

**“Pizza Fight,”** by W. Adam Rinehart.  
Dresden Files RPG/FATE 3.0: Feet in the Water level introductory game (6 Refresh, 20 Skill points, Skill cap Great +4); 6 PCs.

Buon Cibo Italiano is a small and run-down Italian restaurant on the bottom floor of an old three-story brick tenement building. It doesn't look like much on the outside, or on the inside either frankly. However since it's family-owned and run by the elderly matriarch Ida the food is magnificent. In fact, it is the sort of excellence that only the locals know of, to keep from spoiling the place like if it appeared in a guidebook. The characters can be a combination of members of Ida's extended family, regular patrons who want Ida to stay in business, and those looking for some part-time work.

Buon Cibo Italiano (trans. Good Italian food): An old and somewhat worn, family-run brick oven Italian restaurant.

**Aspects:**

A cramped, hole-in-the-wall restaurant  
Everything made by hand  
Grandma's Kitchen

Recently, a new place called Old Chicago Pizzeria began serving “Chicago-style” deep-dish pizza opened down the street. Since then, food has been disappearing before it can be brought to patrons' tables.

What's really going on:

Antonio “Tony” Vargassi, a cousin of the Vargassi crime family of Chicago recently moved into the area and is looking to setup a criminal syndicate to replace the one lost in Chicago. Scouting out locations, Tony found that the small building which

holds Buon Cibo Italiano on the bottom floor and has two floors of apartments above is sitting right on top of a spiderweb of tunnels under the city. In order to gain access to those tunnels though, Ida and her family's restaurant have to go. To that end Tony arranged to have someone start stealing or spoiling food at the restaurant to drive it out of business and force Ida to sell.

**The Vargassi Heavy: Flip the pixie**

**High Concept:** Pixie...

**Trouble Aspect:** Give me pizza, or give me death!

**Other Aspects:** A little trouble goes a long way

**Skills:**

Athletics: Good (+3)

Burglary: Fair (+2)

Deceit: Good (+3)

Investigation: Fair (+2)

Stealth: Good (+3)

Weapons: Fair (+2)

**Powers:**

Diminutive Size [-1]

Wings [-1]

Glamours [-2]

The characters are offered a free gourmet meal courtesy of the owner, Ida, if they can locate and stop what's causing the restaurant's problems. All the party needs to do is realize what Flip is doing and catch him. An alternate solution would be to bribe Flip to stop his sabotage. Or convince him to stop. Flip would be appalled if Ida stopped making her pizzas (they're really good). A completely different approach would be for the characters to attempt to shut down Tony Vargassi's operation before it can really even begin.

And remember, the point of a game is to have fun!