, not just from prying eyes, but from the harsh judgments and fears of a world that might not understand.

However, Glamour comes at a price. It's a costly commodity, often slipping through the fingers of those less fortunate, leading to their exile to places like The Farm. For others, maintaining their Glamour is a daily struggle, a constant reminder of their dual identity and the lengths they must go to protect their secrets.

In the shadows of the skyscrapers and the hushed alleyways, Glamour stands as a testament to the Fable community's resilience and their commitment to finding harmony in a world not originally theirs. It is the bridge between two realms, ensuring tales as old as time continue to thrive in the heart of modernity.

Glamour also dulls the minds of mortals nearby. It enables the Fables to act in outrageous acts without being noticed. But the wilder the action, the more strain on the compound, and the fear of being stuck without a fresh dose is too real to many.

Unsurprisingly, the lower markets have been flooded with fake counterfit alternatives to Glamour, many of them with disastrous side effects.

Also equally predictable, not every Fable need the same amount, and some might not need it at all. This has led to a very strained imbalance in resources for the Fable community, with no clear solution in sight.

THE FARM

Beyond the city's shimmer and the buzz of the streets, there lies a vast expanse known only to a few: The Farm. A sprawling, secluded facility, its rustic charm betrays the somber stories it guards. The Farm is not just a place; it is a symbol of exile, a shadowy reflection of the Fable community's darker side.

At first glance, it's a haven, surrounded by picturesque meadows and dense woodlands, where the air carries the tranquil chirping of birds and the distant rustling of trees. But beneath this pastoral facade lies a facility that houses the Fable world's undesirables.

The reasons for their exile are many: some couldn't afford the precious Glamour, rendering them vulnerable to the probing eyes of the mortal world; others committed deeds so heinous that even the world of Fables, with its tales of heroism and treachery, could not find a place for them.

Rows of accommodations, varying from simple cottages to more secure enclosures, dot the landscape. The Farm's guardians ensure that its inhabitants don't escape, a constant reminder of their severed ties from the Fable community. Some of its residents, through either punishment or circumstances, are permanently transformed into animals, their once articulate voices reduced to growls, chirps, or whistles.

While many deem The Farm a necessary evil, it's a place laden with sorrow. It's where dreams of rejoining the society fade with each passing day, and where memories of vibrant lives in the city grow dim. For some, it's a prison; for others, a bitter retreat. But for all, it's a stark reminder of the price one pays when they fall out of favor in a world where narratives can be rewritten, and endings are not always happy.

To some, the Farm is a safe haven. To most, it's an existential threat that looms over the head of everyone. No tales of Fables that has ever made it back from the farm exists, and since they also have a lucrative meat export business, the rumors about what goes on in that place are plentiful.

ATHLETICS

Your physical capabilities, including running, jumping, and dodging.

- Dodging an arrow fired at you.
- Sprinting to catch a train.

BURGLARY

Your ability to break into places and deal with security measures.

- Picking a lock or cracking open a safe.
- Detecting a security camera, staying out of its sight.
- Evaluate a street market value of an object.

CONTACTS

Your network of people and the information you can obtain from them.

- Finding out where a known criminal is hiding out.
- Knowing in which circles a person belongs.
- Having a friend that can help you out in need.

CRAFTS

Your ability to create or repair things.

- Fixing a broken vehicle or crafting a makeshift weapon.
- Knowing the ingredients and materials of an item.
- Detecting forgeries or knockoffs.

DECEIVE

Your talent for lying and misdirection.

- Convincing guards you belong in a restricted area.
- Impersonating other characters.
- Acting like you belong where you don't.

DRIVE

Your capability to operate vehicles.

- Chasing another car or making a tricky maneuver.
- Quickest route from here to the destination.
- Recognizing and analyzing cars and motorcycles.

EMPATHY

Your understanding and insight into others' feelings and motives.

- Recognizing someone is lying based on their body language.
- Calming down a grieving widow.
- Detecting certain vibes from a crowd.

FIGHT

Your proficiency in combat, be it hand-to-hand, guns, swords ect.

- Engaging in a brawl with thugs.
- Shooting the apple off the kid's head.
- Sizing opponents up or analyzing who would win.

INVESTIGATE

Your ability to search for clues and analyze information.

- Searching a room for hidden compartments.
- Spending the night researching a topic.
- Analysing the timeline of a crime scene.

LORE

Your knowledge of esoteric and mystical subjects.

- Identifying a rare magical artifact.
- Knowing how certain spells work in the real world.
- Knowing the stories of other fables.

NOTICE

Your general awareness and perception.

- Noticing a hidden assailant.
- Spotting a specific person in a crowd.
- Seeing something in the dark.

PHYSIQUE

Your physical strength and endurance.

- Breaking down a door with your shoulder.
- Resisting poison.
- Withstanding pain and torture.

PROVOKE

Your ability to incite particular emotions in others.

- Taunting an opponent to make them reckless.
- Scaring off people, causing them to flee.
- Raise a fallen teammate from a defeated state.

RAPPORT

Your talent for building connections and relating to people.

- Calming down an angry mob.
- Getting the most info out of an interrogation.
- Making enemies become friends.

RESOURCES

Your financial situation and assets.

- Hiring a team of specialists for a job.
- Having your finances in order and cash at hand.
- Knowing prices and places of higher society.

STEALTH

Your ability to move unnoticed and hide.

- Sneaking past guards.
- Pickpocketing and slight of hand.
- Smuggling things around unnoticed.

WILL

Your mental fortitude and resistance.

- Resisting mental manipulation or psychic attack.
- Doing what's right in the face of danger.
- Hiding your emotions and reactions.