

Yellowknife*, Northern Territories, Canada. (Dresden Files City Generation)

(*Note: When tossing around ideas for where to set the game, someone unseriously threw out the idea of Barrow, Alaska. There was much cackling, but then we realised the concept of a tiny place with a tidal population due to severe winters might actually be an awesome place to set something. We knew of Yellowknife and loved the name, but research showed it was far bigger and more cosmopolitan than we needed, and not as far north as we had expected. We immediately refused to let puny *facts* get in the way, and pretended it was smaller, more isolated, and further north.)

High Level City Sheet:

Aspects:

- A Good City To Get Lost In.
 - o Theme: The Groeble Family of Ghouls are Respected Pillars of the Community
- Why The Hell Would You Stay In Yellowknife?
 - o Theme:
 - Miriam Snow Wolf – PR Flack for the Mining Lobby.
 - Eureka Snow Wolf – Spokesman for the Environmental Lobby.
 - Tiffany Groeble – Wants to be the first Groeble to attend university.
- What Is He Building Up There?
 - o Threat: The Snow King – Mysterious Figure
 - (ermagerd! sner kerng!)

Status Quo:

- Supernatural
 - o The town is shrinking, and we’re all we’ve got left.
- Mundane
 - o Everyone has a lot to lose; if the balance shifts in any direction, *someone* will suffer.

Status Quo	Status Quo	Borderline	Rock the Boat	Rock the Boat	
The Police; Environmental Lobby; Local Business Association;		Tourism Operators	Wal-Mart	The Mining Lobby	In the Dark
		Science Community			Borderline
Ghoul Family the Groebles	The Wolf Clan; The Bear Clan	Tiffany the University Ghoul	The Young Pack	The Snow King	In the Know

City Sheet: Locations

Sherriff's Office (Theme)

One Sherriff, Four Deputies, Two Dispatchers.
Three Cells, No Waiting.

Aspect: Semi-Unofficial Neutral Ground.

- People
 - o Doug: Senior Deputy Sherriff
 - o Lindsay: Everybody's Grandma and Dispatcher
 - o Shaniqua: Chatty Black Lady

Strange Vermouth Torpedo (Theme)

Bar on the end of a somewhat run-down pier.
Environmentalist watering hole; Miriam Snow Wolf banned from the premises for a variety of infractions.

Aspect: Steeped in Counterculture

- People
 - o "Cool Ed" the barman – a mundane who has seen a lot.

The Grand/The Rand (Theme)

Upmarket bar/hotel for aspirational types that sees a lot of business from the mining lobby and corporate types; Eureka Snow Wolf banned from the premises for a variety of infractions.

Whenever the Grand fixes its signage, someone will break, smash or remove the G.

Aspect: Hungry for Change.

- People
 - o S. Gold – Owner and manager; doesn't grubby his hands with actual *work*.
 - o <Mining Executive> – Mining company executive who uses the place as an office.

The Groeble Residence (Threat)

Big house backing onto the woods.

Aspect: Uninvited Guests Never Leave.

- People
 - o Mister Groeble – Runs the Groeble business empire
 - o "Old Man" Groeble – Patriarch of the ghoulish clan and founder of the business empire. Responsible for the family trying to mainstream, but getting old and paranoid.

- Tiffany Groeble – Wants a normal life.

The Snow Castle (Threat)

The focus of the Snow Festival out on the lake. Oddly magically powerful.

Aspect:

- People
 - “Lady Icicle” – Festival Events Coordinator.

City Generation: People

- Beavis Walker
 - Works for petroleum survey group.
 - Technical type
 - Staying at the Grand for two months or so
 - Mid-30s.
- Joshua Raven-Wolf
 - Mid-50s
 - Local archaeologist/historian
 - Curates the Yellowknife Museum
- The Mysterious Doctors of Yellowknife
 - Doctor J. Riviera (Doctor)
 - Doctor R. McClure (Mortician)
 - Married couple – Robert and Jake
- Lawyer – Wornstrom.