



GAZING INTO YOU
Includes Everything You Need to Play

MAGETM
THE AWAKENING

Free Introductory Scenario

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TO WAKE FROM DREAMING...

The sea of time grows murky as one approaches the distant past. Ruins, artifacts, cave paintings—all this evidence of history tells an incomplete tale. Most people never realize that they don't know the whole truth, but some can see that there is more to learn. Those who do, and who know where to look, eventually discover a legend of a fallen civilization and a war for the throne of reality. The names for that civilization are many, most of them lost over the years, but even patchwork recorded history remembers one of them: Atlantis.

Humanity found that mythical place eons ago, led by dreams more real than their waking sight. There they learned to see beyond this world to the Supernal Realms, and what they discovered in those places set their very souls aglow. By the power of their thoughts, they learned how to make what was real in the Supernal Realms real in this world—to make the impossible possible. What once could be done only in dreams was now achievable in the waking world. Indeed, it seemed only those most enlightened souls were truly Awake, while everyone else was but a Sleeper, sharing the same dream.

The Awakened built a glorious civilization on their sacred island, dividing themselves into specialized orders of governance and working together to unravel the Mysteries of the higher realms. Yet the power they uncovered in unraveling these mysteries soon outstripped their wisdom, and they committed a great crime of hubris. Seeking to abandon the dreaming world altogether, they constructed a grand celestial ladder to carry them to the Supernal Realms, where they overturned the thrones of the gods

and usurped their places. They sought to control all reality with their thoughts alone, yet Creation trembled at their every unwise whim. There was no choice but to cast them down, lest all of reality be corrupted and sundered. Those Awakened still left in our world climbed the celestial ladder themselves and made wizard-war on their erstwhile brethren, shaking all of Creation. In the end, the very ladder itself was shattered and our world fell away from the Supernal Realms, leaving only an impassable gulf of unreality known as the Abyss between them.

Yet though the Fallen World was cursed to fall deeper into Sleep, there are those still who Awaken. Deep in the Supernal Realms stand cyclopean watchtowers that even today call brave, enlightened souls across the treacherous Abyss. Should a soul survive this journey and carve its name on one of these watchtowers, that Sleeper Awakens and inherits humanity's forgotten legacy: magic. When he does, it's up to him to find those others like himself who have broken free from humanity's shared dream and try once again to find the truths behind the Mysteries of Creation. And should they uncover the lingering fragments of lore about lost, fabled Atlantis, mages must decide whether to re-create the enlightened civilization those earliest dreamers forged or build something even better, founded on the highest ideals of this Fallen World.

You've had the sense at some point in your life that there is more to this world than you can see. You've always known that sinister truths hide behind a façade of normality, veiled by the rational, orderly "natural laws" we call science. When night falls, as the shadows grow long and

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the wind whistles through the trees, you shudder and remember the truths of your ancestors, who were right to fear the dark. In those times, you realize just how alone and ignorant you've always been. You feel this way because you've just entered the World of Darkness, where the shadows hide unimaginable secrets.

In **Mage: The Awakening**, the third World of Darkness Storytelling game, you and your friends tell stories set in this world, in which you reveal these secrets and unravel the Mysteries of Creation. Those who do so successfully Awaken to the greatest mystery of all—that the rules of reality are not as hard and fast as everyone thinks. By forging mystical paths to realms beyond the material world, the Awakened (known as wizards, sorcerers, and mages) can impose the laws of those higher realms on this world. Doing so, they can shed light on what hides in the World of Darkness and work great wonders tempered only by their wisdom.

Yet for all their power and insight, the Awakened are still human, subject to the same failings and shortsightedness all humanity suffers. They *must* temper their wonders with wisdom, lest the friction between opposing laws of disparate realities cause an uncontrollable Paradox. Nor can they cavalierly expose the secrets their Awakenings reveal to them. Some secrets are hidden from Sleeping humanity for good reasons, and it is only the proud, foolish mage who casts into the light those things best exiled to shadow. What's more, a mage does well to keep his pride in check, as pride goeth before a fall. There's always another mage out there with just a bit more power or who knows just a little more about what's hidden in the darkness...

THE GAME

Mage: The Awakening is a Storytelling (or roleplaying) game. In it, a group of players cooperates to tell a story. Each player takes on the role of a single mage, except for the Storyteller. This player essentially takes on every other role,

describing the world to the other players, acting out the parts of other characters, and determining what challenges the players' characters face. Players roll dice to determine if their characters can overcome the challenges before them. In a typical exchange, the Storyteller describes the scene in which the players' characters find themselves. ("You see five beings taking shape right in front of you, materializing from nowhere. It takes you just a moment to realize that they look exactly like you and your companions. What do you do?") The players then describe their characters' actions, usually in the first person. The Storyteller then describes the results of the action, going back and forth until the scene is resolved. Dice are rolled when players have their characters try things that aren't guaranteed success. Jumping on top of a moving car without getting hurt would require a dice roll; climbing out of a stationary one wouldn't.

This introductory package contains everything you and a small group of friends will need to play your first game of **Mage: The Awakening**, except for some pencils and paper (for notes) and several 10-sided dice. (These specialty dice are available in most hobby shops and are sometimes called "d10s.") Those of you who are going to be players should read over the character backgrounds included in this package and choose the one you want to play. The Storyteller should read the rest of the booklet in preparation before playing.

THE RULES

Mage: The Awakening uses a set of rules called the Storytelling System. Many of the rules are introduced in the scenario proper or on the character sheets (special powers and so on), but there are a few basics to go over first.

- **Rolling Dice:** When rolling dice in the Storytelling System, you do not add the numbers together. Instead, any single die that comes up 8 or better is considered a success. You usually need only one success to accomplish a task, but more is always better (causing more damage in

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combat, for example). Any die that comes up a “0” (considered a 10) counts as a success *and* can be rolled again (and potentially get another success). If you manage to roll five or more successes, you get an *exceptional success*. If you roll no successes at all, your character has failed that action.

- **Dice Pools:** The number of dice you roll to attempt something is called your dice pool. It usually consists of the total of two traits on your character sheet (one Attribute and one Skill) and modifiers imposed by any special equipment your character uses or adverse conditions.

- **Modifiers:** The Storyteller determines what modifiers apply to any dice pool. Modifiers either add to or subtract from the dice pool (the number of dice rolled). These modifiers usually come from tools used (a bonus is listed with the tool), Merits that the character has (described in the character description), or other general circumstances. The Storyteller should grant or impose a bonus or penalty (usually ranging from +2 to -2) if the circumstances are especially favorable or deleterious. For example, an attempt to climb a wall that is slick with rain and slime would suffer a -2 penalty, whereas climbing a wall with plentiful handholds and ledges would gain a +2.

- **Chance Die:** If modifiers reduce your dice pool to zero dice (you can't have a negative dice pool), you should instead roll a single die (called a *chance die*). A 10 rolled on a chance die generates a single success, while any other result is a failure. And yes, if you manage to roll that 10, you get to roll again and try for another success. As long as you keep rolling 10s, you keep generating successes. Rolling anything other than a 10, however, is not a success. In fact, rolling a 1 on a chance die (just on the first roll, not subsequent rolls after getting that first 10) indicates a *dramatic failure*. The Storyteller should describe especially troublesome results for a dramatic failure, such as a gun jamming or a tire blowing out during a car chase.

- **Actions:** Almost anything a character does is considered an *instant action*. You determine the dice pool, roll the dice, and see if you succeed or fail. In combat you can perform one instant action per turn. Sometimes, you'll be asked to take an *extended action*, which represents doing something over a period of time, such as searching a room or casting an especially complex spell. In this case, every roll of the dice represents a fixed amount of time (usually 10 minutes, but it varies for some more involved actions). You accumulate successes from roll to roll until you get a certain number (described in the text), at which point either something happens or you run out of time. Some actions can also be *contested*, which means that two people are working against each other, such as in an arm-wrestling match, or when a character tries to sneak past a watchful guard. In a contested action, each player (or the player and the Storyteller) rolls the dice pool for his character and the person with the most successes wins. Finally, some actions are *reflexive*, which means that they happen automatically and don't take up any time—you can perform them and still perform an instant action in that turn.

- **Turns and Scenes:** A *turn* is a three-second period and is used in combat. A *scene* is a longer period (usually an hour or as long as it takes for everyone to do what they want in a particular place). Some mage powers or spells function for a single turn, while others last the whole scene.

THE CHARACTER SHEET

The end section of this packet contains character sheets for the five characters that players can use in *Gloria Mundi*. These sheets contain all the game numbers that define a character's capabilities, divided into a variety of types of traits. Most traits are rated from one dot (•) to five dots (•••••), much like a star rating system for movie reviews. Different traits represent different things:

- **Attributes** represent inherent capabilities, such as Strength, Intelligence, or Presence.

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- **Skills** represent learned abilities, such as Firearms or Medicine. A word or phrase in parentheses next to a Skill indicates a Specialty, an area of the overall Skill in which the character is particularly talented. If you are asked to roll a dice pool in which your character doesn't have the right Skill, you suffer a penalty of either -1 (for a missing Physical or Social Skill) or -3 (for a missing Mental Skill). If, on the other hand, you have a relevant Specialty in the Skill in your dice pool, you get a +1 modifier.

- **Health** determines how wounded your character is, and it has both dots and points. Your character's dots are filled in on your character sheet, and they represent the total number available to him when he is uninjured. His Health points are recorded in the corresponding boxes, denoting his current state of health. (See "Health and Damage" for how to mark off Health points and the effects of wound penalties.)

- **Willpower** represents your character's reserves. You can spend one point (and one point only) of Willpower on any roll, which gives you three additional dice in that dice pool. Alternatively, you can spend a point to raise your Defense trait by two against a single attack. Willpower is valuable, and you regain it only for acting in accordance with your character's Virtue or Vice (see individual character descriptions). Willpower is ranked from 1 to 10, unlike most other traits.

- **Gnosis** represents the inherent higher understanding of reality a mage has achieved.

- **Mana** is the amount of distilled magical power that currently suffuses the mage character's body. You spend Mana to cast or modify certain spells.

- **Arcana** are special degrees of understanding of the Mysteries of reality. The accompanying handout explains what fundamental forces each Arcanum affects.

- **Rotes** are specialized spells mages can cast, based on their mastery of the Arcana.

- **Merits** are special natural edges a character has, such as Contacts, Resources, or Striking

Looks. The effects of each Merit are explained in the character's description.

- **Defense** and **Initiative Modifier** are traits used in combat and are explained in that section.

- **Speed** is the number of yards a character can move in one combat turn and still perform an action. A character can run up to twice that distance in a turn if he sacrifices his action. Speed will most likely come into play in a chase.

- **Wisdom** is a measure of your character's morality, of how well he tempers his growing power over reality with reason. Your character can lose Wisdom over the course of play. Wisdom is ranked from 1 to 10, unlike most other traits.

COMBAT

Surrounded by supernatural creatures who would rather remain hidden, as well as jealous hoarders of secrets, mages sometimes attract violence. When a fight breaks out, it can be important to keep track of who is doing what, and how badly they are hurting each other. When that happens, follow these steps:

First tell the players that their characters are entering combat. Until the combat ends, everyone acts turn-by-turn, with each character getting one chance to act each turn.

Next, have everyone roll Initiative, which is the result of the roll of a single die + the character's Initiative modifier as listed on the character sheet. (This is a rare case where you add the number that comes up on a die to the value of your trait, instead of rolling a dice pool and looking for a success.)

Starting with the character with the highest Initiative result and continuing on to the lowest, each character gets to take a single instant action (usually an attack). The player can choose to yield her character's action until later in the Initiative queue, or until the next turn if she wishes. Resolve each character's action before asking the next player what his character does.

If one character attacks another, the attacker's player rolls the appropriate dice pool:

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- **Unarmed close combat:** Strength + Brawl, minus target's Defense and armor (if any)

- **Armed close combat:** Strength + Weaponry, minus target's Defense and armor (if any)

- **Ranged combat (guns and bows):** Dexterity + Firearms, minus target's armor (if any)

- **Ranged combat (thrown weapons):** Dexterity + Athletics, minus target's Defense and armor (if any)

Add bonus dice based on what weapon is being used or what effect is being performed, then subtract penalties for circumstance conditions. (Using an improvised weapon such as a garbage can lid or a broken table leg, for instance, levies a -1 penalty on the attack roll.) The player rolls the remaining pool. Each success equates to one Health point of damage inflicted, the type of which is determined by the nature of the attack. The Storyteller describes the attack and wound in narrative terms.

Once everyone has acted, a new turn starts and the player with the highest Initiative gets to act again. Players *do not* make new Initiative rolls every turn.

COMPLICATIONS

- **Avoiding Damage in Close Combat:** Your character's Defense trait represents his instinctive ability to duck and weave and make close-combat attacks harder, so it serves as a penalty to incoming attacks. If your character hasn't yet acted this turn and is willing to forgo that action, he can dodge, which doubles his Defense for the rest of the turn. If your character is attacked multiple times in the same turn, however, it becomes harder for him to avoid being hurt. For every attack targeted at him after the first, reduce the character's Defense by one (to a minimum of zero). If your character is dodging, the doubled Defense still decreases by one for each additional attack.

- **Avoiding Damage in Ranged Combat:** Defense doesn't apply to ranged combat unless a ranged attacker is either close enough that he could just as easily attack in close combat (a few

feet) or throwing a weapon. To avoid damage in a firefight you can either find cover (hide behind something solid) or fall prone (drop flat to the ground). Falling prone constitutes a character's action for the turn but levies a -2 penalty on ranged attacks. Anyone within close-combat striking distance (a few feet) gets a +2 bonus to hit a prone character, though.

- **Concealment and Cover:** If your character is partially concealed behind an object, she is harder to hit with ranged attacks. The penalty goes from -1 (crouching behind an office chair) to -3 (poking up out of a foxhole). If you are *completely* concealed, the attacker suffers no dice pool penalty but has to score enough successes to shoot through the intervening object (called the cover). Piercing an object reduces the number of success rolled by a number based on the durability of the cover: from 1 (for wood or thick glass) to 3 (for steel). If this penalty reduces the number of successes to 0, the attack fails to penetrate the cover and you take no damage.

- **Range:** Every ranged weapon has three ranges listed in yards in the format short/medium/long. An attacker suffers no penalty when her target is within the short range. If the target is at medium range, she suffers a -2 penalty. At long range, this penalty goes to -4.

HEALTH AND DAMAGE

- **Damage Types:** There are three types of damage—bashing, lethal, and aggravated—and each is more serious than the last. *Bashing damage* generally results from blunt or stunning attacks. *Lethal damage* generally results from cuts, gunshots, and other more serious attacks (such as an animal's bite). *Aggravated damage* generally results from especially vile supernatural attacks.

- **Marking Damage:** When a character suffers damage, the player marks off that number of Health points, starting with the box under the leftmost dot of his Health trait and proceeding left to right. The symbol used depends on the type of damage.

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Bashing damage is marked with a slash (/) in the first available empty box. So imagining that Ogma (one of the characters in this scenario, who has seven Health dots) had just taken one point of bashing damage, his Health boxes would look like this:



Lethal damage is marked with an X, and it pushes any existing bashing damage right on the track (so that it always appears to the left of bashing damage). If Ogma next took a point of lethal damage, his track would be:



Aggravated damage is marked with a large asterisk (*) by adding a vertical bar to an X. It also pushes any existing lethal and bashing damage right on the track (so that it always appears to the left of lethal or bashing damage). If Ogma next suffered a point of aggravated damage, his track would be:



• **Wound Penalties:** If a character is reduced to three or fewer Health points (by whatever type of damage), the player suffers penalties to all die rolls. When the third-to-last box is marked with a wound, the penalty is -1; when the second to last is marked it is -2; when the last box is marked it is -3. (These modifiers appear on the character sheet for easy reference). These penalties apply to all rolls except those related to losing Wisdom (see below).

• **No More Health:** Marking off a character's last Health box usually means that the character has become incapacitated. If that rightmost wound is bashing (and the character is human) she falls unconscious. If that rightmost wound is lethal or aggravated, a mortal character quickly bleeds to death. Note that this would mean the character has no bashing damage at all, since it will always be the rightmost.

• **Additional Damage:** An unconscious person can still be damaged by further attacks.

Without further Health boxes to mark off, you represent this additional damage by upgrading existing wounds. Any new bashing or lethal wound upgrades an existing bashing wound to lethal (make the leftmost / into an X). Additional aggravated damage converts a point of lethal or bashing damage to aggravated (make the leftmost X or / into an asterisk).

• **Healing:** Mortal human beings recover from damage thanks to rest and medical attention. Mages can spend their Mana to heal themselves more quickly, and some mages can cast spells to heal themselves even *more* quickly. Should they elect not to do so, though, they heal one point of bashing damage every 15 minutes, one point of lethal damage every two days, and one point of aggravated damage every week. Lost Health is recovered from right to left on the character sheet.

BEING A MAGE

The scenario in this packet does not deal explicitly with the characters Awakening to their supernal power, so it will help to have all in the same place some of the basic game effects of what mages understand and can do.

• **Metaphysical Geography:** Through the centuries, mages have refined a high concept of how the universe and all reality is structured, as well as what our world's place is in it. Reality is divided into the Fallen World and the Supernal World, and a vast, howling Abyss separates the two. The Fallen World is subdivided into our physical world (which is the only thing most people ever see) and the Shadow Realm (also known as the spirit world). An invisible, intangible membrane called the Gauntlet stands between the physical world and the Shadow Realm. The Supernal World is divided into five discrete realms, each with its own unique natural laws. To Awaken is to travel in spirit to one of those Supernal Realms and make your mark on it. To work magic, is to draw down the unique natural laws of the Supernal Realms into the Fallen World, supplanting our physical world's natural laws.

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• **Resonance:** Everything has a subtle side, an esoteric spiritual or magical nature that defines it just as much as its physical aspect does. In the case of places, this ethereal element is called resonance. Resonance is marked by certain *qualities*, most often characterized by emotions (hate, anger, joy, sorrow), or more rarely by concepts (logic, chaos, fascism, democracy). Spirits in the Shadow Realm are attracted to resonance in the physical world that has qualities similar to their own natures. Magic cannot directly affect the resonance of a place (at least not for long), so sorcerers must work to alter it indirectly over time to achieve the qualities they want.

• **Hallows & Sanctums:** Where the pure force of magic, Mana, filters down from the Supernal World (or where that energy is regularly trapped and recycled), it saturates the local area, turning the place into a “Hallow.” For those who know how to harness them, such places are invaluable. Hallows often have a strong allure for both Awakened and Sleeper, although the latter don’t really understand why. Hallows vary a great deal from one to the next, but they all share a single tendency: They don’t feel like mundane space. Fertile or fetid, holy or hellish, there’s no mistaking a Hallow for any mundane place. Any mage standing in a Hallow can sense its ambient Mana with a successful Wits + Occult roll.

A sanctum is a mage’s stronghold, a place where he can practice his Art away from the eyes of Sleepers and spies. Such strongholds are usually built on Hallows when mages can find those places and snatch them up quickly enough. Legends tell of wizard’s towers, witch’s huts, and sorcerer’s caves, but the reality is usually more prosaic: a penthouse apartment, an old estate, or even a nondescript suburban tract house. In **Gloria Mundi**, the characters all share a beach house sanctum on a Hallow by the coast. Normally having a Hallow and a sanctum is a function of Merit dots, and those dots have been factored invisibly into the characters’ backgrounds for simplicity’s sake.

• **Mage Society:** Certain recurring factors make mages who they are, and recognizing those factors has influenced the formation of magical society as it stands today. Every mage who Awakens travels in spirit to one of the five Supernal Realms along a certain *path*, and that path informs the style and type of magic he is able to perform. No two mages of the same path are exactly alike, but they stand to be more alike than mages of different paths. Yet no mage is an island, and no mage can solve all of Creation’s mysteries himself, so mages tend to work together in groups called *cabals*. Cabals can consist of mages of different paths, as their group goals tend to be personal and temporal rather than driven by metaphysical ideology. Mages do come together into larger, looser groups based on ideology, though, and those groups are called *orders*. Many harking back to the ideals of lost Atlantis, the orders are global in scope and driven by broad agendas locally. Orders take in mages of any path, and likewise, many cabals include members of different orders. The most influential and knowledgeable body of local governance over the Awakened is known as a Consilium. Like a local senate, a Consilium consists of all the local representatives of the orders and cabals at work in a given area, and it works to see to the best interests of the Awakened who live in that area.

• **Shadow Names:** Names have power, and none know that better than the Awakened. A mage’s soul writes his true name forever on the walls of his chosen watchtower in the Supernal Realms when he Awakens, and doing so imbues his name with powerful sympathetic resonance. Should another mage learn his name, that mage can use magic against him more easily. Therefore, most mages who are part of Awakened society take on “shadow names” to protect themselves.

• **Hubris:** When a mage’s hubris outstrips his morality, he risks losing his Wisdom. The more heinous sins he commits in the name of ego, the more quickly his Wisdom falls. At Wisdom 7

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(where almost all characters start), laying a curse on someone, shoplifting from a store, or any worse misdeed can cause moral degeneration (a loss of Wisdom). When the character commits such an act, the player rolls a number of dice based on the severity of the sin. The worse the sin is, the *fewer* dice are rolled. (Committing grand theft is three dice; using magic to murder someone is two dice.) If the roll fails, the character loses a point of Wisdom. (Willpower can't be spent on this roll.)

Characters with reduced Wisdom justify their behavior to themselves instead of repenting, and they become that much more blinded by hubris. It will now take a worse sin to cause another roll to degenerate. At Wisdom 6, binding a human being to a place or task can spark such a roll. At Wisdom 4, you can bind a person to do anything you want as long as you don't use your magic to actually harm him. At Wisdom 2, you can harm him to your heart's content as long as you don't actually let him die. At Wisdom 1, you can even go so far as to kill a victim as long as you don't steal his soul.

Characters who do lose Wisdom naturally risk becoming unhinged mentally. If a player fails a degeneration roll, he should immediately roll his character's reduced Wisdom as a dice pool. If he fails that roll, the character gains a derangement. This derangement can be any form of minor but pervasive mental disorder, such as depression or a phobia. The player should replay this new character quirk, but it has no mechanical effect.

- **Mana:** Mana is the formless Supernal energy filtered down into the Fallen World. Some of it is residual energy left trapped when the Abyss opened, recycled over the millennia into a thousand forms, but some of it is fresh, brought into the world by a mysterious form of grace from on high. The mage characters in **Gloria Mundi** can hold up to 10 points of Mana in their bodies at a time. Players spend points of Mana to allow mages to perform various feats of magic. Casting an improvised spell requires

the expenditure of a point of Mana, unless the primary Arcanum used is one of the mage's ruling Arcana (as indicated in the character write-ups). Casting a spell on a target beyond sensory range requires the expenditure of a point of Mana, as does inflicting aggravated damage with a spell. Also, certain spells that significantly alter the laws of nature or physics might require the expenditure of Mana.

To regain spent Mana, a mage can do one of several things. He can perform an *oblation* (a ritual function associated with his path) at a Hallow. Doing so requires an hour of uninterrupted ceremony and a Gnosis + Composure roll. Each success provides one Mana. Mages cannot gain more Mana per day, however, than the Hallow's rating. (The Hallow in **Gloria Mundi** is rated 3, so no matter how many mages perform oblations on the same day, only three points of Mana are available from sunrise to sunrise.) Mages can also *scour* their bodies to free up Mana. A mage elects to degrade one of his Physical Attributes by one dot in return for three Mana points. The lost Attribute dot is restored 24 hours later. Scouring takes one full turn. A mage could elect to scour his Health instead. He suffers one lethal wound and gains three Mana points. Magic cannot protect against this damage, and it cannot be healed by Pattern restoration or any known Awakened magic. It heals naturally at the normal rate. Unlike the scouring of Attributes, there is no limit to the number of Health scourings a mage can perform in the same day.

Finally there is one last and unsavory practice that can also yield up Mana to a mage: the death and blood sacrifice of a living creature. Animals as big as a cat provide one Mana each, although only one such killing per day provides Mana. Sacrificing a human provides one Mana per Health dot. The victim must die; he cannot be bled until he is close to death. Only the one mage who performs the sacrifice gains the ill-gotten Mana. This practice is sure to cause a Wisdom degeneration roll.

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• **Mage Sight:** Mages have a number of means by which they can open their eyes to the supernatural, seeing (or even hearing, smelling, touching, and tasting) the subtle currents of supernatural powers at work in the world. While all mages have an innate sixth sense to detect the presence of *active* powers, it does not allow them to identify or analyze such powers. For that, they need to enchant their senses. Although such spells come in many forms, they are collectively called Mage Sight. Besides revealing magic and other supernatural powers, these spells make resonance obvious to the senses. Once a Mage Sight Spell is active, the player should can Intelligence + Occult to analyze the resonance. This is an extended action with each roll representing a single turn of scrutiny; it takes 5 successes to determine the basic nature of the resonance. More successes can provide more information at the Storyteller's discretion.

Finally, some Arcana can be used to sense or analyze certain powers better than others, although all Arcana can be used to sense supernatural power. If the power is mystically concealed, however, successes rolled for the mage must equal or exceed the Potency of the magic used to conceal the source. Note that Mage Sight does not allow a sorcerer to see or interact with entities in the ephemeral state called Twilight (see "Crossing Over" on page 12). That requires other spells (usually Death for ghosts and Spirit for spirits).

• **Pattern Restoration:** Mages can infuse Mana into their bodies to heal wounds. (Doing so is called restoring or repairing the mage's metaphysical Pattern.) The cost is three Mana points per one bashing or lethal wound. This is an instant action. Those mages unable to spend more than three Mana per turn (e.g. all the characters provided in *Gloria Mundi*) can take as many *consecutive* turns performing only this action as they need, until they've spent all three points. The number of times a mage can spend Mana to restore his Pattern within the same 24-hour period depends on his Gnosis.

At Gnosis 1–4, he can do so only once per day. With Gnosis 5 or 6, he can perform two Pattern restorations per day.

MAGIC

What sets the Awakened apart from Sleepers is not only their deeper understanding of the Mysteries of reality, but their ability to impose the laws of Supernal reality on the Fallen World. The only word Sleepers have to describe such effects (inasmuch as they can even comprehend them) is magic. Awakened mages are capable of literally anything they can conceive as they mature and grow in power, and the magic system of **Mage: The Awakening** accounts for as many possibilities as are humanly possible. This booklet offers a somewhat stripped-down version of that magic system, offering a glimpse of the wonders that are possible. For your character to cast a spell, follow these steps.

STEP ONE:

DECLARE THE SPELL

The simplest way to perform acts of magic is to choose one of the rites provided in the character write-ups. Those descriptions tell what sort of action casting the spell is (whether it's instant or extended), as well as how long the effect lasts if the roll to cast it succeeds. Instant spellcasting actions take only a single turn to perform, but extended actions take far longer. For a character with Gnosis 1 (i.e., all the provided characters), each roll of an extended action requires an entire hour's worth of spellcasting work in game time (*not* session time).

The descriptions also list each spell's *aspect*. The aspect defines how well the mage can hide the Supernal wonder among the events of the Fallen World. If a mage tries to do something subtle (such as make a building go dark while he's hiding inside), he can cast a subtle spell of darkness that knocks out all the lights in the building. Bearing witness to that effect, Sleepers might only think that a power transformer is

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busted or that some glitch just kicked off in the city's power grid. That sort of spell is considered *covert*, and it slips into the reality of the Fallen World seamlessly. Some spells are slightly more noticeable, though. For instance, a mage might choose to make a single room in an office building go dark, then make another one go dark, then another, and so on (all to make the people he's hiding from wonder which of those dark rooms he's *actually* hiding in while he sneaks away down the stairwell). While such random power-outages are technically possible in the everyday reality of the Fallen World, they're not very likely, so the spell raises questions in the disbelieving minds of Sleepers. Such a spell would be considered *improbable*. Finally, there are some spells that are in no way possible by the fundamental laws of our reality, and they can't be rationalized away as luck or coincidence. If a mage is standing on the hood of a speeding car frying the driver with lightning from his fingertips, then he jumps off, turns a one-and-a-half twist in the air, and skids safely to a halt on the soles of his Chuck Taylors while the car swerves into a newsstand and explodes... Well, that's just not possible. Such a spell is considered *vulgar*. Vulgar and improbable spells have consequences in terms of cost and side effect, which are explained in Step Three.

Magic is a dynamic and tricky thing, though, and mages are not restricted to casting rites. Their Arcana represent not only specific achievements and ranks of rites learned, but a more general understanding of the broader laws of nature. The more dots he has in the various Arcana, the better he understands and can subsequently change the world around him. Changing the world thus with magic is called *improvised* spellcasting, and it works somewhat differently than simple rote spellcasting. It's a little bit harder (represented by a smaller dice pool), and the costs involved are different. The Arcana Handout that came with this packet details what sorts of effects and changes are possible at the provided characters' levels of understanding.

Also, at various points in the following story are offered certain "Magic Suggestions" that show how one might use improvised magic to its best effect in the story.

STEP TWO:

SPELLCASTING DICE POOL

For a rote spellcasting, you simply add the specified Attribute + Skill + Arcanum to determine the caster's base spellcasting pool. These dice pools have been listed with the character write-ups. For an improvised casting, you roll Gnosis + Arcanum to determine the caster's base spellcasting pool. Several mitigating factors that affect the spellcasting dice pool have been listed under "Mitigating Factors" on p. 11.

STEP THREE:

PARADOX

Paradox is the friction that exists between the Fallen World and the Supernal Realms when a mage casts a spell to impose a conflicting set of natural laws over our preexisting one. The more often a mage works magic, and the more overtly he does so, the more likely he is to invoke the force of Paradox. If the spell is vulgar or improbable, the Storyteller checks for a Paradox, rolling a base dice pool based on the caster's Gnosis and modified by various conditions. For the characters in **Gloria Mundi**, the characters all have Gnosis 1, which means the Storyteller rolls a base of one die.

The number of successes the Storyteller rolls on the Paradox roll determines the nature of the Paradox that occurs when the mage casts his spell. With only one Paradox success, the mage loses control of his spell, affecting a different target of the same type somewhere else in his sensory range. With two successes, the mage gains a derangement appropriate to the circumstances for one scene. With three successes, an anomaly of unreality occurs for one scene (hail might fall from a clear blue sky, or the streets might crack

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and bleed upward into air). With four successes, the mage is branded as vaguely inhuman in some subtle way for a scene (be it a witch's mark or an indescribable aura of otherness). With five successes, a twisted spirit from the Abyss enters the Fallen World.

Other effects of Paradox are listed under the "Aspect" subheading of "Mitigating Factors".

Finally, bear in mind that the Storyteller rolls Paradox *before* the player rolls for his mage's spell. Also, no matter how many successes the Storyteller rolls, the player cannot call off his magical effect just because the very laws of reality have turned against his character.

MITIGATING FACTORS

Certain environmental or inherent factors affect how a desired spell works. These factors might affect the cost of the spell, the dice pool of the spell, or the likelihood of a Paradox.

Range: If the mage cannot see, hear, or otherwise detect the target of his spell with his normal senses, he cannot affect it with a regular spell unless he has and adds Space 2 into the spell. (Of the provided characters, only Ogma has this degree of mastery over the Space Arcanum.) A spell cast outside sensory range thus (known as a *sympathetic* spell) suffers a penalty based on the vagueness of the mage's connection to the target. If the target is a close friend or if the casting mage has a sample of the target's blood or hair, the penalty is only -2. If the target is someone you know only in passing (say you've passed him on the street), the penalty is -8. If you know nothing at all about a target outside your sensory range, you can't affect it with a sympathetic spell at all. If you don't know the real name of a person who's the target of a sympathetic spell, the roll is penalized an additional four dice. (This is why most mages adopt shadow names in mage society, because a shadow name does not alleviate that penalty.)

Aspect: When a mage attempts an improbable of vulgar spell, the Storyteller rolls for a Paradox. Successes on that roll subtract successes from

the player's spellcasting roll (which is why the Paradox roll comes first). What's more, the more improbable or vulgar spells the mage attempts in the same scene, the higher the Paradox dice pool climbs. For every additional improbable or vulgar spell a mage casts in a scene, the Storyteller begins to add additional Paradox dice to his pool.

If one or more Sleepers witness a mage casting a vulgar effect, add *two* dice to the Storyteller's Paradox dice pool on top of everything else. Therefore, if the mage is casting only one improbable or vulgar spell in a scene but it is witnessed by Sleepers, the Storyteller rolls three dice against the spell.

Magic Resistance: Some rote spells allow the target protection against magic, either a reflexive contested roll or a Resistance Attribute that is subtracted from the spellcasting dice pool. Where that is the case, it has been noted in the character write-ups.

Mana Costs: For improvised spellcasting, the mage must spend one Mana if the highest-rated Arcanum required for the spell is not one of his ruling Arcana. (The provided characters' ruling Arcana have been noted in their write-ups.) If the spell affects a target sympathetically, the spell costs one Mana. Inflicting aggravated damage with a spell also costs one Mana. Other Mana costs might be associated with certain spells, and those costs are listed in the spell write-ups.

Bear in mind that the characters can spend only so much Mana in a turn. If a spell is listed as an instant action, the character must be able to spend the entire requisite amount of Mana he needs in *that same turn*, or his spell will not work.

Reducing Paradox: If a player doesn't want his mage to run the risk of a severe Paradox problem, he can have his character mitigate the Paradox by spending Mana. For every Mana spent (bearing in mind his total allowed expenditure per turn), he removes one of the dice from the Paradox pool the Storyteller rolls.

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A mage can also reduce the amount of a Paradox by suffering a Backlash. Rather than applying the successes on the Paradox roll to his spellcasting roll or having a Paradox occur, the mage suffers a number of bashing wounds equal to the successes on the Paradox roll. This damage can only be healed normally: Pattern restoration and magical healing do not work against it.

SPRITS

Some mages deal with spirits a great deal, and spirits have slightly different traits than material beings.

- **Attributes:** Rather than having nine Attributes like characters, spirits and ghosts have only three. Power is used for Intelligence, Strength, and Presence. Finesse is used for Wits, Dexterity, and Manipulation; Resistance is used for Resolve, Stamina, and Composure. If the spirit wishes to attack, roll Power + Finesse (the target's Defense is applied normally), with each success inflicting one point of lethal damage.

- **Corpus** is the spiritual equivalent of Health. If a spirit loses all of its Corpus, it discorporates and vanishes. It will re-form in the spirit world in two days with one dot of Corpus, and then heal one dot of Corpus every two days. Physical attacks can only erode a spirit's Corpus if it has somehow become material or the attacker benefits from a spirit power of some sort. If a

spirit loses all of its Essence and Corpus, it is destroyed permanently.

- **Influence** represents a spirit's ability to control or manipulate the very concept that created it. The greater the dots in an Influence, the more power the spirit has over that concept.

- **Numina** are the various supernatural powers of spirits. Many are only usable in the physical world once the spirit has manifested (see below).

- **Essence** is a spirit's lifeblood, the spiritual power without which it cannot exist. Sprits use Essence for many activities, but every spirit spends one point every moonrise simply to survive. Spirits who slip into the physical world must spend one Essence point every hour until they can possess a host or bind themselves to an inanimate object using their Numina.

- **Crossing Over:** Unless they have a special Numen, spirits can only cross into the physical world at a Hallow, or some other place where the boundary between worlds is frail and thin. (They can also be summoned into the physical world by certain spells.) Once across, the spirit remains ephemeral, invisible, and intangible—in a state called "Twilight"—until it chooses to manifest. Doing so requires a successful roll of Power + Finesse, in which case the spirit may become visible at will and may be able to speak or send messages depending on its nature. Even in this state, it remains immaterial and largely immune to physical attacks.

GAZING INTO YOU

This is the first scenario in an eight-part chronicle called **Gloria Mundi**, which will be released online at www.worldofdarkness.com. The chronicle takes the characters deep into the World of Darkness, revealing some of the secrets of the Awakened and, ultimately, the fate of the characters. But before any such grandiose concerns, the characters have to come to grips with a more immediate threat to their minds and souls, combating their own inner demons and those of a powerful, but incautious mage. Pride goes before the fall, and the characters are about to see that truism illustrated.

This scenario is meant for the Storyteller's eyes only. If you are planning to take on the role of one of the characters in "Gazing into You," please stop reading now. Storytelling games are much more enjoyable if you experience the plot twists and surprises along with your characters, so don't spoil the fun for yourself.

PREPARING FOR PLAY

First, read through the rules at the beginning of this document, just to get an idea of how the mechanics of the game work. Then, have a look at the character sheets beginning on p. 38, and note the characters' different capabilities and advantages. We don't expect you or the players to memorize everything right out of the gate, but if you give the characters a quick once-over in conjunction with the rules, the numbers will make more sense in game play.

Let the players read over their characters' backgrounds, roleplaying hints and traits, and

answer any questions they might have. Help them understand how the rules work with regard to the dots and numbers on the character sheets.

Also, read through "Gazing into You" once before attempting to act as Storyteller. We've tried to make it as easy as possible on you, but you should have an idea of what's coming up. Plus, players will always make decisions that you—and we—didn't see coming. That's a great part of roleplaying, but it requires you to think on your feet. This is especially true given that all of the characters have a brief list of *rotes* (magical effects that they can perform easily and skillfully) but are also capable of broad, dynamic uses of their magic. If you know how the plot progresses, you can take what the players do and allow those decisions to steer the game toward the conclusion, rather than having to say, "No, Jim, you can't do that because it would take us too far off track."

Throughout this scenario, you will find blocks of italicized text for you to read aloud to the players. You will also find occasional sidebars labeled "Magic Suggestions." Getting the hang of the magic system in **Mage** can be a challenge, as most other roleplaying games that incorporate magic require that a character choose from a list of spells rather than using a sphere of influence. These sidebars allow you to suggest effects that these characters can perform, but the players might not consider. As the chronicle progresses, you'll see fewer of these sidebars, since you and the players should be coming to grips with how the system works and what the parameters of the different Arcana are.

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STORYTELLING TECHNIQUE: EXISTING GROUPS

Most pre-written scenarios, such as “Gazing into You,” revolve around the characters coming together for the first time and forming a cohesive group. This is sometimes handled elegantly, with characters being given several reasons to bond with each other, and sometimes through various clichés of roleplaying, such as bar fights where all the characters are (for some reason) on the same side. In some games, a powerful character simply tells the characters what to do.

Those clichés are standards for a reason, though. They’re quick and easy to understand, and they allow the Storyteller to put the characters together and get on with the story, and that’s fine. **Gloria Mundi**, however, does things a little differently by stipulating that the characters are part of an established cabal before the chronicle starts. Merit dots have been taken from each character to comprise the cabal’s Sanctum and Hallow (see p. 16) and the characters’ descriptions include brief notes on how they came to join the cabal. This method of putting the characters together allows for empowerment to the players—they already have a support network with each other and can look to shared history for strength.

Of course, since you haven’t played through that shared history, it’s a good idea to devote a few minutes before the story actually starts to discussing it. Here, we present three methods of fleshing out the characters’ relationships with each other.

Hot Seat: Have each player take a turn in the “hot seat” while you and the other players fire questions at her. These questions should be about the character but not directed at her. That is, if Sarah is taking on the role of Niamh in the chronicle, you might ask “How does Niamh feel about Ogma?” rather than “How do *you* feel about Ogma?” This allows the player more freedom in answering sensitive questions about the character. Don’t be afraid to ask about seemingly innocuous topics (favorite foods, pastimes, etc.) as well as

important topics such as childhood experiences and the Awakening Note, too, that not everyone thinks well on their feet, so it’s perfectly acceptable for a player to answer, “I don’t know, let me think about that.”

Q&A: Similar to hot seat, Q&A involves each player writing down two questions and passing them to you. You then pose all 10 of the questions, in addition to any others you feel are necessary, to each player in turn. You might want to jot down the responses or have the players do it, since this information might shape the way you present facets of the chronicle later. Appropriate questions here are much the same as for hot seat, but because each player is answering the same questions, they can get a bit more in-depth. The questions can be about straight facts (“Does your character have any living family?”) or more intangible (“What song or work of art best represents your character?”).

Anecdotes: People who live together for any length of time eventually develop in-jokes and anecdotes about each other. Have each player choose another and make up a quick anecdote about that player’s character. The player in question has veto power, of course, if someone tries to paint her character in a truly inappropriate way. Remember, though, that no one behaves in a truly consistent way all the time. Even if, for instance, Morrigan’s player has decided that she’s a teetotaler and Ogma’s player tells a story about that time he saw Morrigan stumbling drunk down by the seashore, that anecdote isn’t immediately invalid. Maybe Morrigan *is* usually sober, but that one instance was an exception (one she regrets). Maybe she wasn’t drunk, but reeling from the effects of a Paradox. Maybe that simply wasn’t Morrigan.

Use any or all of these three techniques to develop some sense of the history of the cabal before play begins. If the players see their characters as a unit, as a group of colleagues (if not friends), they will be more inclined to cooperate and to meet challenges as a united force—which is an edge they may well need.

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THE SETTING

“Gazing into You” (and most of the larger chronicle) is set in Quincy, Massachusetts, about 10 miles south of Boston. The city contains just under 90,000 people and dates back to the 17th century. The city boasts miles of coastline, so it houses a number of summer homes and rental cottages—few of which see year-round residence. One of these seaside houses, however, serves as the sanctum of a cabal of mages—the characters the players portray in **Gloria Mundi**.

Looking It Up

Quincy (pronounced “quin-zee” by the locals) is a real city. Storytellers and players interested in doing further research into the area can start with the city’s official website: <http://www.scstest.com/quincy/default.asp>.

Although **Mage: The Awakening** and the World of Darkness takes place in our own modern world, the presence of the supernatural has changed many of the details (and dramatic license is taken with all real-world locales portrayed in these books). **Gloria Mundi** isn’t intended as a travel guide to Quincy.

The cabal doesn’t have a name for itself yet. Four of the five members claim Irish ancestry and take their Shadow Names from Irish mythology, which lends itself to a cabal name and heraldry along those lines. The fifth member, Anthony “Tyrrhenus” Licavoli, is Italian-American, though, and proud of it. As such, discussions on what, if anything, to name the cabal have stalled. (This is a challenge that your troupe could perhaps take up.)

The cabal is the only one in Quincy, at least as far as the characters know. The only member with any influence in the Consilium of Boston is Tyrrhenus, and he has “influence” only insofar as

the Consilium acknowledges him. Other mages do indeed live in the city, however, and on the night that this story begins, the characters are going to meet one of them.

FACTIONS, CONSILII, CABALS, AND SOLITARIES

The World of Darkness is a dangerous place, even (perhaps especially) for mages. As such, mages band together in groups. A small group of mages, usually formed around a symbolic theme, is called a *cabal*. A *Consilium* is the highest political body among the Awakened in a region. Councilors from various local cabals serve, making collective decisions as necessary that concern the Awakened as a whole. Most mages also belong to *orders*, overarching groups of mages that have been handed down since the fall of Atlantis (with the exception of the Free Council, which is a new development).

The power base of Awakened in the Quincy area isn’t very well formed. The most powerful mage in the city is probably Paul Kresham (known among the Awakened as Adam), but he doesn’t belong to any cabal or order, and hasn’t involved himself with Consilium affairs in years. Mages without cabals are called *solitaries*, and they are uncommon. Most such mages are either powerful enough to take care of themselves or have left preexisting cabals for personal reasons.

Other mages (and stranger things still) call Quincy home, and the cabal will encounter them in future installments of **Gloria Mundi**. For now, we need be concerned with only these few characters.

THE CHARACTERS’ CABAL

The characters collectively maintain a sanctum in Quincy, near the seashore. They all contribute money and time toward the upkeep of the house, although Niamh actually owns it. The house is large enough for all five characters and encompasses enough land for the Hallow

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(see below), but beyond that we aren't providing much in the way of details about the sanctum. That's for you and your players to envision. It does have some security measures, however. Anyone trying to break into the house suffers a -2 penalty on any attempt to do so, and the cabal members receive a +2 bonus while inside the house.

The grounds also include a Hallow. Hallows suffuse their immediate area with magical power and allow mages within that area to draw on the Mana they produce. The Hallow on the cabal's property is located near the sea on a small hill. The area in a circle around that hill (roughly 30 feet in diameter) is saturated with magic. Any magic cast within that area requires one less point of Mana than it normally would. That is, any member of the cabal can cast improvised magic using non-Path Arcana near the Hallow and avoid the normal Mana expenditure. Also, the Hallow produces three points of Mana per day, which any of the characters can absorb. The cabal has, in all probability, developed some sort of schedule for who can go "walking on the beach" on what day. This is, again, something that your players should figure out as part of fleshing out the cabal's dynamics.

SISYPHUS

Jack can contact his thrall, Sisyphus, at any time during this story to demand help or information from him. Sisyphus is only slightly older than Jack, but Awakened young and is powerful and intelligent. He isn't terribly wise, though (as became obvious when he tossed his soul stone into the pot at a poker game), and he trusts in his luck a little too much. His game traits aren't defined in this story because he is likely to play only a supporting role, if any. (He will play a more substantial role in future installments of *Gloria Mundi*, though.) In particular, his Arcana aren't provided, but as an Acanthus mage he has some proficiency in Fate and Time, equivalent to or greater than Jack's level of skill.

Appropriate places in the text note the information and aid that Sisyphus can best provide. If Jack's player wants Sisyphus to rush out and lend a hand directly, Sisyphus is honor-bound to do, but Jack will burn through his three favors in short order at that rate. Feel free to remind Jack's player that it might be better to exhaust other options before falling back on this Merit.

THEME AND MOOD

The theme of "Gazing into You" is *self-reflection*. The title of the story is from *Beyond Good and Evil* by Friedrich Nietzsche. The full quote is "He who fights with monsters might take care lest he thereby become a monster. And if you gaze for long into an abyss, the abyss gazes also into you." The Abyss has special meaning in *Mage*. It is the gulf that separates the magical from the mundane, the Fallen World from the Supernal Realms. Adam sought to purge the Abyss—which saw as the base desires of his mortal frame—from his soul, and in the process unleashed something dangerous into the world. Over the course of this story, and indeed the whole chronicle, the characters are forced to examine the darkest, most embarrassing and yet most basic aspects of their minds and personas. They might decide to change those facets, or they might decide that these foibles are part of what make them human. The answer to the question varies, but the characters have to *ask* the question to find the answer.

The mood of this story is *discomfort*. The spirits that Adam's spell unleashed can see the character's darkest secrets and aren't afraid to let them know it. Every character in this chronicle has committed acts of hubris of one degree or another, and now those acts are coming back to haunt them as the spirits make them relive their moments of weakness. Throughout this story, you can reinforce this mood by having strangers stand too close for comfort, stare a little too long, or lower their voices when the characters draw near.

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ACT ONE: DEMONS COME CALLING

In this act, the characters find themselves targeted by hostile spirits, spirits that have an uncanny and unsettling knowledge of their magic, their personalities, and even their true names. They can fend off the spirits' attacks, but clearly these spirits present a grave danger. Therefore, the mages must track the spirits back to their source.

WHAT'S GOING ON

In an attempt to remove all base impulses and temptations from his own soul, a powerful mage called Adam opened a gateway into the spirit worlds, allowing a spiritual force into the Fallen World. Unable to find the urges it needed in Adam, this presence possessed his Sleeper servant, Allan. The presence split into seven distinct parts, each taking on a facet of the servant's desires. (These forces are roughly analogous to the seven deadly sins of Christian theology, but this distinction is simply for an easy frame of reference; the creatures are not demons, nor is Adam a particularly pious mage.) The spirits then tore the unfortunate servant's body asunder, looking for a way to ground themselves in the Fallen World.

Adam tried to stop the spirits from escaping, but they fought him and left him crippled in body and soul before fleeing his Sanctum. They require human hosts to anchor them to our world, and they learned from their experience with Adam's servant that Sleepers' minds do not possess the energy (Mana) that they need. As such, they spread out to look for Awakened minds that resonated with their specific desires. In game terms, each spirit needs to find a mage with the appropriate Vice. One of the spirits (Sloth) found

a substitute—it possessed a Hallow—whereas the Wrath spirit has already found and possessed a mage. (The characters will meet this unfortunate soul in the next story.)

SCENE ONE: HOME INVASION

The story begins on a Monday night in late April. The characters are all at home. The players can decide what exactly the characters are doing. They might be practicing magic, walking on the beach or engaging in more mundane pastimes like surfing the Internet or playing cards (although playing cards with the likes of Jack might become an exercise in frustration, given his prowess in manipulating probability). Ask each player what his or her character is doing tonight. Also, ask them if they have any spells such as Unseen Aegis or Mage Sight active at the moment. Many mages activate shielding spells for the day, so it's fine if the players choose to have such spells cast ahead of time. Remember that shielding spells like Unseen Aegis or Fortune's Protection only last the day if the player spends a point of Mana for the character, but if such spells are cast at a Hallow, the mage avoids this cost. As such, if the characters wish to have a shielding spell up for the entire day, the only thing you need to nail down is when the spell was originally cast. Twenty-four hours from that point, the spell falls and the character needs to reactivate it.

If the characters are together for whatever reason, let them interact for a few minutes. When you and the players are ready, proceed from this point.

Read the following aloud:

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After a warm weekend, the temperature has dropped sharply. The wind from the ocean is chill, and it rattles the windows of the house every so often. Every now and again, you catch what you imagine to be a voice in song, one single melodic note, echoing from the hill near the sea. You've grown accustomed to that sound, if not entirely comfortable with it. You know it's an effect of the Hallow near the house, but it's still haunting.

Stop reading aloud.

Have each player roll Wits + Composure. Characters whose players fail the roll don't perceive anything special.

Read the following to any player who succeeds on the roll:

The sea's song cuts off abruptly. You feel a ripple of power pass through you. Something magical is nearby, closing in on the Hallow.

Stop reading aloud.

The characters have time to take one action before the spirits find them. During this time, players might wish to have their characters cast spells such as Mage Sight, Fortune's Protection or Spatial Map in order to aid in a coming battle. They might wish to run out to the Hallow or to group together in the main room of the house. Regardless, allow each player to state what his character is doing, make any necessary dice rolls and resolve any actions such as spellcasting, then proceed from this point.

Magic Suggestions — Perceiving the Spirits

Each of the characters knows a rote that grants Mage Sight. All 10 Arcana are capable of activating Mage Sight, but each Arcanum does so in a different way. The characters might activate Mage Sight once they know something is happening, and this can grant them information about the spirits. If a character activates Mage Sight (or already has this spell active), have the player roll Intelligence +

Occult. Success indicates that the mage can sense the spirits' resonance (envy for the Envy-spirit, lust for the Lust-spirit and so on). An exceptional success (five or more successes on the roll) means that the character knows that these spirits are parts of a greater spiritual presence that has fractured somehow.

Complications: If Tyrrenus uses Supernal Vision on these spirits, he knows that they have recently been attacked by magic, though he doesn't recognize the magical "signature" of the mage responsible. If Morrigan or Niamh use the Spirit Arcana to activate Mage Sight (Niamh knows this rote, and Morrigan can do so as an improvised spell) their players receive +1 to the Intelligence + Occult roll. Finally, if Ogma uses Third Eye on these spirits, he knows that they are rapidly adapting their resonance to match that of the characters. Regardless, the characters are about to find this out anyway.

Read the following aloud.

You feel a presence near you. You cannot see it. You hear no (creak on the floorboards/rustle in the sand) [depending on whether the character is indoors or not]. Your time among the Awakened has sharpened your sense of the unseen, and you feel the hairs on the back of your neck rise as the presence draws closer. A spirit? A ghost? You barely have time to consider the question when thoughts rise in your consciousness, unbidden. You find yourself dwelling on memories.

Read this to Jack's player

Watching from the sidewalk as people rode by in their warm, dry cars, and hating them.

Read this to Morrigan's player

The sense of accomplishment as a week-old corpse rose under your power for the first time.

Read this to Tyrrenus' player

Taking a handful of bills from your uncle, in exchange for telling the cops he'd been at home all night.

Read this to Ogma's player

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Loosening your belt after a seven-course meal.

Read this to Niamh's player

Waking up on the beach, pressed between two warm bodies, trying for a moment to recall their names before giving up and walking away.

Continue reading to everyone

The memories are comfortable, if somewhat shameful. Along with them, though, you find your name—your true name—rising in your mind like a bubble in water. The presence you felt is searching for it, looking for a handhold in your mind.

Stop reading aloud.

Have each player roll Resolve + Composure while you roll the spirits' Power + Finesse (seven dice). The spirits are attempting to possess the mages. If the player rolls as many or more successes than you do, the spirit cannot possess the mage and materializes to attack more directly. If you roll more successes, the character is possessed and the spirit tries to flee with the body in order to use its Claim Numen in privacy. The other mages can help their possessed comrade, however.

If the characters are currently involved in an activity that feeds their Vice (Ogma might be enjoying a bottle of wine, for instance) that player suffers a -1 penalty on the Resolve + Composure roll for his character to avoid possession.

Possessed mages can't do anything except try to break free of the possession. Doing so requires the player to spend a point of Willpower and roll Resolve + Composure. You roll Power + Finesse for the spirit, just as before. Although breaking free in this manner isn't guaranteed, the spirit can only force the body to stumble a few feet during a turn in which it is fighting for control.

If it becomes obvious to the spirits that they cannot escape in a mage's body, they abandon possession and instead materialize. If a spirit does manage to leave the house with the body, the mage is on his own and must fight his way out of the possession as described previously, or hope that his comrades come looking for him. This shouldn't take long, of course, but you might need to suggest to players that they find and rescue any of their missing compatriots.

Magic Suggestion— Avoiding and Combating Possession

Obviously, the Mind Arcanum is of greatest utility here. If Ogma has shielded himself mentally before the fight begins, the Gluttony-spirit suffers a -2 penalty to the Power + Finesse roll to possess him. If he has already been possessed, he can attempt to use magic to stave off the possession by forcing his mind away from focus on his Vice. This spell is improvised for Ogma, but if it succeeds, the spirit can no longer draw enough strength to keep the possession going and manifests.

Free mages can help their possessed housemates in a number of ways. Niamh can use Spirit magic to coax a spirit out of its host. Ogma can use Mind magic to emotionally push a mage away from the state of mind that nourishes the spirit possessing him. If all else fails, inflicting a point of bashing damage to the victim shocks her system enough that the spirit is jarred free.

Once the spirits have tried to possess the mages and failed, they move to a more direct approach. They materialize and try to sap the mages' Mana. Normally the Materialize Numen would require you to make a Power + Finesse roll for each spirit, but for purposes of this scene you can assume that the spirits manifest automatically (you should still spend the three Essence for the each spirit, though).

Read the following aloud.

Your minds are your own once again, but you are not alone. A human figure shimmers into being in front of each of you. At first it's just a shadow, a mirage, but becoming more solid every second. It looks... like you. You stare at your doppelgangers for a few seconds, your minds trying to resolve the bizarre sensation of looking into a mirror and watching the reflection act on its own whim. And then these doubles reach out for you, grabbing at your throats.

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Stop reading aloud.

The spirits attack with their Mana Drain Numen (see Dramatis Personae for their traits). They are fully solid and can attack and be damaged normally. Roll the spirits' Power + Finesse – the character's Defense to attack. They are not trying, initially, to damage the characters, but simply to touch them in order to steal their Mana. If the characters prove too difficult to grab, they try to beat them senseless and drain them in peace.

Any attack the characters perform on the spirits, magical or otherwise, cut away chunks of their materialized "bodies." The spirits do not bleed, but lose Corpus from the attacks. In addition, the spirits emit small signs of their true natures when attacked. For instance, if the Gluttony-spirit loses Corpus, it might give off the scent of food, probably unnecessary dessert or snack food, while loose change falls to the ground if the Greed-spirit takes damage. (This money disappears when the spirit flees.) The sound of applause might fill the air when a character harms the Pride-spirit, while shrieks and moans accompany the Lust-spirit's wounds. The Envy-spirit might grow small upon being struck, or the area damaged might turn a poisonous green for a moment.

During the fight, the spirits don't acknowledge each other or any mage except the ones who share their individual Vices. They plead with those mages, however, asking them to surrender and help them. The spirits beg the mages not to "make them return" or "send them back," and what's worse, they call the mages by their birth names rather than by their Shadow Names. The Envy-spirit also whistles as it attacks Jack, which means you can (and should) take advantage of the bane dice from his Destiny Merit.

Each spirit incorporates and flees after it has taken five points of damage. All of the spirits flee after two turns of combat in any event, *unless* no spirit has taken any damage by that point, in which case they keep fighting until one of them takes five points of damage. When the characters have won the fight, proceed from this point.

Read the following:

The spirits fade into nothing. You wait for a moment, tense, waiting for them to reappear or strike at your minds again, but the attack does not come. They seem to have retreated. You are all shaken, however. Those creatures at least know your true names, and that is enough to make them dangerous.

Stop reading aloud.

This scene ends when the characters regroup and start to discuss their options. If no one has taken Mana from the Hallow today, characters might want to avail themselves of this option. Remember that only three points of Mana are available per day.

SCENE TWO: FINDING ADAM

In this scene, the characters regroup and plan their next move, eventually tracking the spirits back to Adam.

Let the players discuss what just happened. They will probably note that each of the spirits seemed to reflect a negative quality present in that spirit's target, and this might lead players to the very logical conclusion that these spirits were sent specifically to find and attack them. The cabal has no enemies that it knows of, however. If Ogma noticed that the spirits were adapting themselves to fit the characters, he might surmise that the creatures didn't hunt down the cabal specifically, but just imprinted on the first group of mages they came across.

The following are a few examples of tactics and directions the characters might take, along with their results. Be aware, though, that players invariably come up with courses of action that you (and we) can't anticipate, so be prepared to improvise a bit.

- **Contact the Consilium:** Tyrrhenus might decide to contact the Boston Consilium and let them know what has occurred. He is only acknowledged by the hierarchy there, though, so he doesn't have enough clout to get through to anyone terribly important. His contact in the Consilium is an acolyte, a woman named Frances. Frances serves

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as an assistant to a mage in the Consilium. Her job is to take correspondence from mages outside the Consilium's court (which is actually in Salem rather than Boston proper) and forward it along to the appropriate people. Tyrrenus is a member of the Consilium, but he doesn't have a way to reach the higher-ups on short notice.

If Tyrrenus contacts Fran to explain to her what has happened (and perhaps request help or advice), have his player roll Presence + Persuasion + his Consilium Status (six total dice). If this roll fails, Fran takes Tyrrenus' information but misunderstands what he's trying to tell her and doesn't bother contacting her employer until the next day. If it succeeds, Fran says she will contact her employer immediately and relay the message. If the player rolls an exceptional success, she impresses up her employer how important this matter is, and the Consilium aids the cabal from afar using Space and Fate magic. (In game terms, give each player a +1 bonus to a roll of your choice sometime during this story. This bonus takes the form of a lucky coincidence or turn of fate.)

In any case, if Tyrrenus *does* contact either the Consilium or his order (the Silver Ladder), make a note of it. Even if it doesn't net immediate results, this action has benefits in the next story.

• **Contact the Orders:** Each of the characters belongs to a magical order and has a way to contact that order in the case of an emergency. For the most part, however, the characters aren't respected enough within their orders to merit immediate assistance. Any of the orders can tell the characters that they know of no other cabals in Quincy, but the Silver Ladder, the Mysterium, and the Adamantine Arrow have no further information. If Ogma or Jack makes contact with his respective orders, however, have the player roll Presence + Persuasion + 1 (for Status). Apply a -3 modifier to Jack and -4 to Ogma, as this information is extremely obscure (this gives Ogma a chance die). If the roll fails, the order has no special information (no special effect for dramatic failure). If the roll succeeds, however, the representative mentions that a mage named Adam used to live

in the area, but he has been out of contact with Awakened society for years. The Guardians of the Veil know this because he was involved in some magical practices they considered unsafe at the time (but apparently not so dangerous that they kept tabs on him). The Free Council knows his name because he used to be a member. Neither order has an address for him, however.

• **Sisyphus:** If Jack contacts his thrall with the intent of using a favor for information, have his player roll Presence + Persuasion. Apply positive or negative modifiers based on how polite Jack is during this exchange. If the roll fails, Sisyphus agrees to help, but counts answering questions or giving assistance as one of the three favors. If the roll succeeds, Sisyphus mentions that with Jack's knowledge of Fate, he could find a path for the cabal to follow quite easily by himself. He considers this piece of advice to be simply something he would say to any mage in trouble, and doesn't count it against the three favors.

• **Seven Deadly Sins:** The characters might note that the spirits correspond to five of the seven deadly sins, and thus wonder why Wrath and Sloth were not present. (Feel free to supply the missing sins to the players if they're having trouble remembering all seven.) This might well prompt the characters to look into their personal libraries or check the Internet for information on the seven deadly sins. Characters pursuing this line of research find information on religious texts and other mundane discussions of these vices, but nothing particularly relevant to their situation.

• **Spirits:** Niamh knows enough about spirits to come to some conclusions, if she considers what she's seen. She already knows that the spirits have vanished back into the Shadow Realm, because if they were still present but invisible and intangible (in a state called "Twilight") the mages would be able to sense them. Have her player roll Intelligence + Occult (four dice). If the roll succeeds, she realizes that she could probably track the spirits' movements through Twilight and perhaps trace them back to their point of origin.

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MAGICAL PATHS

In order to find the spirits' origin, the characters need to use magic. The spirits don't leave mundane tracks, nor did any of them interact with the physical world in a way that facilitates tracking. As such, the characters must turn to their knowledge of the Arcana to trace the spirits, but they have a number of options on the particulars:

- **Space:** Ogma is capable of scrying—using Space magic to find a particular being or person. Sympathetic magic normally costs a Mana point, but since he can cast the spell at the Hallow, he can avoid this expenditure. He cannot scry to find the Vice-spirits. They have disappeared back into the Shadow Realm, and Ogma doesn't possess the necessary magic to find them there. He can, however, look for a mental resonance similar to the ones the spirits produced, which can lead him to Adam. Roll Space + Gnosis - 4 (because the resonance is weak), or a *chance die*. If the player spends a Willpower point, the dice pool becomes two (Space (2) + Gnosis (1) + 3 for the Willpower point - 4 = 2).

- **Time:** Niamh or Jack can look forward in time to find the characters' next move. Since the destinies of Adam and the characters have become inextricably linked through the Vice-spirits, this is easier than it would be otherwise. This is an improvised spell for both Niamh and Jack, and Niamh's player must spend a Mana point or perform the magic at the Hallow (because Time is not one of Niamh's Path Arcana). Roll Time + Gnosis (three dice).

- **Fate:** Jack can find Adam's house randomly, either by getting into a car and driving aimlessly or throwing a dart at a map. Roll Fate + Gnosis (three dice).

- **Prime:** Tyrrenus can trace the energy left by the spirits as they traveled to the cabal's sanctum. To do so, he must use the Supernal Vision rote, then he can track the spirits' resonance. Doing so requires an extended roll of Wits + Occult (four dice), with each roll taking 10 minutes. Once the player reaches 10 successes, Tyrrenus has traced the spirit's "tracks" to Adam's house.

- **Spirit:** Niamh or Morrigan can trace the spirit's resonances back to Adam. Doing so requires using Spirit to activate Mage Sight (an improvised spell for Morrigan, and one for which her player must spend a point of Mana, except at the Hallow) and then following the "trail" of spiritual energy back to Adam's house. Roll Spirit + Gnosis (two dice) for Morrigan to activate Mage Sight. Use the Second Sight rote for Niamh. Then roll Intelligence + Occult as an extended action to track the resonance. Each roll takes 10 minutes, and it takes 10 successes to find Adam. If the player rolls five successes or more in one roll, however, she notices that the spiritual resonance grows stronger and more complex at one point. (This, of course, is where Wrath and Sloth split off from the other spirits.)

If the players come up with other methods of using their magic to find Adam, and you feel their ideas are within the character's power, allow them to try it. Make sure to remind the players of the benefits of casting magic at a Hallow. This is a lesson that will serve them well in later stories. Also, if the characters wish to cast shielding spells that require a point of Mana for longer duration, they would be advised to do so at the Hallow.

Once the characters have found Adam's house, continue to the next scene.

SCENE THREE: A LOOK IN THE MIRROR

In this scene, Adam explains what happened and begs the characters to help him. When the characters arrive at the house, after finding it with whatever means they favor, proceed from this point.

Read the following:

You turn left into a street lined with old houses. Most of them are well-kept, flower gardens just beginning to show signs of life and lawns not quite recovered enough from winter to demand mowing. As you slowly cruise down the street, looking for the house you saw in the vision (adapt to fit whatever

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means the characters used to find Adam's house), you feel a rush of magic. The house is nearby, and as you approach, it seems to fairly glow with Supernal energy. The energy is chaotic, though, not focused and directed as the abode of a powerful mage would indicate. Instead, magic seems to be flowing, almost bleeding, from the house's structure.

The house's physical structure, however, is intact. It is white with blue trim, and looks as well-kept as any other on the street. It has two stories and a high, peaked roof with a triangular window—probably an attic. You notice a late-model sedan in the driveway but do not see any lights on in the house.

Stop reading aloud.

Have the players roll Intelligence + Occult. Success means the character realizes that the strange magic flow is due to a number of protective wards on the house being shattered from the *inside*.

The characters might take any number of actions at this point. Scrying into the house is impossible because the characters do not have a strong enough sympathetic connection to do so. Other magical methods of gleaning information exist, however, as do some mundane ones.

- **Death:** If Morrigan has Grim Sight active, ask her player to roll Intelligence + Occult (seven dice). If the roll succeeds, tell the player that Morrigan has the distinct feeling that someone died in this vicinity very recently. The player might wish to put out a general summons for any ghosts in the area. This is possible at Morrigan's level of the Death Arcanum, but the person who died (Adam's servant) did not linger as a ghost, so no spirits respond to such a call.

- **Life:** Niamh can use the Life Arcanum to detect living things in her immediate area. She might wish to use this power to scan the house for any living creatures. She can choose to ignore any given type of life, scanning for "humans only" or "humans and dogs," so that she isn't overwhelmed by sensing every cockroach, spider, and mouse in the house during the scan. This is an improvised spell (the roll is Life + Gnosis), and the player needs four successes on the roll (from the front door) or five successes (from the street) to detect Adam's

presence. Even then, all Niamh can unearth is that there is one living human being in the house.

- **Matter:** Morrigan can touch a wall or a door and make it transparent, allowing the characters to see into the house. Adam is currently on the floor in the front hallway, so making the front door transparent allows the characters to see him. This spell is *vulgar*, however, and so risks a Paradox. The roll is Matter + Gnosis.

- **Mind:** Ogma can use Mind to detect a sentient mind in the house in much the same way that Niamh can use Life. Ogma, however, can combine Mind with Space and find the mind's exact location within the building, as well as what condition that mind is in. The spell is improvised, of course, but if it is successful, Ogma knows that the only sentient being in the house is in the front hallway, that he is in a great deal of pain, and that he is ashamed and afraid. Ogma also senses the remains of wards around the house, but they have been shattered from the inside. Roll Gnosis + Space (three dice).

- **Spirit:** Morrigan or Niamh can check the area using the Spirit Arcanum (or Death, to check for ghosts), but they find no spirits in the immediate area.

- **Prime:** Tyrrenus can use the Prime Arcanum to build a clearer picture of what happened at this house, magically speaking. He must first activate Supernal Vision, and then the player can roll Intelligence + Occult (three dice). If the roll succeeds, Tyrrenus realizes that there was a battle here involving much the same resonance as at the characters' sanctum, but the magic used here was more powerful and concentrated. The power was contained for a time, but then the Vice-spirits burst out of the protective wards and fled.

- **Time:** Jack or Niamh can use the Time Arcanum to look at the past and find out what happened here. In either case, this is an improvised spell, but there are some other variables to consider. The player must state how far in the past she wishes her character to look, and then from that point the character sees and hears one turn's worth of time per success. Guessing how long ago to look

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back can be difficult, but Jack can use Time and Fate together to gauge how long ago something significant (for the characters' purposes) happened here. This would normally require a spell, but you can waive that roll in the interest of keeping things moving along.

If the mages use only the Time Arcanum, they see and hear the events with their physical senses only. That is, they hear shouting and crashes from inside, and then hear a horrific scream and a sound of tearing fabric. They hear a man's voice scream "No!" and then hear a body collapse near the front door.

If Niamh combines Time with Spirit, she sees the house ablaze with spiritual activity. She sees a sudden dimming of this power before the first scream, and just as the man screams "No!" she sees the Vice-spirits—all seven of them—fly through the house's walls and away into the night. If she uses Life as well, she notes two living beings inside up until the first scream, at which point one of those lives flickers out.

If Jack combines Time with Space, he gains a rough perspective on where all of this takes place—on the first floor, in a large enclosed room. He has no familiarity with the house, however, and cannot see anything beyond that.

Remember that Time is not a Path Arcana for Niamh, so any spell which uses Time as the primary Arcanum costs her a Mana point.

- **Check Mail:** The characters might look in the mailbox on the porch to see who lives at the house. They find mail addressed to "Paul Kresham" and "Allan Flynn." Paul is the mage known as Adam, and Flynn was his ill-fated acolyte.

- **Walk Around House:** If the characters walk up the driveway and around the house, proceed from this point.

Read the following:

You find a back door to the house, but it is locked. A small, one-car garage sits at the end of the drive, which is odd, since you had to walk around a car to get this far. The house has a small back yard that shows no signs of ever having been gardened or treated—the grass is yellowed and stunted. A four-foot-high chain-link

fence surrounds the yard, but since it doesn't prevent anyone from entering the yard by walking up the driveway you wonder what it's meant to do.

Stop reading aloud.

- **Knock:** If the characters take the direct approach and knock on the door, they hear a weak voice ask for help. If they simply try the door, it is locked, but any character can easily rectify that (have the player roll Dexterity + Larceny). If mundane methods don't work, a character can kick in the door with a successful Strength + Athletics roll, or, of course, use magic to open the lock. (Fate 2 for a fortuitous jiggle of a hairpin, Matter 2 to simply unlock it, Death 2 to corrode the lock.)

ADAM

Once the characters have gained entry to the house, proceed from this point.

Read the following:

A man lies on the floor in the hallway near the front door. He is wearing a pair of black slacks and a white shirt stained with blood. His hair is gray and his hands tremble slightly. He raises his head a bit as you enter the house and weakly asks for help.

A quick glance around reveals a staircase leading up and two doorways side by side. The one closest to the front door leads to a small sitting room, while the next one leads into a large, windowless room. This second space is completely suffused with magic. The walls are marked with Atlantean runes, and you see pieces of brass, perhaps from a shattered bowl or cup, on the floor.

[If Tyrrenus has Supernal Vision active, read the next paragraph. If not, skip it and go to the one following it.]

This room is a Hallow, about as strong as the one your cabal shares. The resonance here is subtle, but concentrating, you begin to sense its flavor. This Hallow gives off energy best described as "patient." The power is potent, but tempered.

Glancing further into the room, you see a large pool of blood. In a darkened corner, you see a human being... or what remains of one. The unfortunate man seems to have been torn to pieces and left in a pile.

Stop reading aloud.

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The characters probably want some answers, and this involves reviving Adam. None of the mages has enough expertise in the Life Arcanum to help him, but Niamh and Morrigan both have a bit of medical knowledge. Have the player of any character who wishes to aid Adam roll Intelligence + Medicine. Success means that the character binds his wounds and helps him to a seat, reviving him enough that he can speak. If Niamh wishes to use the Life Arcanum to assess Adam's health, she finds that he has been battered and is suffering from internal bruising but is not in any danger of death from his injuries.

Searching the House

The characters might wish to search Adam's house. You can allow this to take as much or as little time as you wish, and include as much detail as you wish, extrapolating from the description given thus far. Since the house is going to burn at the end of this story, however, it doesn't make much sense for us to spend time detailing it here.

Once the characters have revived Adam, he becomes agitated and tries unsuccessfully to stand. He calms down after a moment and asks the characters what happened. When he hears their tale, tears fill his eyes and he begs the characters to forgive him.

Adam explains that he has, for some years now, followed a magical philosophy called *goetia*. This philosophy involves calling forth one's own inner demons and vices, giving them spiritual form, and besting them. Have the players roll Intelligence + Occult. Success means that character has heard of this practice, and knows that it is not widely accepted or favored. An exceptional success means that the character knows that such magic isn't forbidden or even "evil" by nature, but that corrupt goetic mages have been known to enslave Sleepers by manipulating vice and weakness.

Adam insists that he meant no one any harm. He is a Warlock, like Ogma, and claims that his

visions of Pandemonium during his Awakening led him to the belief that there were creatures from the Supernal Realms that would be dangerous to the entire Fallen World should they ever cross the Abyss. He maintains, though, that Sleepers have the capacity to fight those creatures if they are given the tools, and only mages are fit to teach them. For mages to undertake such instruction, though, they must first best their own vices. Adam claims to have spent the last several years calling forth and besting any aspect of himself that the demons might use to manipulate him, finally deciding he was ready to take on something more dangerous.

At this point, Adam starts shaking, obviously trying to hold back tears. He slowly explains that he was horribly wrong, that no human being is capable of facing down the personifications of vice and surviving, no matter how powerful a mage he might be. The spirits burst forth into our world, he says, but lacked form and definition (which is why, as Jack might have noticed earlier, the spirits were originally one being). Since Adam's mind was free of vice, they set upon Allan Flynn, his assistant, and tore his mind and body asunder. They then defined themselves in terms of seven base urges and, since they could not take what they needed from Adam, they beat him into unconsciousness and fled.

Magical Suggestion — Verification

Any character with Mind 1 or higher can cast a simple spell to tell if Adam is lying. He isn't. Everything he says is true as far as he knows it.

At this point, or any time during the scene, the characters can ask Adam questions. He answers to the best of his ability. The following are some of the more important/obvious questions the players might think to ask.

- **Why did the spirits try to possess us?** Adam isn't sure exactly what the spirits want, but the characters' information adds some crucial pieces to the puzzle. Apparently the spirits are only capable

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of possessing or stealing energy from mages (since they passed up hundreds of Sleepers on their way to the mages' sanctum). Adam does not know exactly what the spirits hope to accomplish by possessing mages, but he suspects it will enable them to stay in the Fallen World and interact with its denizens.

- **What order do you belong to?** The characters might be curious to know Adam's position in Awakened society (Tyrrhenus especially). Adam was once a member of the Free Council, but he renounced his membership years ago. If Tyrrhenus calls Fran, his contact in the Boston Consilium, he can verify this information.

- **How can we destroy the spirits?** Adam does not know. Most spirits (as the characters know) simply disincorporate and re-form later if they suffer too much damage. He suspects that, like all spirits, these creatures have bans which could be used to dispel or destroy them, but the Vice-spirits are beyond his ken and he doesn't know what their bans might be.

- **Where are the other two?** Adam is too disoriented to notice unless the characters mention it, but two of the spirits (Wrath and Sloth) were not present at the characters' sanctum. When Adam realizes this, he grows even more agitated and tries to stand up again, saying that those other two spirits must be accounted for. Adam is far too weak to find the spirits, though, and begs the characters to hunt down Wrath and Sloth before they find hosts.

- **What about the first five?** The mages might justifiably be concerned that the spirits they fought will simply find other victims. Adam reluctantly informs the characters that the spirits have "marked" them now, and that the spirits will return for them at some point. Adam is unsure how intelligent the spirits are, but he does know that the characters are in danger. He pledges to help them in any way that he can, but he reiterates that if the Wrath- and Sloth-spirits have found victims already, the characters have a duty to their fellow Awakened to assist them.

- **Why should we help?** Adam never threatens or bullies the characters. He does not attempt to

hold his magical prowess over their heads, but by the same token, he doesn't try to bribe them, either. He simply states that even if the characters aren't interested in helping him to rectify his mistake (for which he doesn't judge them, though he does mention gently that *all* mages make mistakes and that one reason the orders and Consilii exist is to provide something of a safety net), their fates are bound up in this matter now. The spirits will return for them, and they stand to save themselves pain and suffering by being proactive.

- **How can you help us?** Adam promises to do what he can to find the spirits' bans, but he is too weak to perform magic at the moment. He pledges to look through his library and try to find clues as to what went wrong and what the spirits' bans might be. He gives the characters his phone number and tells them to call as soon as they find the spirits, and he will do what he can to instruct them.

Off the Beaten Path

The characters might be angry with Adam for unleashing these spirits upon the world, and rightly so. He accepts full responsibility for his actions, but if the characters press the issue, he gently reminds them that regardless of how monumental his mistake, it is in the past and there are greater problems at hand. He is fully willing to submit to judgment before the Boston Consilium once the crisis has been averted, but in the meantime he needs the characters' help.

If the players refuse, though, there isn't much you can do to force them. (Well, Adam is a master of the Mind Arcanum and probably *could* force them, but he isn't strong enough to attempt such magic or willing to command others' minds.) The spirits have fixated on them, however, and will begin to torment them within the next few days. The players can feel free not to follow the plot of the story, but their characters are bound up in these events now whether they like it or not.

ACT TWO:

SLOTH

In this act, the characters track down one of the two unaccounted-for Vice-spirits, that of Sloth. The characters will meet Amelia, the Wrath-host, in the next installment of **Gloria Mundi**. Instead of possessing a mage, the Sloth-spirit has possessed an untended Hallow not too far from Adam's home. This sinkhole of magic doesn't present a danger to the mages in the same way that the other spirits will, but it can prove deadly nonetheless.

SCENE ONE: FINDING THE SPIRIT

Finding the Sloth-spirit isn't as easy as it would seem. The spirit, true to its nature, is subtle and insidious, and its resonance is extremely difficult to track. Using magic to track it doesn't work well, because the Sinkhole sucks in any magic that comes near it, including magic meant to unveil or detect it. Characters using Space, Time, Fate, Prime, or Mind in the same manner as described previously when searching for Adam find that their limbs feel heavy for a few seconds, and then they lose their bearings as though drunk. The character can snap himself out of this state easily enough, but he cannot get a bead on the Sloth-spirit.

The characters can apply logic to find the spirit, however. Allow them to discuss where the spirit might have gone. They should realize fairly quickly that the spirit probably didn't flee too far, being a spirit of inaction and laziness. (You can allow a player to make a Wits + Intelligence roll to figure this out if no one realizes it.) It still needs a source of energy, of course, but given its nature, it would probably prefer to let its food come to it rather than go out "hunting." As such, the characters should look for any sources of Mana in the immediate

area. Adam knows of no other mages, but then, he didn't know about the characters, either. He mentions that the spirit might be able to take power from a Hallow if it found one with a similar enough resonance.

With all of this in mind, the characters have a few options in trying to find the Sloth-spirit.

What About Wrath?

The characters might well point out that Wrath has the potential to cause more damage than Sloth, and is apt to be easier to find in any case. They can look for Wrath if they like, but they find that their magical attempts to find this spirit are swallowed up in the Sinkhole, just as if they were searching for Sloth. The Sinkhole is greedy for magic, and since the Vice-spirits are all linked, they all share the knowledge of the characters' names and resonances, allowing the Sloth-spirit to absorb their magic, now that it has had time to settle into its new home.

- **Find nearby mages:** None of the characters know about any other local mages, but Tyrrenhus can contact the Boston Consilium to find out if any others are known to live in Quincy. He discovers, however, that the Consilium does not know of any.

- **Find nearby Hallows:** The characters have several options for finding Hallows near to Adam's home. Most orders of mages keep track of Hallows in a given area, though the Mysterium has the most extensive records. Niamh can ask, but finding the information requires some convincing on her part. Have her player roll Manipulation + Persuasion

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+ 1 (for her Status Merit). If she explains the situation to her order, add another die, since this is an important matter. If the roll fails, she is told that someone will check the order's records and contact her in the morning. If it succeeds, she is put on hold for a few minutes and then told that the Mysterium has records of a recent Hallow just over a mile east of Adam's house.

The characters might also decide to leave the house and search for a Hallow rather than a spirit. Tyrrenus, as the only character with any skill in the Prime Arcanum, has the best chance of finding it. This works on the same system given for finding Adam, except that the Hallow's resonance makes it difficult to find (this translates to a -3 penalty to the Intelligence + Occult roll). If Tyrrenus wishes, of course, he can use Prime 2 to bestow Supernal Vision on another mage, allowing that character to search as well (and allowing the players to take advantage of someone like Morrigan, who has a much better dice pool). The only other issue is which direction to travel in. The Fate Arcanum can help here, or the characters might reason (correctly) that the spirits started traveling in the same direction, and the Sloth-spirit simply stopped before the others.

DISTANCE

Just for some sense of perspective, the mages' sanctum is on the east side of the city, near the coastline. Adam's house is only about five miles west of the sanctum, and the characters might be taken aback by how little they know about the arcane truths of their own surroundings. In any event, the Sinkhole is only about a mile from Adam's home, going east. As mentioned, the spirits were all going in the same direction, but the Sloth-spirit simply found a home nearby.

SCENE TWO: SINKHOLE

In this scene, the characters find the Sloth-spirit in a Hallow, and must contend not only with how to dislodge and confine or destroy it, but the effects of its resonance on their own minds and bodies.

The characters can find the Sinkhole using any of the methods in the previous scene. Once they are on the right track and approach the Hallow, proceed from this point.

Note: This scene assumes the characters are driving. If this is not the case, obviously the scene requires some revision. Be sure to stress the feeling of lethargy as the characters grow closer to the Sinkhole. They don't feel sleepy, they simply feel that movement and action isn't worth the effort. Characters on foot, therefore, should find it very difficult to continue on toward the Hallow.

Read the following:

As you drive east, conversation halts for a moment. Everyone stares languidly out the window and then yawns in unison. You feel as though you are riding downhill, although this road is flat and level.

Stop reading aloud.

Have the driver's player roll Wits + Drive (this is probably Morrigan's player, since Morrigan owns an SUV capable of transporting the entire cabal), then proceed from this point.

If the roll succeeds, read the following to the driver:

You snap your eyes open just as the car starts to wander to the right, toward a telephone pole. You jerk the wheel and right the car, but even that action is an effort. Up ahead on the right, you see a parking lot—you are near Faxon Park.

If the roll fails, read the following to the driver:

Your eyes focus in front of you and you realize you are heading straight for a telephone pole. The vehicle crashes into the pole and stops dead. Everyone in the car pitches forward.

Stop reading aloud.

If the characters were wearing seatbelts, they suffer no damage. Likewise, any character with an armor spell such as Unseen Aegis currently active suffers no damage. Anyone not wearing a seatbelt suffers two dice of bashing damage; the car wasn't going fast enough to cause any real injury. Once any damage rolls have been resolved, proceed from this point.

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Read the following after the crash:

The front of the car is dented, but not damaged enough to render it inoperable. The telephone pole is cracked and splintered, but doesn't look to be in danger of falling. A passing car slows as the driver stares, appears to consider calling the police, and then shrugs and drives off.

Glancing around, you see a parking lot nearby. The telephone pole sits on the edge of Faxon Park.

Stop reading aloud.

Faxon Park is a public recreation area that contains two little league fields as well as many walking paths and bike trails. For the most part, the park is a well-maintained and popular spot for Quincy residents (the characters might even avail themselves of the area occasionally). One of the baseball fields, however, has become a Hallow in a most disturbing fashion.

Last spring, a homeless man began sleeping under the bleachers at one of the baseball diamonds. When little league games took place, he'd sit in the stands and watch. Many of the citizens knew him by sight, but no one ever asked his name or whether he had someplace to go. It was clear to anyone who saw him that he was hungry and probably mentally ill, but no one sought help for him. He died at the end of August, sitting beneath the bleachers, largely because no one could be bothered to help him. (Any of the characters remembers this story if the player succeeds on an Intelligence + Streetwise roll.)

The collective feelings of guilt and shame crystallized into a weak Hallow, and this Hallow provided a suitable home for the spirit of Sloth. Much like the other Vice-spirits attuned themselves to the characters, the Sloth-spirit has imprinted itself onto this Hallow and would be content to slowly drain the life (and Mana) out of the area. Since all seven of the spirits are linked and share knowledge, however, it knows about the characters and can drain their personal Mana if they succumb to its lethargy.

Sensing the Hallow requires Mage Sight. Any player whose character has Mage Sight active must roll Intelligence + Occult to sense the

Hallow. If the character has activated Mage Sight with the Prime Arcanum, the player receives a +1 on the roll. If this roll succeeds, the character can sense that the Hallow is centered in the bleachers of the nearby baseball field, but even if the roll fails, the characters can find the Hallow by simply walking. The feeling of heading downhill persists, leading the characters toward the Hallow.

Once the characters arrive at the Hallow, either by magical perception or simple inertia, proceed from this point.

Read the following:

The baseball field has yet to be trimmed. The base lines are still visible from last season, but are faded and pale. The bleachers stand as the lonely testament to a cipher's death, and looking at them, you know you should feel disturbed, or at least moved. Instead, you feel... It's all you can do to avoid sitting down on those bleachers and waiting.

Stop reading aloud.

The Sloth-spirit knows the characters are here and can sense their Mana, but it can't simply drain their energy as the other spirits did. (Rather, it can, but it doesn't because of the effort involved.) Instead, it begins making the characters comfortable. The temperature rises slightly, the wind slows down, and the sweet smell of spring flowers fills the air. If the characters sit down on the bleachers, the spirit can attempt to drain their Mana.

Have each player roll Resolve + Stamina in a contested roll against the spirit's Power + Finesse (seven dice). If the player wins, the character keeps her wits about her and can act normally. If the spirit wins, the character is overcome by the power of the place and sits down on the bleachers. Note that such characters don't feel compelled to sit, as though an outside force is controlling them. They simply feel that walking around and searching the area is too much effort.

Any character who sits on the bleachers, whether by choice or by compulsion, is subjected to the spirit's Mana Drain Numen. (Normally, the Vice-spirits can only drain Mana from mages of

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the appropriate Vice, but this spirit's connection to the Hallow gives it the power to affect the area rather than individuals. In essence, the spirit is using the Hallow as a filter through which it draws and "flavors" the mage's Mana for its own use.) As before, roll the spirit's Power + Finesse in a contest roll against the mage's Resolve + Gnosis. If the spirit wins, the mage loses three points of Mana. The spirit can attempt to use this Numen *each turn* as long as the mage remains on the bleachers.

Mages who lose Mana to the Sinkhole don't notice anything untoward, however. They don't feel pained or weakened, simply comfortable. Mages who do not sit on the bleachers, though, might notice their compatriots losing energy. Doing so requires a successful Intelligence + Occult roll. Success means that the character sees the drained character(s) lose color from their cheeks, becoming pale and sallow.

If the characters don't stand up or find another way to end the effect, things only worsen. Once a character runs out of Mana, the spirit starts scouring the mage's body for energy. Instead of losing Mana, the character suffers one level of lethal damage, and the spirit gains three points of Essence. It is possible for a mage to die thus, the life energy drained away by the Sinkhole.

The mages aren't powerless at any stage of this scene, though.

PROTECTION

The following are some ways that the mages can protect themselves from the Sinkhole's influence.

- **Mind:** Ogma can shield himself from the effects of the Sinkhole by means of an improvised Mind spell. Roll Mind + Gnosis (three dice). If successful, Ogma is immune to the spirit's compulsions (i.e., his player does not need to worry about being forced to the bleachers). Though the feeling of lethargy is still present, it has no game effect.

Also, Ogma can use the Emotional Urging spell on his fellow mages to instill feelings of

motivation or energy. This works as described in Ogma's character write-up. If he casts this spell on a character *before* she sits on the bleachers, the player gains a +3 bonus on the Resolve + Stamina roll made to resist the spirit's powers. If he does so after a character has already been seated, the character's player can immediately roll Stamina + Resolve. If this roll succeeds, the character can stand up and thus free herself from the possibility of losing Mana (and her life).

- **Death:** Morrigan or Ogma can use the Death Arcanum to find the ghost of the homeless man who died at the field. The ghost is present but barely self-aware due to the Sloth-spirit's influence. (Ghosts have Essence just as other types of spirits do, and this one has lost much of his.) Either of these mages can attempt to talk with the ghost, but he is so weak that he cannot do much more than nod.

Morrigan, however, has the potential to heal the ghost. This spell is improvised as well as vulgar, meaning that she risks Paradox by casting it. Roll Death + Gnosis (four dice). If the roll succeeds, Morrigan restores enough energy to the ghost that it can use one of its own Numina. The ghost fills Morrigan (or another character of her choice) with a sudden burst of fear and revulsion. While the experience is by no means pleasant, it does prevent the character from succumbing to the Sinkhole's power. If used on a character who's already seated on the bleachers, it allows a Resolve + Stamina roll to stand up, but adds two dice to the roll.

- **Forces:** Tyrrenus can lower the area's temperature enough to make characters uncomfortable. This spell is improvised. Roll Forces + Gnosis (three dice). If the spell succeeds, the chill in the air grants a +2 on any attempt to resist the Sinkhole's powers, and allows a Resolve + Stamina roll to get up off the bleachers.

- **Spirit:** Niamh can shield herself from the spiritual urging of the Sinkhole by surrounding herself with spiritual energy of opposing resonance (much like Ogma's use of opposing emotion with the Mind Arcanum). Roll Gnosis + Spirit (three

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dice). If she succeeds, she gains two dice on the Resolve + Stamina roll to avoid sitting or to stand up after sitting.

In addition, both Niamh and Morrigan can use Exorcist's Eye to verify that the Sloth-spirit has indeed possessed the Hallow. They can even find the spirit's exact location—it is, of course, lurking beneath the bleachers. This is an improvised spell for Niamh.

- **Time:** Jack or Niamh can look ahead to the future of the area and see that sitting on the bleachers should be avoided at all costs. This translates to a +2 on the Resolve + Stamina roll to avoid sitting down, but only a +1 to the roll if they have already taken a seat. Roll Time + Gnosis.

Bottomless Pit

Most of the Vice-spirits can hold only 15 points of Essence. The Sloth-spirit can hold and use only 15, but it has no limit on how much Essence it can absorb. It simply spreads any extra out over the surrounding area, letting the energy of apathy suffuse the baseball field. Given enough time and Essence, it could increase the Hallow's rating and perhaps even begin to scour the bodies of Sleepers for Essence.

Any character can come to this conclusion with a successful Intelligence + Occult roll; Niamh and Tyrhenus receive +1 to this roll for their greater understanding of spirits and Mana, respectively. Only grant players this roll if you feel they need additional motivation to dislodge the spirit, though.

DISLODGING THE SPIRIT

The next section presents methods for actually disposing of the Sloth-spirit, but before the characters can do that, they need to force it to leave the Hallow. The thing that the characters need to remember (and uses of the Dream Merit or the Fate Arcanum to gain hints should provide

this reminder) is that the spirit is one of sloth, not sleep. It isn't looking for rest, it is looking to avoid effort. It will therefore take the path of least resistance in *everything* it does, even if doing so ultimately proves to be detrimental to its own well-being. The characters can use this to their advantage in a number of ways. Some suggestions follow on how the characters might coax or force the spirit out of the Hallow.

- **Make the Area Inhospitable:** The Sloth-spirit wants everything to remain calm and subdued. Chaos is antithetical to it, because chaos forces constant reevaluation and action. If the characters can introduce a suitably chaotic element to the area, the spirit will end its possession of the Hallow.

Probably the easiest way to do this is to burn the bleachers. Fire is wild and unpredictable, and serves as a superb symbol of chaos with which to frighten the spirit. If the characters burn the bleachers, the spirit gives up its position in the Hallow immediately (and the atmosphere of apathy and fatigue immediately lightens).

- **Lure the Spirit:** The spirit possessed a Hallow because it was less work than finding a mage with the appropriate Vice, but given the choice, it would rather inhabit an Awakened soul. The mages don't know anyone with the Vice of Sloth, but they do have another option. Ogma can use Mind 2 to alter his mental state so that he appears to exude the Vice of Sloth. This is an improvised spell, but Ogma's player receives a +1 to the roll due to the resonance of the Hallow. If the spell succeeds, the spirit leaves the Hallow and immediately tries to possess Ogma (so the characters had better be ready to act).

- **Paradox:** Another possibility, should the characters think of it, is to create a Paradox near the Hallow. The hunger of the Abyss frightens the spirit into leaving the Hallow, no matter the strength of the Paradox. Of course, this puts the characters at some risk, as well.

- **Enlist the Ghost's Aid:** The ghost of the man who died here despises the apathy that ultimately led to his demise, and he wants the

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Sloth-spirit gone. If Morrigan can help him (as described previously), he can engage the spirit directly, pulling it free from the Hallow. This would normally involve contested rolls, but you can simply assume that the ghost pulls the spirit free, since both the ghost and the spirit are Storyteller characters. (It's not much fun for the players to sit and watch you roll dice against yourself.)

COMBATING THE SINKHOLE

The characters have many options at their disposal for ridding the Hallow of the Sloth-spirit. Four methods follow for getting rid of the Sloth-spirit. The players might well come up with other ideas, and you must adjudicate whether or not the characters have the resources and skill to make them work.

• **New Home:** Probably the best option is for the characters to have somewhere for the spirit to go once it leaves the Hallow. If it doesn't have anything easy to possess when it flies free and it can't re-enter the Hallow, it simply fades into the Shadow Realm and out of reach of the characters. Like its fellow Vice-spirits, it can possess living people, but the Sloth-spirit is unique in that it possesses a Numen called Fetter. This Numen simply anchors the spirit inside an object. (You need to spend a point of Essence for the spirit, but it probably has Essence to spare.) The characters, therefore, just need to find an object that appropriately embodies apathy and avoidance. Some suggestions:

- a TV remote control
- a couch (difficult to transport, but Morrigan *does* have an SUV)
- the SUV itself (although Morrigan might object)
- an empty pizza box
- a portable video game

Once the characters have this object at the Hallow, they need to dislodge the spirit and then make sure the object is sufficiently enticing to it. This can be accomplished by surrounding the object with an appropriate magical "vibe," which

can take the form of magical energy (Prime), emotion (Mind), or spiritual power (Spirit). In any case, doing so requires two dots of the Arcanum in question and an improvised spell. If successful, the spirit possesses the object using the Fetter Numen, and it remains there until dislodged or taken to a more appropriate locale.

• **Call Friends:** The characters might contact their orders, the Consilium or other characters (such as Sisyphus) for help with the spirit. The extent of the aid these characters can grant is up to you, and it might range from help in discerning the spirit's ban, suggestions about dislodging or combating the spirit, or even undertaking one of these tasks for the characters. Beware of letting Storyteller characters hog the spotlight, but if the players ask for help and truly seem stumped, don't be afraid to let other mages help them. Of course, these mages will take credit or demand favors in return. The following are some of the characters the mages might contact, as well as the aid and price the cabal can expect:

—Sisyphus can help the characters find the spirit's ban, and can suggest using fire or Paradox to dislodge it and giving it a new home. He considers this aid to be repayment of one of the favors he owes Jack (maybe two favors, if he has to help too extensively).

—If the characters call Adam, he can make suggestions to the characters on any topic presented here, except for the ghost (Adam knows little about such matters). He expects no recompense, of course, since his goals are the same as the cabal's.

—The orders or the Consilium don't provide much in the way of direct intercession. If the characters are persistent, any of the orders can put the characters in touch with someone who can provide advice. Once they become involved, though, they expect to be fully updated on the proceedings and for the characters (at least the character who is a member of the order) to check in before taking any action in the matter.

• **Diplomacy:** Niamh and Morrigan can use Spirit 1 to converse with the Sloth-spirit. (Niamh

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can also use Spirit 2 to bestow this ability on the other characters.) They characters can then attempt to convince the spirit to inhabit an object or to simply go back to wherever it came from. The spirit is initially repulsed by this idea, but if the characters can convince it that surviving in its own environment is better than flitting around the physical world from host to host, and subsequently being chased and damaged by mages, it will consent. Have the players of any characters trying to convince the spirit roll Manipulation + Persuasion. Add or subtract dice based on how well they convey their points and how much they play to the spirit's nature. This is an extended roll, with each roll representing one minute of conversation. The characters have three minutes to reach 10 successes, after which the spirit becomes bored and reenters the Hallow (if possible) or vanishes into the Spirit Realms (if not).

• **Direct Approach:** The characters can become ephemeral themselves and attack the spirit. This method is dangerous and difficult, but for martially inclined troupes, it might well be the notion upon which they fixate. If the characters wish to attempt this, be sure the players understand that much of the magic involved is vulgar, and that combating the spirit directly involves not only finding a way to damage it, but a way to keep it from escaping.

Taking on the ephemeral "Twilight" state requires Morrigan to cast an improvised spell creating a gateway. Have her player roll Death + Gnosis (four dice). The player must accumulate three successes to open the gateway, and this spell is an extended action, meaning that each roll takes Morrigan three hours of casting time. (Her player does receive +1 to the roll, however, because this spell is easier at a Hallow.) Once the gateway opens, one person can step through it, thus becoming Twilight, per turn. Every success in excess of the three she needs allows one additional person to slip through per turn. (If the player rolls five successes, three characters

can use the gate in a single turn.) This spell is *vulgar*, so the Storyteller should roll for Paradox before casting begins.

Niamh can weaken the barrier between worlds before Morrigan begins. This spell is improvised (the roll is Spirit + Gnosis) and it is also vulgar. If the spell succeeds, Morrigan needs only 2 successes to open the gateway.

Once the characters have taken on the Twilight state, they can attack or speak with the spirit. Anything the characters carry also crosses over with them, meaning they have their respective weapons. These weapons function normally against the spirit. The Sloth-spirit fights back if attacked. It doesn't take on a human form, but appears as an amorphous blob, striking at opponents with long pseudopodia.

In order to destroy the spirit, the characters need to reduce its Corpus and Essence to 0. The spirit begins with 10 Corpus and 10 Essence + any it has drained from the characters. Any attack that would damage a living being causes Corpus damage, but causing the spirit to lose Essence is a little trickier. Its ban is one method of draining its Essence (see sidebar), but the characters will need some other avenues of approach, too.

The Sloth-Spirit's Ban

All of the Vice-spirits have bans reflecting what they most hate and fear. While the five spirits that have bonded with the cabal have bans that are emblematic of the characters and their unique personalities, the Sloth-spirit is still "pure." Its antithesis is energy, drive, and ambition. As a spirit of laziness and avoidance, confrontation and purpose frightens and weakens it.

The characters can exploit this ban by acting in a forceful and decisive manner, and by not succumbing to laziness. If the characters form a distinct plan that involves every member of the cabal and

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they enact that plan consistently (not necessarily flawlessly, though—mistakes don't equate to avoidance), the Sloth-spirit loses five points of Essence. The Storyteller needs to adjudicate whether the characters have acted in such a manner or not.

Also, if the players come up with a different notion of the spirit's ban that isn't quite what's presented here but makes sense and has support in what they've seen so far, let it work. This spirit's ban, unlike some other entities, isn't as simple as burning leaves from a specific tree or dripping a few drops of blood on the ground. (Since they are more grounded in the physical world, the other Vice-spirits have more concrete bans.) As such, be lenient in interpreting this ban. The players will enjoy solving the puzzle, and if an idea that they developed on their own works, the victory will be all the more satisfying.

—Ogma can use Emotional Urging on the spirit to infuse it with resonance antithetical to its nature. Ogma's player must subtract the spirit's Defense rating from the spell's dice pool, but every success he achieves drains a point of Essence. The spirit singles out Ogma for exclusive attack once he successfully uses the spell in this manner, though.

—Niamh can put out a general summons to nearby spirits of movement and ambition (this is an improvised spell; roll Spirit + Gnosis). If she succeeds, such spirits arrive the following turn and begin to pick apart the Sloth-spirit, which loses one Essence per success on the roll.

The ghost of the man who died at the park does not attack the spirit directly, but he helps keep the characters from succumbing to the Sloth-spirit's Influence. The characters feel a constant undercurrent of fear and discomfort, the product of the ghost's powers. While this is not a pleasant experience, it does keep the characters alert enough that the Sloth-spirit can't simply make them too lazy to fight.

Magical Suggestions— Preventing Escape

The spirit tries to escape as soon as it becomes clear that the characters can harm it. The mages have some options for preventing this, though. The spirit won't cross fire, so a ring of fire around the bleachers will contain it. (A small fire must already be burning, but Tyrrenus can cause it to spread. Roll Forces + Gnosis—this spell is improvised and *vulgar*.) Niamh can use Spirit 2 to summon the Sloth-spirit back. (Roll Gnosis + Spirit in a contested roll against the spirit's Resistance. If Niamh's player wins the spirit must remain in the area.) Ogma can use Space 2 to lock the spirit into the general area, preventing it from discorporating willingly (Space + Gnosis).

If the characters drain the spirit's Essence before exhausting the last of its Corpus, it melts away into nothingness. If they destroy its Corpus while it still has Essence remaining, however, it bursts in a shower of warm water. Have Morrigan and Niamh's players roll Intelligence + Occult. If this roll succeeds, they know that the spirit is not gone for good, but merely out of their reach for the time being.

Once the spirit is gone, the characters need to quickly slip through the gateway and become material beings again before it closes.

FAILURE

If the spirit escapes, the characters have failed in their task and allowed a potentially dangerous being to get away from them. Have each player roll four dice. If this roll fails, the character loses a dot of Wisdom (Morrigan's player is exempt from this roll, since her character is not morally bothered by the spirit's escape). Any character who loses a dot of Wisdom runs an additional risk; have the player roll the new Wisdom rating. If *this*

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roll fails, the character gains a derangement, a minor personality disorder based on her failure. In this case, the character might obsess over anyone she sees loafing, thinking that the spirit is nearby, or she might become manic-depressive for a few weeks.

Players may *not* spend Willpower on either of those two rolls.

AFTERMATH

After the characters have finished with the Sloth-spirit, they probably either return to Adam's house or call him. They do not receive an answer on his phone, however. If they venture to his home, proceed from this point.

Read the following aloud:

You can see the smoke from down the block. Adam's house is burning, flames shooting out the front windows. A crowd of neighbors gathers on the sidewalk, and from far away you can hear sirens. Over the flames and the chatter, you hear Adam's voice in your mind, calling to you weakly.

Stop reading aloud.

If the characters choose to return to their own sanctum before contacting Adam, one of the characters' cell phone rings on the way home. Proceed from this point.

Read the following aloud:

The voice on the other end of line is monotone and distracted, as though reading the information off of a cue card. "Hello," he says. "I'm an orderly at Quincy Medical Center. We've just admitted Paul Kresham to our ICU. His house caught fire. He would like you to visit him as soon as possible." The orderly then hangs up.

Stop reading aloud.

The characters also receive this cell phone call if they decide to chase after the Wrath-spirit, despite being tired and drained from their ordeal.

This cliffhanger ending is deliberate. Hopefully, it will entice the players to return for the next installment of *Gloria Mundi*. Don't allow the characters to take any action once they hear

the news or find the house burning. The session ends either with them standing outside Adam's burning house or hanging up the phone after hearing about the fire.

Make sure to note the characters' wounds, current levels of Willpower and Mana, and what spells they currently have active and how long those spells will last. The next story in the chronicle picks up exactly where this one leaves off, so the characters won't have time to rest or heal (but also still have access to any lingering magical effects).

THE SLOTH-SPIRIT

The characters might be carrying the Sloth-spirit with them in some form, it might have escaped them, or it might have gone back to whatever realm spawned it. In any case, the spirit doesn't appear again in *Gloria Mundi*. If it escaped the characters, though, you might consider having it show up again in a later story, just so the players know they didn't complete their task.

The rest of the chronicle will be released online at www.worldofdarkness.com, where you can download new scenarios, play them online, and find out more about **Mage: The Awakening** and the World of Darkness. Then, on August 17th, you can pick up the **Mage: The Awakening** rulebook, which reveals everything you need to tell your own stories of the Awakened.

DRAMATIS PERSONAE

Following are descriptions of Adam and the Vice-spirits. We've provided full traits for Adam even though he isn't likely to need them in this story, just to give the Storyteller a frame of reference for how powerful a mage he is and therefore how powerful the Vice-spirits are when working together.

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The Vice-spirits share a common set of traits, but they each have specific powers as well. These will be revealed in future installments of the chronicle.

ADAM

Background: Paul Kresham was born in Connecticut in 1957, and he Awakened while serving a stint in the US Army. His journey through Pandemonium wasn't a pleasant one, and although he managed to keep his sanity and to join and participate in the Free Council (once his tour of duty was up), he never forgot the maddening images he saw in the Supernal Realm. He lived in fear that the creatures from Pandemonium would find a way to cross the Abyss. As he grew older and more disgusted with the pride and hubris of other mages, he wondered if such demons were already present. Paul vowed to eradicate the influence of the base, selfish desires in his soul, reasoning that if he could conquer inner demons he would be better prepared to conquer those from outside the Fallen World. He turned to a style of magic called *goetia*, and he eventually summoned and defeated most of his own personal flaws. He took the name "Adam," imagining himself to be forged from dust and inspired—infused with the breath of life—anew by virtue of his actions.

This process took him many years, but recently, he finally felt ready to summon creatures from outside his own mind and soul and do battle with them. As this story indicates, though, he was woefully unprepared for how insidious the creatures were. He now must rely on others to help him contain the spirits, and he is wracked with guilt over his actions.

Description: Normally a tall, strong, and confident man, Adam is now broken and bent. He is actually in his late 40s, but the spirits' attack left him looking much older. His hair has changed from dark brown to light gray, he walks with a pronounced limp, and he speaks

slowly and indistinctly. He possesses the magical capability to heal some of this damage, but he cannot summon the courage to try.

Note: The traits marked with an asterisk (*) are reduced due to the battle with the spirits. As Adam heals from this fight, his traits improve, as will be noted in future installments of *Gloria Mundi*. Also, due to physical injuries he currently suffers a -1 penalty on all rolls.

Path: Mastigos

Order: None (formerly Free Council)

Mental Attributes: Intelligence 3, Wits 3, Resolve 4

Physical Attributes: Strength 1*, Dexterity 2*, Stamina 1*

Social Attributes: Presence 2, Manipulation 3, Composure 4

Mental Skills: Academics 4, Computer 1, Medicine 2, Occult (Summoning, Goetia) 4, Politics (Awakened) 2

Physical Skills: Athletics 1*, Brawl 1*, Drive 2

Social Skills: Empathy (Desires) 4, Intimidation 2, Socialize 2, Streetwise 1, Subterfuge 3

Merits: Eidetic Memory, High Speech, Library 3, Sanctum 3

Willpower: 8

Wisdom: 6

Virtue: Hope

Vice: None

Initiative: 6*

Defense: 2*

Speed: 8*

Health: 6*



Gnosis: 4

Arcana: Life 2, Mind 5, Prime 2, Space 3, Spirit 3

Rotes: Adam knows a great number of rotes, but as he cannot cast magic during this story, there is no need to detail them here.

Mana/per turn: 13/4

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VICE-SPIRITS

Background: The spirits' origins are discussed in the text of "Gazing into You." Their game traits are presented here.

Rank: 2

Attributes: Power 3, Finesse 4, Resistance 5

Willpower: 8

Essence: 10 (15 max)

Initiative: 9

Defense: 4

Speed: 17

Size: 5

Corpus: 10

Ban: Each of the Vice-spirits has a specific ban. The ban for the Sloth-spirit is discussed in Act II of this story, and the other spirits' bans will be revealed as the chronicle progresses.

Influence (Vice ••): Each Vice-spirit can instill feelings appropriate to the trait it embodies. The Gluttony-spirit, for instance, can instill the desire to eat or drink, but it cannot make someone actually feel *hungry* (as gluttony is typified by eating to excess, not satiety). The spirits can also intensify these feelings where they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence points and roll Power + Finesse in an extended and contested roll versus the victim's Resolve + Composure—each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim's body. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails

to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Mana Drain: The Vice-spirits can siphon away Mana from mages who resonate with their chosen urges (in game terms, that have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's player rolls as many successes as (or more than) you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Quote: *Tell me everything.*

Background: Psychologist Benjamin Kent took a job with the Boston PD, counseling traumatized victims. He kept his job after Awakening, but as a Guardian of the Veil, he now works to conceal magic from Sleepers.

When he joined Lira Hennessy's cabal, he chose the shadow name Ogma, the Irish god of eloquence and learning. He's the cabal's window to the Fallen World.

Description: Ogma is a big man, a bit overweight. He's in his late 30s, favoring tan or gray clothes.

Roleplaying Hints: You condescend somewhat to the un-Awakened. You're a gourmand and connoisseur of beer and wine, topics on which you'll happily converse.

Equipment: PDA, edged cards, cell phone, laptop

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one spent Willpower at the end of any scene in which he indulges his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn. He begins play with seven Mana.

Pattern Scourging and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. See pp. 8-9.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Mind* or *Space* spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (seven dice), while the Storyteller rolls the target's

Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Cover*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Cover*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Cover*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Cover*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (seven dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Cover*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

CONCEPT: KEEPER OF SECRETS

PATH: MASTIGOS

PLAYER:

VIRTUE: PRUDENCE

ORDER: GUARDIANS OF THE VEIL

CHRONICLE: GLORIA MUNDI

VICE: GLUTTONY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●○○○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●○○○	Dexterity ●●●○○○	Manipulation ●●●○○○
<i>RESISTANCE</i>	Resolve ●●●○○○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL

(-3 unskilled)

Academics <u>(PSYCHOLOGY)</u>	●●●○○○
Computer	●●●○○○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL

(-1 unskilled)

Athletics <u>(THROWING)</u>	●●●○○○
Brawl	○○○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL

(-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize <u>(BEER & WINE)</u>	●●○○○
Streetwise	●○○○○
Subterfuge	●○○○○

OTHER TRAITS

MERITS

ENHANCED ITEM (CHRONING CARDS)	●●●○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	<u>3</u>
Initiative Mod	<u>5</u>
Speed	<u>9</u>
Experience	_____

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

■□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	●
6	_____	●
5	_____	●
4	_____	●
3	_____	●
2	_____	●
1	_____	●

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●○○○
SPACE	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Quote: *Let's think this through again.*

Background: Tony is the youngest scion of the Licavoli crime family. He grew up with stories about the days when made guys were street royalty, but sitting in Mass at the age of 21, he Awakened to his true calling.

Ambitious and enthusiastic, he gravitated toward the Silver Ladder to become a sort of "made man" among the Awakened. When he joined Lira Hennessy's cabal, he chose the shadow name Tyrrhenus, one of the two brothers who founded the Etruscan league of cities.

Description: Anthony has olive skin and thick black hair. He dresses in slacks and plain shirts and wears a gold crucifix necklace.

Roleplaying Hints: You used to feel lost, and neither family nor religion helped you find your place. The Awakening showed you you're a builder and a leader.

Equipment: blackjack, butane lighter, cell phone, address book with "emergency" numbers

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower when he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something, both at someone else's expense and at some risk to himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Ombros. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend a single Mana per turn. He begins play with seven Mana.

Pattern Scouring and Restoration: Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. See pp. 8-9.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Forces* or *Prime* spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rotes.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Kinetic Blow (Forces ••):** With this spell, the blackjack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks *Paradox*.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (five dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM PATH: OBRIMDQ
 PLAYER: VIRTUE: HOPE ORDER: SILVER LADDER
 CHRONICLE: GLORIA MUNDI VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
<i>FINESSE</i>	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
<i>RESISTANCE</i>	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	●●●●●
Investigation	●●●●●
Medicine	●●●●●
Occult <i>(CURSES)</i>	●●●●●
Politics	●●●●●
Science	●●●●●

PHYSICAL

(-1 unskilled)

Athletics	●●●●●
Brawl	●●●●●
Drive	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	●●●●●
Weaponry <i>(BLACKJACK)</i>	●●●●●

SOCIAL

(-1 unskilled)

Animal Ken	●●●●●
Empathy	●●●●●
Expression	●●●●●
Intimidation	●●●●●
Persuasion	●●●●●
Socialize	●●●●●
Streetwise <i>(MAFIA)</i>	●●●●●
Subterfuge	●●●●●

MERITS

CONTACTS (MAFIA)	●●●●●
DREAM	●●●●●
HIGH SPEECH	●●●●●
IRON STAMINA	●●●●●
STATUS (CONSIGLIUM)	●●●●●
STATUS (SILVER LADDER)	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●

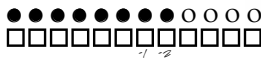
FLAWS

_____	●●●●●
_____	●●●●●
_____	●●●●●
Size	●●●●●
Defense <i>2</i>	●●●●●
Initiative Mod <i>4</i>	●●●●●
Speed <i>10</i>	●●●●●
Experience	●●●●●

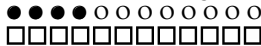
ARCANA

FATE	●●●●●
FORGES	●●●●●
MATTER	●●●●●
PRIME	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●

HEALTH



WILLPOWER



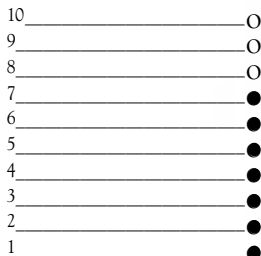
MANA



GNOSIS



WISDOM



ROTES

COUNTERSPELL PRIME (PRIME 2)	_____
KINETIC BLOW (FORGES 2)	_____
SUPERNATURAL VISION (PRIME 1)	_____
WIND OF CHANCE (FATE 1)	_____
_____	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Quote: Rise.

Background: While studying pathology in college, Cecelia Arthur spent her time reading about death and alchemy. One day while walking through a cemetery, she found herself on a long, winding path that led to an immense tower. She didn't have the strength to complete the journey alone, so she called up the bodies of the dead to carry her. They transported her to the Watchtower of Stygia, where she inscribed her name.

Cecelia then joined the Adamantine Arrow until a conflict of interest led to a falling out with her mentor. She cast about the Boston area looking for someplace to continue her studies. She joined Lira Hennessy in forming a cabal, taking the shadow name Morrigan, the Irish war-goddess.

Description: Morrigan is lanky, with a sallow complexion. She smiles easily, though, and rarely wears black.

Roleplaying Hints: Nothing gives you greater satisfaction than watching one of your undead servants perform its tasks. Your former mentor warned you about the price of hubris, but you're used to getting your way.

Equipment: SUV, digging equipment, pistol, extra clip, police scanner, ready cash, dirt-stained notebook

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, despite any rewards it offers. Her Vice is *Pride*. She regains one Willpower point at the end of any scene in which she exerts her own wants (not needs) over others at some risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn. She begins play with six Mana.

Pattern Scouring and Restoration: Morrigan can use Mana to heal herself and conversely draw

Mana from her very flesh, either as an instant action. See pp. 8-9.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELA ARTHUR CONCEPT: TAGMISTRESS

PATH: MOROS

PLAYER:

VIRTUE: TEMPERANCE

ORDER: ADAMANTINE ARROW

CHRONICLE: GLORIA MUNDI

VICE: PRIDE

ATTRIBUTES

<i>POWER</i>	Intelligence	●●●●○	Strength	●●●●○	Presence	●●●●○
<i>FINESSE</i>	Wits	●●●●○	Dexterity	●●●●○	Manipulation	●●●●○
<i>RESISTANCE</i>	Resolve	●●●●○	Stamina	●●●●○	Composure	●●●●○

SKILLS

MENTAL

(-3 unskilled)

Academics	●●●○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●●○○○
Medicine	●○○○○
Occult <i>(UNDEAD)</i>	●●●○○
Politics	○○○○○
Science <i>(CHEMISTRY)</i>	●●○○○

PHYSICAL

(-1 unskilled)

Athletics	●●○○○
Brawl	○○○○○
Drive <i>(OFF-ROAD)</i>	●○○○○
Firearms	●○○○○
Larceny	●○○○○
Stealth	●●○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL

(-1 unskilled)

Animal Ken	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidation	●○○○○
Persuasion	●○○○○
Socialize	○○○○○
Streetwise <i>(CEMETERIES)</i>	●○○○○
Subterfuge	●○○○○

OTHER TRAITS

MERITS

HIGH SPEECH	●○○○○
RESOURCES	●●●○○
STATUS (ADAMANTINE ARROW)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense <i>2</i>	_____
Initiative Mod <i>5</i>	_____
Speed <i>10</i>	_____
Experience	_____

HEALTH

●●●●●●●●●●○○○○○

□□□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○

□□□□□□□□□□□□□□

MANA

■□□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	○
6	_____	●
5	_____	●
4	_____	●
3	_____	●
2	_____	●
1	_____	●

ARCANA

DEATH	●●●○○
MATTER	●●○○○
SPIRIT	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)	_____
GRIM SIGHT (DEATH 1)	_____
QUICKEN CORPSE (DEATH 3)	_____
UNDEEN AEGIS (MATTER 2)	_____

MAGE

THE AWAKENING

JACK/CODY GUNN

Quote: *I'll be gone soon.*

Background: Although Cody never had it easy, everything worked out for him. Homeless, he drifted across the country, and one day saw a magnificent tower at the end of the road. That was the beginning of this Awakening.

In Boston, Cody got into a card game with some of the local mages. Toward the end, the last player bet a beautiful, glimmering stone—his soul stone. Cody won and chose to stick around. When Cody joined Lira Hennessy's cabal, he took the name "Jack," for the wanderer Jack o' the Lantern.

Description: Jack is short and slim, with a winning smile and an endearing bounce to his step. He wears clothes from local thrift stores.

Roleplaying Hints: Destiny has something in store for you. Once you've finally used the three favors you're entitled to, you're going to leave Boston. Maybe...

Equipment: soul stone, pocketknife, worn sneakers

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he forges meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point when he gains something from a rival or has a hand in harming that rival's wellbeing.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn. He begins play with seven Mana.

Pattern Scourging and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. See pp. 8-9.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Fate* or *Time* spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of four dice per game session that you may add to any roll you make for Jack. You might choose to use all four on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling four dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Quote: *Why did people ever move inland?*

Background: Lira Hennessy was born and raised in Boston. Sitting outside her seaside home one night, she saw the moonlight change the water into a silver road leading to a distant tower. She followed its song, and woke on the beach later, Awakened. She later joined the Mysterium, hoping to find what secrets the water held.

When Lira met and befriended Cecelia Arthur, she took the shadow name Niamh, after the Irish sea god's daughter. She offered her house—and its Hallow—as a sanctuary, and the two mages formed their cabal.

Description: Niamh is willowy and ethereal, with fair skin, dark brown hair, and deep blue eyes.

Roleplaying Hints: You are grateful for your cabal's support and happy to share the house. Another year alone there might have driven you mad.

Equipment: miniature tape recorder, house keys, comfortable clothes

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower when she withstands tempting pressure to alter her goals. This does not include temporary distractions, only pressure that might cause her to abandon her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrsus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend a single Mana per turn. She begins play with seven Mana.

Pattern Scourging and Restoration: Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. See pp. 8-9.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Life* or *Spirit* spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the next turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRSUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL

(-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL

(-1 unskilled)

Athletics	(SWIMMING) ●●○○○
Brawl	○○○○○
Drive	(BOAT) ●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL

(-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion	(SEDUCTION) ●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

OTHER TRAITS

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	6
Speed	10
Experience	_____

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□□□

MANA

■□□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	_____	○
9	_____	○
8	_____	○
7	_____	●
6	_____	●
5	_____	●
4	_____	●
3	_____	●
2	_____	●
1	_____	●

ARCANA

LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

ROTES

GLIMPING AT THE FUTURE (TIME 2)
MOMENTARY FLUX (TIME 1)
SECOND SIGHT (SPIRIT 1)
SELF-HEALING (LIFE 2)

MAGE

THE AWAKENING

ARCANA CAPABILITIES

Following are descriptions of what the 10 Arcana can accomplish at the levels at which your characters currently possess them. These are examples and guidelines only. Feel free to dream up additional applications of these Arcana, but of course any use of magic beyond the rote the characters know is *improvised* magic, which is more difficult to perform. The Storyteller is the final arbiter of what your characters can accomplish with their Arcana. Vulgar effects are noted with an asterisk (*), but again, the Storyteller needs to judge whether an effect is covert or vulgar.

Remember, too, that characters can use the rote listed in their write-ups as improvised effects. For instance, Jack can use the Glimpsing the Future spell, he simply must do so as improvised magic, since (unlike Niamh) he doesn't know the rote.

Universal Effects: All of the Arcana include versions of the following effects: activate Mage Sight (*), bestow Mage Sight (**), creating a shield (**; grants Aracenum dots in armor for a scene; spend one Mana for effect to last a day).

- **Death:** Discern how someone died and how long ago (*), speak with ghosts (*), assess the strength of someone's soul (*); cause shadows to move* (**), corrode or rust material* (**), mask the cause of death (**); command a ghost* (**), destroy a material object* (***), enter a state of death-like stasis (***), open a gateway into Twilight* (***).

- **Fate:** Mitigate dice penalties (*), cause simple good fortune (*); swear a binding oath (**), cause more overt turns of luck (**, 1 Mana).

- **Forces:** Listen to radio or cellphone transmissions (*), manipulate existing heat, light, or sound (*); raise an area's temperature (**), brighten or dim light (**), redirect fire or electricity from an existing source* (**), make an immobile object invisible for a scene* (**, 1 Mana).

- **Life:** Cleanse the mage's body of toxins (*), sense specific life forms nearby (*), discern age, sex, and health of living things (*); control own metabolism and breathing (**), cleanse others of drugs or poison (**), heal self of bashing or lethal damage (**, 1 Mana), heal plants or animals (**).

- **Matter:** Alter the conductivity of matter (*), discern an object's function (*), detect a specific substance (*); alter the accuracy or balance of a weapon for a scene (**, 1 Mana), change one liquid into another* (**), make a transparent surface opaque and vice versa* (**).

- **Mind:** Detect nearby sentient minds including spirits (*), perform two extended actions at once (*); alter own aura (**), mentally communicate with others in line of sight (**), improve first impressions (**), protect against mental control or attack (**).

- **Prime:** Analyze enchanted items (*), dispel existing magic (if the mage has at least one dot in the Arcanum used to create the spell) (*, 1 Mana); alter aura to look like a Sleeper (**), counter spells of any Arcana (**, 1 Mana), hide from other mage's Mage Sight (**).

- **Space:** Measure distance between objects effortlessly (*), see 360 degrees (*), track any item in the mage's area flawlessly (*); cast other spells sympathetically (**; 1 Mana), remotely view a location (scrying) (**), create wards against Space magic (**).

- **Spirit:** Hear, see, and speak with spirits (*); touch spirits in Twilight (**), call specific spirits or a general type of spirit without compelling them to appear (**), raise or lower Gauntlet at a Hallow* (**).

- **Time:** Detect temporal flow (*), act as perfect clock or stopwatch (*), discern if an immediate choice will have good or bad results (*); see the future in a very general sense (**), automatically succeed (or fail) at one action with only two possible outcomes (**, 1 Mana).

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Written by Matthew McFarland.

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Driving Angry

Welcome to the second installment of **Gloria Mundi**, the demo chronicle for **Mage: The Awakening**. The players' cabal has been drawn into something arcane and dangerous through no fault of its own. In the first story, "Gazing Into You," the characters risked losing their minds and souls grappling with spirits formed of pure vice. They found the mage responsible for loosing those spirits upon the world and responded to his ardent pleas for help. And, assuming all went well, they banished, destroyed, or trapped one of those spirits. But they have no time for rest or recuperation before they must confront another of these beings, one much more dangerous than the Sloth-spirit they encountered before. This new spirit—that of Wrath—has already possessed and claimed a mage whose shadow name is Amelia, and she is out for blood.

THEME AND MOOD

The theme of "Driving Angry" is *perseverance*. The characters need to fight through their fatigue to find the Wrath-host before she harms or kills innocent people. Likewise, the possessed mage's only chance for survival is to hold on to her rational self long enough for the characters to find and empower it (assuming they don't just kill her). The Wrath-spirit, however, has its own form of tenacity. It is constantly angry, always at that fever pitch of rage where emotion becomes action. It is always lashing out, which makes it strong, fast, and lethal. Without the anger necessary to fuel its Essence, however, it weakens quickly, and the characters can exploit this if they are clever and persistent.

The mood of this story is *anger*. The characters have every reason to be angry and frustrated. They have been drawn into a magical crisis not of their own making, and they must see it through because the Vice-spirits have imprinted upon them specifically (as becomes apparent in this story). During this story, you can showcase this mood by implementing those little annoyances that give us flashes of anger every day—being cut off in traffic, receiving wrong-number or (worse) telemarketing calls, dealing with officious bureaucrats, and so on. At the heart

of this story, though, is a simple truth: The mages must let go of these feelings before they can accomplish their goals.

STORYTELLING TECHNIQUE: IN MEDIA RES

"Gazing Into You" ended on a cliffhanger—the characters were either watching as Adam's house burned or receiving word that it had. In either case, the story ended without any chance for resolution, planning or closure. This was deliberate. Much like the "serials" once shown in movie theaters, a cliffhanger ending serves to entice the audience (in this case, the players) to return next time and grab front-row seats. That means, though, that the next story must begin *in media res*. This literary term means to begin the story in the middle of things, and it is used in Storytelling games to refer to a story that begins not with the usual setup of the characters meeting, planning and acting, but immediately being thrown into a situation where they must act quickly and consider possibilities later.

Beginning such games in the midst of the action can be an extremely effective tool to keep the players engaged and the story moving. Roleplaying games can very easily bog down as players consider every angle of every problem, and in **Mage**, where so much information is available with simple magical effects, this problem can be even more exacerbated than usual. The *in media res* technique allows you to "fast forward" to a more interesting scene right off the bat, and often that momentum continues throughout the rest of the story. When using the technique, though, be aware of a few key points:

- **Play fair:** As Stephen King notes in his novel *Misery*, the serials of cinema would often add elements or escapes to resolve cliffhangers that clearly were not present at the end of the previous chapter. As Storyteller, try to avoid this easy out. If the characters are trapped in a room that is slowly filling with water at the end of one session, don't begin the next session with the water just beginning to trickle into the room if it was waist deep before. Likewise, don't add elements that favor the characters' antagonists. If they have their adversary

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dead to rights when the chapter ends, don't begin the next session by saying that the characters are still chasing him down. Plenty of options for tricking and surprising the players exist in any given scenario without rewriting what they have already seen, so don't take the easy way out.

- **Take notes:** Giving due attention to detail and consistency is much easier if you have detailed notes on exactly what *did* happen during the last session. Don't rely on your players to take notes for you, and don't waste time at the beginning of a chapter meant to begin *in media res* asking for a recap. (If one is required, provide it yourself, briefly, and then begin the chapter.) Taking notes is a good habit to get into as a Storyteller anyway. Even when running a pre-written chronicle like **Gloria Mundi**, events will progress in ways that the text doesn't cover. As such, it's a good idea to write down what actually happens so you can adjust future stories accordingly.

- **Time and date:** Part of taking notes is writing down the time and date that the story begins and ends. This is especially important if characters cast extended rituals, since each roll can take as much as three hours. (A spell requiring 10 successes can quite literally take all night.) Depending on the nature of your chronicle, facets such as moon phase might also be important, and keeping track of the time that one chapter ends makes keeping these details consistent much easier.

- **Keep character sheets:** If you keep hold of the character sheets after each session, you can check levels of variable traits such as Willpower, Mana, and Health. When you begin a chronicle of your own design in which players create their own characters, keeping the character sheets handy allows you to check on other traits. It's no good building a plot that features a car chase, for instance, if no one has any dots in Drive. Some players are particular about keeping their original character sheets, and that's fine. Just make a copy and make sure to update the variable traits at the end of each session. This kind of attention allows you make sure that characters have the same amount of Mana, Willpower, and Health at the beginning of the new story as they did during the cliffhanger. Likewise, if the characters have experience points, don't allow the players to spend them in between a cliffhanger ending and an *in media res* beginning. (The characters in **Gloria Mundi** will receive increases to their traits in future stories, and experience point costs for mage characters are, of course, presented in **Mage: The Awakening**.)

- **Transition from chatting to playing:** Try to get socializing and chatting out of the way before the game begins, especially when beginning *in media res*. Catch up on each other's lives, order pizza, resolve rules questions and recaps, and *then* begin the game. The fewer interruptions once the chapter has begun, the easier you can maintain the mood of the story.

NEW SYSTEMS: FATIGUE AND THE HIGH SPEECH

This chapter of **Gloria Mundi** provides a capsule reminder for a system presented in the **World of Darkness Rulebook** and reveals a new system for **Mage: The Awakening**. The former concerns the effects of fatigue on characters who have to push on through their exhaustion, while the latter deals with using the ancient High Speech of lost Atlantis to empower one's spellcraft.

FATIGUE

The characters in this story have been up and moving for hours. At some point, this is going to start to wear on even the most dedicated of mages. The following system is meant to represent the effects of going without sleep or rest for long periods of time.

A character can push himself beyond normal limits, but exhaustion soon impairs his abilities. Almost anyone can go without rest for 24 hours, but to continue on is challenging. For every six-hour period that a character persists beyond 24 hours, make a Stamina + Resolve roll. If it fails, he falls asleep. If the roll succeeds, the character remains alert and active. Spending one Willpower on a roll adds three dice to the effort. No more than one Willpower point can be dedicated to a single roll to remain awake.

Burning the candle at both ends impairs the character's performance. For each six-hour period in excess of 24 hours in which he foregoes sleep, his dice pools suffer a cumulative -1 penalty. He has trouble focusing and might suffer mild hallucinations. This penalty also applies to successive Stamina + Resolve rolls to remain awake. Note that Tyrrenus, because of his Iron Stamina Merit, ignores one die of this penalty.

If the character performs physically demanding activities such as running, engaging in combat or performing a magical ritual while he stays awake, the Storyteller can impose an additional -1 to -3 penalty on your rolls to remain awake.

The longest a person can go without sleep is a number of days equal to the lowest of his Stamina or Resolve, at which point he passes out. Once the character does sleep, it's for eight hours, plus one hour for each six-hour period (in excess of 24 hours) that he forced himself to remain active.

Since this penalty becomes an issue only after 30 hours without sleep, it becomes necessary to calculate when the characters of **Gloria Mundi** woke up Monday morning. (You might recall that the chronicle began Monday evening; when "Driving Angry" begins it is early Tuesday morning.) You can

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handle this one of two ways. You may ask the player to state when the character woke up, based on the information in the character write-ups and his own sensibilities about the mage. If you would rather make this decision yourself, we've provided some guidelines.

- **Jack:** Jack slept in yesterday morning, not rising until nearly 11:00 AM. As such, fatigue won't be a problem for him in this story.
- **Morrigan:** Morrigan woke at 8:00 AM. If the events of "Driving Angry" take the characters past 2:00 PM, her player must check for fatigue.
- **Niamh:** Niamh rose early to walk on the beach. Her player must make a fatigue check at noon on Tuesday.
- **Ogma:** Monday was a work day for Benjamin Kent. Ogma's player must make a fatigue check at noon on Tuesday.
- **Tyrrhenus:** Tyrrhenus rose at 7:00 AM on Monday. His player must make a fatigue roll at 1:00 PM. (But remember that he ignores one penalty die due to his Merit.)

The players do not have to roll for the characters to avoid falling asleep until 30 hours of waking time. As Storyteller, however, you can apply fatigue penalties to rolls after 24 hours, especially for activities that require strong focus or physical exertion. Drive rolls, especially, should be penalized due to fatigue. (Since a major element of this story involves a car chase, staying focused can become critical.)

Fortunately, mages have options for handling fatigue that Sleepers do not.

MAGIC SUGGESTIONS— COPING WITH FATIGUE

The magical effects listed here are all improvised spells. As such, the roll is the appropriate Arcanum + Gnosis, and using spells from a non-primary Arcanum costs a point of Mana.

- **Life:** With Life 2, a mage can double the amount of time before he needs to check for fatigue (60 hours instead of 30).
- **Mind:** With Mind 2, a mage can give herself a quick burst of mental clarity. This translates as an extension to the amount of time before a fatigue roll is needed equal to one hour per dot in Mind. (After this time has elapsed, the mage can attempt the spell again, but suffers a cumulative -1 penalty.)
- **Time:** With Time 2, the mage can speed up her perceptions to allow her tired mind time to cope with incoming stimuli. This spell lasts for an hour and removes one penalty die per dot the mage possesses in the Time Arcanum.

HIGH SPEECH

Every spell can be spoken or "spelled out" with an Atlantean word or phrase. The Atlantean tongue is no longer known with enough fluency to be used for common speech, but enough words and phrases remain to empower magic. Its words hold power over the Fallen World, forming a sort of "true tongue" that can make things real. If a spell's true words are uttered during spellcasting, the magic is ushered in by a surge of power.

As every mage knows the rudiments of this language (as per the High Speech Merit), any mage can perform an instant action speaking words of power before casting. A +2 bonus is then added to his spellcasting dice pool in the following turn, during which he punctuates his casting with more chanting. (The dice bonus applies to only those spells cast immediately after chanting.) For extended casting, the mage must spend 30 minutes chanting to gain the +2 dice bonus.

The mage must speak in at least a loud whisper, with enough volume that others nearby might hear him with a successful Wits + Composure roll. Loud noises might levy dice penalties to this listening roll, while absolute silence might offer a bonus for others to hear the throaty whispers.

During the chanting action, the mage loses his Defense and can move no more than his Speed (he cannot run). Note that a covert spell accompanied by a strange chant and witnessed by a Sleeper might be perceived as improbable, raising the risk of a Paradox.

DRIVING ANGRY

This story picks up exactly where "Gazing Into You" left off. After discovering that a misguided goetic mage named Adam has inadvertently unleashed upon the world seven spirits representing the seven classic vices, the characters set out to bring the wayward spirits to heel. They tracked down and dealt with the spirit representing sloth, yet before they could return to Adam for more information, they found him in dire straits indeed. At the end of the previous chapter, they either received word that Adam had been taken to the hospital or arrived at his home to find it in flames. The characters' first task, therefore, is to either rescue Adam from the fire or visit him in the hospital. From there, the cabal can exchange information and begin the search for Wrath.

Adam regains enough strength in this story to use magic again, but he uses it only to facilitate speaking with the characters. As such, he gently alters the thoughts of the Sleepers around him to allow the characters to gain access to him. (Normally he wouldn't be allowed visitors in his state.) He doesn't have the strength to use sympathetic magic, however (more specifically, he doesn't currently have any Mana, and

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thus cannot power such spells) and so any magic he performs is limited to his immediate surroundings.

Over the course of this story, the characters receive information from the Boston Consilium. The mages of the area are now becoming interested in the happenings in Quincy, and when the Wrath-host Amelia's story comes to light, they decide that a full accounting is necessary. "Driving Angry" should not take any longer than about 12 hours of in-game time to resolve. That is, if the last story ended around 4:00 AM on Tuesday, "Driving Angry" should wind up no later than 4:00 that afternoon (and probably sooner).

SCENE ONE: WHEN WE LAST LEFT...

In this scene, the characters rescue Adam from the fire and follow him to the hospital, or visit him there. In any case, he explains what happened (from his perspective) and offers feedback and advice based on what happened in "Gazing Into You." He also admonishes them to find the Wrath-spirit as soon as possible.

This scene begins in one of two places, depending on where the characters were at the end of "Gazing Into You." They are either standing outside Adam's house as it burns or listening to a phone message (or phone call) telling them to visit him at Quincy Medical Center. In the latter case, skip down to the section labeled "At the Hospital." If they are outside his house, proceed from this point.

Read the following aloud:

You can see the smoke from down the block. Adam's house burns, flames shooting out the front windows. A crowd of neighbors gathers on the sidewalk, and you can hear sirens far away. Over the flames and the chatter, you hear Adam's voice in your mind, calling to you weakly.

Stop reading aloud.

The firefighters are on their way, but Adam is still inside. The characters can choose to remain outside and wait for the firefighters, but you should warn them that by standing by when they have the power to help, they risk losing Wisdom. If the characters still choose to remain outside, have the players roll four dice. Failure on this roll means the character loses a dot of Wisdom. The player must immediately roll the new Wisdom rating. If this roll fails, the character gains a *derangement*—a mild mental or emotional disorder. In this case, it probably takes the form of a few sleepless nights and depression or guilty feelings about leaving Adam. If the characters don't save him, Adam survives but falls into a coma.

If the mages try to help Adam, they must enter the burning house and carry him out. The character must run in, grab Adam carry him to safety, which requires a Strength +

Athletics roll. Failure indicates the character drops Adam and must attempt to carry him again.

This rescue must be performed quickly, though. Each turn, the fire grows more intense. On the turn that a character enters the house, the fire inflicts one point of lethal damage. Every turn thereafter, the fire's damage increases by one until it inflicts four points of damage per turn. An armor spell such as Unseen Aegis or Fortune's Protection protects the character from this damage, but eventually the fire will overpower the character's shields.

Tyrrhenus is probably the best suited to enter the house, since he can redirect the fire away from himself and Adam with his knowledge of Forces. Doing so is an improvised spell (Forces + Gnosis) and is *vulgar*, so it carries the risk of Paradox. Every success on the roll reduces the damage the fire inflicts to Tyrrhenus on the following turn. If he casts the spell before entering the house and the player rolls two successes, the fire inflicts no damage on the first turn. Every time this spell is cast, though, the Paradox dice pool increases by two. (Fortunately, none of the Sleepers gathered on the street can see into the house well enough to add dice through disbelief.)

Once the characters retrieve Adam, an ambulance takes him away to Quincy Medical Center. The characters should follow him there, but they might wish to ask the bystanders what happened or snoop around the house for information. If they do so, continue from this point. If they go directly to the hospital, skip down the section labeled "At the Hospital."

ANSWERS IN THE FIRE

The characters have several ways to obtain information about the fire. They can ask firefighters or witnesses, they can investigate the house, or they can use magic to gain information. (In all probability, they will do all three.)

- **Asking Questions:** The characters have a better chance of gaining information from the bystanders than from the firefighters (who are, of course, busy trying to put the fire out). Any character who asks the gawking local residents what happened hears that someone called 911 after seeing flames flickering from the inside of Adam's house. If the character persists in asking questions, have the player roll Presence + Socialize. If this roll succeeds, the character hears that a neighbor saw someone snooping around Adam's house a short while ago. No one got a clear look at this person, but the witness guessed the figure to be male and thinks that he was carrying a large rectangular container, perhaps a canister of gasoline. (The characters might well assume that this figure was Wrath. This isn't the case, but it's a perfectly reasonable assumption. If the characters don't try to confirm their suspicions magically, don't try to persuade them otherwise.)

The firefighters aren't so accessible, but if a player succeeds on a Presence + Persuasion roll with a -2 modifier, a fireman

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takes a moment to talk to her character. Ogma's player can add his City Status to this roll, and Niamh's Striking Looks Merit applies. The firefighter tells the character that the fire seems to have been started deliberately by someone using kerosene, but that it spread wildly.

- **Investigation:** If the characters circle the house looking for clues, have the players roll Wits + Investigation. Failure on this roll turns up no information. Success on this roll indicates that the character notices that the fire started on the left side of the house (as one is facing the front door), underneath the window outside the living room. The characters know, since they have been inside the house, that this room is immediately adjacent to the sanctum that Adam used to summon the spirits. (It also contained the remains of his assistant, which might worry the characters somewhat, since the fire certainly hasn't been burning long or hot enough to consume those remains entirely.)

An exceptional success on this roll finds faint footprints outside the window. These prints lead away from the house and back to the sidewalk, where, of course, they disappear. If the characters think to compare them with their own shoes, they find the print matches Jack's shoes exactly. Again, don't volunteer this information, but if the characters discover it on their own, don't hide it.

- **Magic:** The most effective means of investigating the fire is to use the Time Arcanum. Either Jack or Niamh can use Time to look into the past (although Niamh's player must spend a point of Mana, since Time is not one of her primary Arcana). Jack has an additional advantage, however. Since he has a dot in the Forces Arcanum, he can combine Time and Forces and find the exact time that the fire started. (Looking into the past is much easier when the mage knows how far back to look.) The roll to look into the past, no matter which mage attempts it, is Time + Gnosis, but Niamh's player receives a -2 modifier to the roll.

In any case, the mage sees one turn of the past per success, and only sees the same area he is currently viewing. (That is, if Jack uses the spell while looking at the front of the house, he sees the front of the house at the time the fire started.) Looking at the front, back or right side of the house doesn't yield anything except a "whoosh" as the fire catches, but looking at the left side of the house reveals a much clearer—and more disturbing—picture:

Read the following:

A man stands by the side of Adam's house holding a canister of kerosene. He doesn't look at all furtive. Instead, he seems focused on his task. He pours the kerosene onto the ground next to the house, then covers the glass in the window with a cloth and breaks a small section. He splashes a bit of kerosene through the hole, pulls a lighter out of his jacket, and lights the pool of liquid.

In the flame's light, before the man runs away toward the sidewalk, you see his face. The man is Jack, right down to the dirt on his cheek.

Stop reading aloud.

Of course, the characters might find other ways of gaining information at the scene. Mage Sight based on Prime or Spirit can reveal that one of the Vice-spirits was present not too long ago (Wits + Occult with a -2 modifier to notice this). Mage Sight based on Mind notes a strong aura of envy lingering around the house (same roll and modifier). All of this might give the characters enough information to infer that Envy is the culprit here, not Wrath.

JACK THE FIRE-STARTER

The characters might quite rightly wonder if the person with them is Jack or the Envy-spirit. Allow them to check through any means they wish. A simple improvised Mind or Spirit spell would work quite well for verifying Jack's identity. If the characters do this, make a note of it (as it will become important in a future story), but if they do not, don't suggest it.

The characters might be concerned that someone might have seen "Jack" start the fire. Fortunately, Jack is just nondescript enough that making a positive identification under these circumstances would be difficult. In any case, the other characters can vouch for his whereabouts (not to mention that Ogma has some pull with the police department). Even so, this should serve as a sobering realization of how much damage the Vice-spirits are capable of doing to the characters.

FAILURE

If Adam falls into a coma, he can still give the characters information. His control of the Mind Arcanum is superlative, and he is capable of contacting their minds even while he is unconscious. Unfortunately, the information he sends them is garbled and tainted with horrific images of earlier in the evening. Convey the same information to the characters that they would receive if he were awake, but do so via visual imagery rather than coherent sentences. The information should require more work to interpret and use, however.

AT THE HOSPITAL

If the characters found out about the fire after going home or while preparing to find Wrath without checking in with Adam first, they will need to go to Quincy Medical Center to visit him. He is conscious, if groggy. When the characters arrive and ask to see him, proceed from this point.

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Read the following:

The woman behind the desk shakes her head and seems about to deny your request to see Mr. Kresham. Then her eyes glaze over and she nods, indicating a door at the end of the hall.

Adam—Paul Kresham—is lying in bed with an oxygen mask on his face. He smiles weakly as you walk in and removes the mask. “Sorry you had to come all the way out here,” he says.

Stop reading aloud.

Adam is happy to answer any questions the characters might have. He does not know how the fire started, though he has since heard that it was deliberate. He assumes that Wrath was the culprit.

If the characters destroyed or banished the Sloth-spirit, Adam congratulates them and apologizes again for dragging them into this. If they trapped the spirit in an object, he advises them to be careful not to get too comfortable while holding it, and to keep it away from other mages, since it might still try to possess someone. He says that once he gains his strength back, he can help the characters banish the spirit.

If the Sloth-spirit escaped, Adam looks grim but says that this particular spirit is unlikely to hold a grudge—it takes too much energy. Hopefully, it will simply not bother re-forming.

Adam then advises the characters to find the Wrath-spirit. He acknowledges that they are tired and spent but says that Wrath is probably the single most dangerous of the spirits, especially if it possesses a powerful mage. He tells the characters that Wrath exists in a constant state of blind rage, so it is potentially capable of harming or killing many Sleepers and even exposing the Awakened to the Fallen World. Adam has no idea what the worst-case scenario might entail. He prefers not to think about it.

This scene ends when the characters have spoken with Adam and progress on to hunting down the Wrath-spirit.

SCENE TWO: HUNTING WRATH

This scene consists of the characters' efforts to identify and pinpoint the Wrath-spirit. It has taken over the body of a mage named Amelia (real name: Lisa Manning). Amelia is a hot-headed courier from a Consilium in South Carolina who was passing through Quincy on her way to report to the Boston Consilium. The Wrath-spirit became one with her in a moment of weakness when she lost her temper, and it has been running riot ever since. In the course of their investigation, the characters uncover the aftermath of one of Amelia's "temper tantrums" and track her down. Whether they find out who she is and why she's in town before they confront her depends on how they catch up to her.

Regardless, tracking down the Wrath-host is more difficult than finding the Sloth-spirit, because Amelia is mobile. She is, at present, racing around Quincy on her motorcycle, her rage constantly hovering at the breaking point. She has already lashed out once, sending two people to the hospital. The characters need to find her before matters worsen.

The following are some of the methods that the characters might use to find Amelia. As always, if the players come up with something plausible and clever, work with it.

- **Visiting Adam's House:** If the characters haven't been to Adam's house since the fire, or didn't investigate very thoroughly when they were there, they might wish to return and look for clues. This is especially true if they believe that Wrath started the fire (a theory that Adam himself proposes until further information comes to light). The information available at Adam's house is already covered in Scene One.

- **Police Contacts:** Ogma can contact the police department for information, but he really doesn't know what he's looking for. The best way to proceed (and you can have Ogma's player roll Intelligence + Academics to realize this) would be to ask about random violent crimes, such as drive-by shootings, spontaneous brawls, or other instances where someone "just snapped." If Ogma takes this line of questioning, have his player roll Manipulation + Persuasion + 1 for Status. A successful roll indicates that the policeman tells Ogma that a couple was shot at a diner an hour or two ago, by someone on a motorcycle. The couple was taken to Quincy Medical Center for treatment, and the police are working on it, but they don't even know what kind of motorcycle the perpetrator was driving. (They are also looking for a man, although they have no data to suggest the shooter was male.) If Ogma asks, the policeman tells him the diner's location.

- **Medical Center:** The characters might think to ask the desk worker if anyone else has been brought in recently after a fire or an assault. (Quincy is not a large community, so these sorts of events are fairly rare.) The mental spell that Adam placed her under, however, applies only to gaining access to him. Therefore, if the characters want privileged information about another patient, they need to employ other means. The desk worker, named Jeanie, has been on duty since midnight, and isn't especially susceptible to sweet talk or con games. A character trying to simply talk her out of the information faces an uphill battle. Have the player roll Manipulation + Persuasion in an opposed roll against her Composure + Subterfuge (six dice). If the player scores more successes than you do, she agrees to check recent admissions, but if you roll as many or more successes than the player, she curtly tells the character that she isn't paid enough to listen to con games. Clever players might take this hint (or might try bribing her to begin with). A substantial bribe (\$500 or more) allows the player to make a simple, uncontested

Manipulation + Persuasion roll with a +2 modifier. If this roll succeeds, Jeanie provides the information. If this roll fails, Jeanie decides that she doesn't want to risk her job for any amount of money. She threatens to call security if the character persists.

MAGIC SUGGESTION— GETTING INFORMATION

Ogma can use his Emotional Urging rote on Jeanie, making her feel more generous or well disposed toward giving up information. This effect grants a +2 to the opposed roll. If used in conjunction with a bribe, it negates the need for a roll altogether.

Tyrrhenus can use his Winds of Chance rote to create a fortunate turn of events: Jeanie is called away for a moment and leaves her computer screen showing the information on the couple. Interpreting the data on screen quickly, however, requires a Wits + Computer roll.

The information that Jeanie has is that a couple from out of town was admitted about two hours ago. The man had suffered a gunshot wound to the neck and the woman had some severe cuts on her face from flying glass. They had been sitting at a diner when someone drove by screaming and fired several shots through the front window. Jeanie doesn't know where the diner is, but the characters can find out from an orderly. The victims are unavailable for conversation. The man is in surgery, and the woman is still receiving stitches. If the characters can peek into the room and lay eyes on the victims, however, they can use Mage Sight to read the resonance of Wrath lingering around them. Ogma can use his Interconnections rote to gain some perspective on how closely linked these people are to Wrath. In either case, the characters can begin tracking the perpetrator (i.e., Amelia) with Mage Sight after seeing her victims. This is an extended Wits + Occult roll, with each roll representing 10 minutes of concentration. The character needs 20 successes to find Amelia. If the characters find her, proceed to Scene Three.

• **The Consilium:** Tyrrhenus might contact the Consilium looking for information, whether or not he tried to do so in the last story. If he does so, have his player roll Manipulation + Persuasion + 1 (for Status). If this roll succeeds, Tyrrhenus learns that a courier from South Carolina was (or is, depending on when he calls) supposed to arrive in Boston at about seven o'clock this morning. Her Shadow Name is Amelia, she rides a motorcycle and, Tyrrhenus's contact admits, she's

known to be somewhat hot-tempered. Tyrrhenus can obtain a physical description of Amelia as well as knowledge of her Path (Acanthus) and order (Silver Ladder).

Important note: If Tyrrhenus already called either the Consilium or his order, the Silver Ladder, about the events of last night, a representative calls him at 7:30 AM and informs him that Amelia hasn't turned up yet. This is why the Storyteller was asked to make a note if Tyrrhenus called during "Gazing Into You." It's important that the characters realize that they are part of a greater society.

(In either case, the Consilium encourages Tyrrhenus to find Amelia as soon as possible. Should the players realize that Amelia is the Wrath-host and have Tyrrhenus bring that up to his Consilium contact, the Consilium asks him and the cabal to avoid harming or killing her if possible. She is not responsible for what has happened to her, after all.)

• **The Diner:** If the characters make their way to the diner, they find several police cars already on the scene. The characters cannot gain access to the interior of the diner, but they don't really need to do so, anyway. Looking into the past outside the diner reveals a woman on a small Japanese motorcycle (see Amelia's description in *Dramatis Personae*) zoom by, glance at the parking lot, pull a pistol from her coat and fire three shots into the front window. Mage Sight with the Time Arcanum also detects a Time-based spell lingering in front of the diner. (Amelia used Time magic to help her aim her gun while speeding by the window.)

Mind-, Spirit-, and Prime-based Mage Sight reveal the same sort of information as described in Scene One, except that the resonance is that of Wrath rather than Envy.

Once the mages have been to the diner, they can track the spirit by its resonance. The tracking character(s) must have Mage Sight active. The player rolls Wits + Occult in an extended roll, with each roll representing 10 minutes. Once the player reaches 10 successes, the characters spot Amelia. Proceed to Scene Three at this point.

• **Magic:** If the players are stuck on how to proceed, you can allow them to use Fate or Time to figure out their next step. It might even be possible for Ogma to use Space and Mind to pinpoint Amelia's general vicinity (though since he has only a description of Amelia at best, the dice pool is reduced to a chance die). Be aware, though, that allowing the players to use these Arcana in this manner sets a dangerous precedent. Always being able to look into the future or to find a lucky clue does a disservice both to the characters' investigative ability and to the players' ability to solve problems. (Plus, it puts an inordinate amount of pressure on Jack as the only mage with Time and Fate as primary Arcana.) If the characters do wish to use such magic to get their bearings, try to use the spell to aim them at the hospital or the diner rather than straight at Amelia.

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- **Dream:** Tyrrenus' player might wish to use his Dream Merit to gain information about Wrath. Doing so takes an hour, of course, and time is a factor. Therefore, if the player uses this Merit (provided you succeed on the Wits + Composure roll), give the player some solid leads. Maybe Tyrrenus sees an intersection or a billboard that leads the characters to the diner, or maybe he sees a woman with hair of flame speeding toward a crowd of people on a motorcycle (symbolizing Amelia on the highway as traffic begins to increase). Perhaps the best clue to give out from use of this Merit is one hinting at the Wrath-spirit's ban (see Amelia's Ban in Scene Three), since this information is hard to come by otherwise.

In any case, don't be afraid to give out some good information from this Merit. The difference between using the Dream Merit and using Fate or Time for information is that unlike the Arcana, Dream can be used only once per game session and it takes a full hour to realize. If the player commits to using it, the Merit should provide some reward.

This scene ends once the characters find Amelia.

SCENE THREE: CAR CHASE

In this scene, the characters find Amelia and chase her down. This scene presents rules and systems for the car chase, and the Storyteller should read over these rules carefully so as to minimize the need to check them too often during the game. The car chase should be fast-paced and exciting; interrupting the scene to check rules disrupts the mood.

Once the characters find Amelia, by whatever means, proceed from this point.

Read the following.

You finally spot your target, a woman with red hair driving a small copper-colored motorcycle. She isn't wearing a helmet, and she glares at other motorists as she swerves between what few cars are on the road this early, cutting people off and extending her middle finger at anyone who sounds his horn. No one raises her ire enough to earn another gunshot, however. She speeds along the city street and veers right, taking an on-ramp to a local highway.

Stop reading aloud.

The time of day is important here. That highway leads into Boston, and boasts very light traffic most of the night. In the morning, however, traffic slows to a crawl as commuters drive north into the city. How this scene progresses depends on how long it took the characters to find Amelia.

- **2:00 AM to 4:30 AM:** If the characters have found Amelia by this point in the morning, they are doing extremely well. The highway isn't exactly deserted, but cars are few and far between and the characters have plenty of room to catch up with Amelia or lead her to a better location. If they stop her bike, the side of

the road would be an acceptable site for a confrontation. In this case, the characters have five turns before someone calls the police, and another three minutes before the cops arrive.

- **5:00 AM to 6:00 AM:** During this hour, traffic starts to pick up. Amelia can use her bike's maneuverability to great effect amidst the cars. (The characters suffer a -1 penalty on rolls to keep up with her.) If they stop her bike, only one turn elapses before someone calls the cops, and the characters have two minutes after that before the cops arrive.

- **6:00 AM to 9:30 AM:** Rush hour. Amelia can leave the characters in the dust, so unless they call attention to themselves she loses them automatically. (See Amelia's ban under "Complications.") If they stop her bike, someone calls the police immediately and the characters have six turns before the cops arrive.

- **10:00 AM and after:** Light traffic. Same rules and considerations as for 5:00 AM to 6:00 AM.

RUNNING THE CAR CHASE

Vehicle pursuit is an extended, contested roll, and it depends on the drivers' skill as well as the maneuverability of the vehicles. All vehicles have the following traits: Durability, Size, Structure, Acceleration, and Handling. The quarry in a pursuit must accumulate a number of successes equal to the Acceleration of the pursuer, whereas the pursuer must match or exceed the quarry's successes at any point in the chase.

In this case, we assume the characters are driving Morrigan's SUV, while Amelia is using her motorcycle. To escape, Amelia must accumulate 13 successes (the Acceleration of the SUV) while the characters must match the successes you roll for her. If the driver's successes ever exceed yours, the SUV catches up with the motorcycle and the characters are within range to cast spells at Amelia or her bike. If she reaches 13 successes first, she escapes (but see "Complications").

The roll for this contest is Dexterity + Drive + the Handling rating of the vehicle. (Amelia's bike has Handling 4, while the characters' SUV has Handling 0.) Also, since the motorcycle is much faster than the SUV, Amelia receives a +3 modifier on the roll. Therefore, you roll 3 (Dexterity) + 2 (Drive) + 1 (Motorcycle Specialty) + 4 (Handling) + 3 (Acceleration difference) = 13 dice for Amelia. The driver of the SUV receives only Dexterity + Drive (maximum of 5 dice if Niamh is behind the wheel). Played strictly by the numbers, the contest will likely be over quickly, especially if there is any traffic on the roads. Of course, things are never so simple.

COMPLICATIONS

- **Off-road:** If the characters drive on the shoulder of the road, they play to the SUV's strengths. This not only allows Morrigan to use her Off-Road Specialty in the Drive Skill, but allows the characters to keep up with Amelia without penalty even through traffic.

- **Magic:** The characters can, of course, make up for the vast discrepancy between the two vehicles. None of the mages has enough expertise with Time magic to speed up the vehicle or slow Amelia's, but some other solutions are possible. Fate might open a hole in traffic big enough to gain some distance on the bike (a +2 bonus on the driver's next pursuit roll). Space could be used to find the best route to keep pace with Amelia (mitigates penalties at one dot or bestows a scene-long +1 at two dots). Glimpsing the Future can apply to a Drive roll, of course. You'll need to adjudicate any uses of the magic the players come up with, but in order for the characters to use magic on Amelia or her bike, the driver must first win the chase.

- **Different car:** The characters might have swapped out the SUV for a different vehicle, for whatever reason. Adjust the Acceleration and Handling of the vehicle as necessary; a full-size car might have Acceleration 12 and Handling 1, while a mid-size has Acceleration 14 and Handling 2. In either case, the difference in speed isn't enough to make up for the +3 bonus Amelia receives. Unless the characters obtain bikes of their own, they probably won't be able to get around that hurdle.

- **Police:** If the police arrive when the characters are confronting Amelia or trying to keep up with her, you have a few options. You could simply rule that Ogma can smooth out the situation. (It's not realistic, but it certainly gives you less of a headache in story terms.) You could rule that the Consilium pulls strings and uses magic from afar to keep the cabal out of trouble. Adam could also theoretically mentally steer the police away from the cabal. If you wish to inject a note of verisimilitude into the chronicle, you could decide that the police question or even arrest the characters. While charges probably won't stick, the characters are now known to the police, which could certainly cause problems down the line. Naturally, if the characters are involved in a gunfight on the side of the road, explaining their actions will be difficult. In general, it's probably best to use the threat of arrest and police involvement as a motivator. Roleplaying the process of arrest, arraignment and bail isn't much fun.

- **Crashes:** If Amelia suffers a collision on her bike, roll seven dice, count the successes, and subtract three from the result (Amelia's armor). The total is the amount of lethal damage she suffers. If the characters' vehicle crashes into something, roll the vehicle's Size (15 for the SUV) + 1 for every full 10mph the vehicle was traveling at the time of impact. Count the successes and subtract three (the SUV's Durability), and divide the result by four, rounding down. Every character in the car suffers this much bashing damage, minus any armor rating they have. For instance, if the SUV is traveling 60mph when it leaves the road and

crashes, you roll 21 dice. If you roll nine successes, every character in the car suffers one point of bashing damage (presuming no armor).

A crash might occur after a failed or dramatically failed Drive roll. As with police involvement, though, it might be better to use the threat of an accident rather than an actual accident.

- **Amelia's Ban:** The Wrath-spirit's ban makes it unable to back down from any confrontation. As such, if she notices that the characters are following her, she stops trying to escape and instead merely tries to stay a good distance ahead of them. The contested roll thus becomes a turn-by-turn affair. If the driver of the characters' car matches or exceeds your successes in any given turn, they catch up; if Amelia bests the character, the bike stays out of range.

The major benefit of her ban, however, is that if the characters start to chase her and then back away, Amelia *must* follow them since she can't back down from a challenge. Thus can the characters lead her anywhere they like (preferably somewhere out of public view and not conducive to anger).

When the chase begins, roll Amelia's Wits + Occult (four dice). If this roll succeeds, she senses the characters behind her. She automatically senses them if they use magic to aid in the pursuit.

STOPPING THE BIKE

If the characters catch up to Amelia and wish to stop her motorcycle, they have a few options.

- **Vehicle combat:** Have the driver's player roll Dexterity + Drive. If the roll succeeds, the SUV nudges the bike and causes it to go flying. See "Crashes" in the previous column for the damage that Amelia suffers.

- **Magic:** Forces 2 can short the battery on Amelia's bike, causing it to stop. Fate 2 could cause her to blow a tire or hit a pothole. Death 3 could destroy a tire. The players will probably come up with other methods. Make sure to check the Arcana handout and gauge whether an effect is vulgar or covert, and remember that Sleepers are present.

- **Bullets:** A character can shoot Amelia's tires. Targeting a tire imposes a -3 penalty on the shooter's Dexterity + Firearms pool. If the shooter hits, however, the tire blows out. Roll Amelia's Dexterity + Drive + 2 (normally +4 for the motorcycle's Handling, but the blown tire imposes a -2 penalty). If this roll fails, she loses control and crashes. If it succeeds, she skids to a stop safely.

Once the characters have caught Amelia and stopped her vehicle, or led her away to a different locale, the scene ends.

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SCENE FOUR: WRATH

The characters finally catch up with and confront Amelia. This scene presents this confrontation and the various avenues of approach the characters can take with it.

When Amelia becomes aware of the characters as mages (rather than just persistent motorists), the Wrath-spirit possessing her recognizes them immediately and sees them as a threat. Of course, this means that Amelia becomes blindingly angry at them, and is quite willing to kill them in order to express that anger. Whether they like it or not, the characters have a fight on their hands.

Amelia is a skilled hand-to-hand combatant and is a good shot with her pistol as well. She begins with 10 Mana (some of her own, some donated from the spirit) and uses Glimpsing the Future each turn unless she thinks of a better use for her magic. Fortunately for the cabal, she isn't focused and doesn't attack the same person twice in a row unless she has only one available target. Her gun has six shots remaining.

BATTLING AMELIA

The characters have a few options in this fight, but whatever they do, they need to act quickly. Even if they managed to lure Amelia to a more remote location, once gunshots start sounding it's only a matter of time before the police arrive. Tyrrenus can muffle the sounds of some gunshots using Forces, but he must cast a separate spell for every shot.

LOCATION, LOCATION, LOCATION

The characters can give themselves a huge advantage by relocating the fight to an area with a resonance opposed to that of mindless rage. The two main such areas that the characters might think of are their own sanctum (the Hallow's resonance is disquieting and humbling, not conducive to anger at all) and the Hallow at Faxon Park (although the Sloth-spirit is gone, the resonance is still sedate). If the fight takes place in either of these places, any Mana loss inflicted upon the Wrath-host is *doubled*. Mana that Amelia spends to power spells does not suffer any increase, however.

The characters' main choices for winning this fight are as follows:

- **Kill Amelia:** The simplest option. The characters simply need to inflict more lethal damage than Amelia has Health (8 or more points). If they do, proceed from this point.

Read the following.

Amelia's body collapses to the ground. Her hair changes from bright red to brown, but then begins to singe at the ends a bit. You feel a blast of heat and see shimmers in the air, and then a rush of spiritual power. And then, everything is still.

Stop reading aloud.

The spirit has been destroyed, killed along with Amelia. If this happens, have each player roll three dice. If this roll fails, the character loses a dot of Wisdom and the player must roll her character's new Wisdom rating. If this roll fails, the character develops a derangement, possibly involving nightmares, depression, or fits of temper.

In addition to moral concerns, the characters now have a corpse on their hands. Morrigan can use Death 3 to disintegrate the corpse (an improvised and vulgar spell), or, if she wishes to leave the body, can use Death 2 to mask the cause of death, changing injuries from bullets to resemble injuries from a car accident.

- **Incapacitate Amelia:** Beating Amelia unconscious isn't easy. If the last point of Health she suffers is bashing, she would normally fall unconscious. If this happens, however, the Wrath-spirit holds up her body like a marionette and attacks the characters. The spirit immediately loses all benefits of Amelia's Merits and spells but suffers no penalties from wounds and adds three dice to all Physical actions. Incapacitating the spirit is difficult. The easiest way to do so is by exploiting its ban, but Ogma can also damage it by using Emotional Urging to engender feelings of peace and neutrality. Every two successes on the spell roll strip Amelia of a point of Mana. And remember that she begins the fight with 10 Mana and might have used some fighting the characters. Note that this spell affects the Wrath-host in this manner only after Amelia has been rendered unconscious and the Wrath-spirit takes full control. Once Amelia's body is unconscious and has lost all Mana, she collapses.

- **Fight the spirit directly:** If the characters entered Twilight during "Gazing Into You" to fight the Sloth-spirit, they might wish to try the same tactic. The problem is that the spell involved is an extended action, and each roll requires three hours of casting time. Entering Twilight probably isn't an option here.

- **Weaken the Wrath-spirit:** Anger begets anger. If the characters refuse to fight, Amelia eventually burns through her Mana, which causes the Wrath-spirit to become dormant. If the characters engage Amelia in combat for 10 turns, she spends all of her Mana and becomes lucid again. This time is *halved* if the characters take no offensive action against her. That is, in addition to spending a point of Mana each turn for Glimpsing the Future, the spirit also loses a point of Mana from having to perpetuate its own rage, whereas if the characters fight back, their violent actions feed the spirit. Once Amelia runs out of Mana, the spirit falls dormant.

MAGE™ THE AWAKENING

When the spirit falls dormant, proceed from this point.

Read the following.

Amelia's hair loses its red sheen, becoming dark brown. Her eyes darken, shedding their yellow-white intensity and settling on a pleasant shade of blue. She still looks upset, but the murderous rage is gone from her face.

Stop reading aloud.

If the characters have weapons drawn, Amelia still moves to defend herself or escape. If they try to talk her down, have the player of the character doing the talking roll Presence + Empathy. If multiple people talk at once, let everyone roll, but each player suffers a -2 penalty since the chaos only confuses and unnerves Amelia. If the roll succeeds, Amelia calms down and listens. If it fails, roll Amelia's Resolve + Composure (four dice). If *this* roll fails, she backs off and grows afraid and angry, and the Wrath-spirit gains one point of Mana (thus beginning the fight all over again).

If she calms down, though, she is able to converse with the characters and tells them what happened. (If the characters are on the side of the highway, though, they might want to get into the car and leave before the cops show up.) Proceed from this point.

Read the following:

Amelia looks around at you, still dazed. "I don't remember much," she says. "I was pulling an all-nighter drive to get to Boston this morning—got hung up a ways south of here. Anyway, I stopped off for a drink and the cup of coffee they gave me was cold and gross, and I just got pissed. And then suddenly it felt like something was in my head, stretching out inside my brain, and after that..." she pauses, drumming her fingers on her leg. "I don't know. I just feel tired."

Stop reading aloud.

This scene ends when the characters have either killed Amelia or caused the Wrath-spirit within her to become dormant.

AFTERMATH

After the characters have dealt with Amelia, they might check in with Adam or simply decide to head home and rest. Adam requests that they not tell Amelia his exact role in the events, not because he wishes to hide his guilt, but because he (correctly) feels that making her angry would empower the spirit again. If the characters ask him if it is possible to separate the spirit from the mage, he tells them that he doesn't know—he never envisioned this possibility. He says that if Amelia knew the processes of goetic magic, she might be able to call forth her inner demons (including the Wrath-spirit), but that it might take months or years to develop those skills. Adam isn't optimistic about Amelia remaining in control of herself for that long.

If the characters killed Amelia, Adam looks shocked and then fights back tears. He blames himself for her posses-

sion and thus for her death. He does *not* insinuate that the characters should have done more to save her without killing her, but he does ask for some time alone. If she was beaten into unconsciousness, the characters can either leave her at the hospital or take her back to their sanctum. As long as the damage inflicted was bashing, she will heal from it in a few hours (and probably want some answers).

If the characters tell Adam that Envy, not Wrath, was responsible for the fire at his house, he warns them that Envy might come after anything that they own or hold dear. He reminds them that an envious person is happy to destroy something that he covets, just to make sure the owner doesn't have it anymore (this will probably send the characters scurrying back to their sanctum, but it is untouched for the moment).

The characters can talk to Adam for as long as they like, but they are all exhausted and drained. They need time to sleep and cope with what has happened in the past 48 hours. Adam suggests that they head home and rest while they can, but he admonishes them to be careful. The Vice-spirits will assuredly find ways of harming them if they let their attention down.

If she survives and is conscious, Amelia checks in with the Boston Consilium. She explains the situation and asks for a few days to come to terms with what has happened before facing any more questions. The leaders of the Consilium agree and inform her that they wish to see not only her but the players' cabal and Adam in Salem in one week. Next Wednesday evening at sundown, the characters will need to explain the happenings of the last two days to the ruling body of the Awakened in the Boston area. If Amelia did not survive, the Consilium contacts Tyrrhenus (if he doesn't initiate contact) and delivers the same order. In this case, the week is meant as time for Adam to heal and prepare himself for questioning.

DRAMATIS PERSONAE

The only new character in this story is Amelia. Her traits are provided here.

AMELIA, HOST OF WRATH

Background: Lisa Manning Awakened in South Carolina and became involved with mage politics in her home town. She was never particularly good with people, though, and although the locals members of the Silver Ladder were glad to have someone as enthusiastic and capable as Lisa, they were concerned that her bad temper and sharp tongue would cause problems. They offered her the chance to travel between Consilii, delivering messages and news. This appealed to her, as she had developed the wanderlust common to Acanthus mages. Lisa (known to the Awakened as "Amelia," after a now-deceased childhood friend), became a courier for her order.

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It was simply unfortunate timing that led her to be passing through Quincy on the night that Adam lost control of his spell. The spirit of Wrath that rose from his servant's body homed in on the nearest mage with a similar resonance, and that mage happened to be Amelia. Young and inexperienced, she lost the battle in a matter of seconds.

Description: Amelia is in her late 20s. Her normally brown hair has turned a deep red from the spirit's influence, and her eyes shimmer with yellow-white energy. Her voice is biting and cruel, and her fingertips leave burn marks on anything they touch.

Real Name: Lisa Manning

Path: Acanthus

Order: Silver Ladder

Mental Attributes: Intelligence 2, Wits 3, Resolve 2

Physical Attributes: Strength 3, Dexterity 3, Stamina 2

Social Attributes: Presence 2, Manipulation 3, Composure 2

Mental Skills: Academics 2, Computer 2, Occult 1, Politics (Awakened) 2

Physical Skills: Athletics 2, Brawl (Vital Spots) 2, Drive (Motorcycle) 2, Firearms 1, Stealth 2, Survival 2

Social Skills: Intimidation (Cruel) 2, Persuasion 1, Socialize 1

Merits: Fighting Style: Kung Fu 2, Status (Silver Ladder) 2, Stunt Driver

Willpower: 4

Wisdom: 7

Virtue: Fortitude

Vice: Wrath

Initiative: 5

Defense: 3

Speed: 11

Health: 7

Gnosis: 1

Arcana: Fate 2, Forces 2, Time 2

Rotes: Evil Eye (Fate 2), Glimpsing the Future (Time 2), Unseen Shield (Forces 2)

Mana/per turn: 10/1

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Pistol	2(L)	20/40/80	6	N/A	6

Rotes and Merits:

Amelia has two Merits and one new rote (her Status Merit is the same as the characters', Glimpsing the Future functions the same for her as for Niamh, and Unseen Shield acts the same as Unseen Aegis for Morrigan. Amelia has already activated the spell, so she gains two points of armor for this story).

Rote: Evil Eye: This spell is a basic curse, intended to bring about immediate ill-fortune upon another. Roll Amelia's Manipulation + Persuasion + Fate (6 dice) - the target's Composure. Success causes the target to subtract a number of dice equal to Amelia's Fate rating (2) from his dice pool for the next action he takes for which he needs to roll dice. Each extra success on the spellcasting affects one additional roll. For example, if the caster rolls three successes, he can affect the next three rolls the target makes.

Merit: Fighting Style: Amelia has studied various forms of kung fu. This training gives her access to two special maneuvers. The first is **Focused Attack**, which reduces her penalties to hit specific targets with Brawl attacks by one. Even when a specific part of an opponent is not targeted, armor penalties to her Brawl attacks are reduced by one. Her second maneuver is **Iron Skin**, which gives her an effective armor of 1 against bashing attacks only. (Combined with her Unseen Shield rote, this gives her three points of armor against bashing attacks.)

Merit: Stunt Driver: Amelia can take other actions while driving, including firing her gun, as a single action. You should still require a Drive roll if she needs to do anything fancy, however, including spellcasting while driving.

MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Quote: *It's only natural that you're upset. Take your time. When you're ready, tell me everything from the beginning. I'm here to help.*

Background: Trained as a psychologist, Benjamin Kent took a job with the Boston Police Department, helping to counsel traumatized crime victims and get coherent statements from them. As he worked, he noticed that sometimes people's stories would change—their first statements included descriptions of wildly improbably or outright impossible events, but by the time he interviewed them, these oddities had vanished. Kent points to noticing these anomalies as the first step in his Awakening. He kept his job after stepping onto the Path of Scourging, but as a member of the Guardians of the Veil, he works to conceal the existence of magic from Sleepers and to watch out for signs of Awakening among the masses. Sometimes a few kind words and an explanation suffice; sometimes he uses Mind magic to nudge the Sleepers into forgetting dangerous information.

Initially, Kent used the shadow name his mentor gave him, but when Lira Hennessy approached him about forming a cabal, he chose a new one—Ogma, the Irish god of eloquence and learning. He considers himself the cabal's window to the Fallen World.

Description: Ogma is a large man. A love of good food and beer and a disdain for physical exertion have left him a bit overweight. He is surprisingly quick for his size, however. He is in his late 30s, and favors tans and grays.

Roleplaying Hints: While you know that your order is involved in unsavory activities such as assassination and spying, you want none of that. You would rather work *with* the Sleepers, protecting them. Your attitude toward the un-Awakened is a bit condescending, but considering the way they fall apart when confronted with the supernatural, maybe a little condescension is warranted. You consider yourself a gourmand and a connoisseur of beer and wine, and you will happily converse on these topics.

Equipment: PDA, edged cards, cell phone, laptop

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn. He begins play with seven Mana.

Pattern Scourging and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (seven dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy,

MAGE

THE AWAKENING

psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (seven dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.



MAGE

THE AWAKENING

NAME: *OGMA/BENJAMIN KENT*

CONCEPT: *KEEPER OF SECRETS* PATH: *MAGTIGOS*

PLAYER:

VIRTUE: *PRUDENCE*

ORDER: *GUARDIANS OF THE VEIL*

CHRONICLE: *GLORIA MUNDI*

VICE: *GLUTTONY*

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL

(3 unskilled)

Academics (<i>PSYCHOLOGY</i>)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL

(1 unskilled)

Athletics (<i>THROWING</i>)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL

(1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (<i>BEER & WINE</i>)	●●○○○
Streetwise	●○○○○
Subterfuge	●○○○○

MERITS

ENHANCED ITEM (<i>THROWING CARDS</i>)	●●○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (<i>BOSTON POLICE</i>)	●○○○○
STATUS (<i>GUARDIANS OF THE VEIL</i>)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size _____	
Defense <u>3</u>	
Initiative Mod <u>5</u>	
Speed <u>9</u>	
Experience _____	

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●○○○
SPACE	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	●○○○○
5	●○○○○
4	●○○○○
3	●○○○○
2	●○○○○
1	●○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Quote: *This ain't that bad. Let's think it through again.*

Background: The Family's dying out—it hurts to admit. The Licavolis were a fixture in the New England mafia since back when King Solomon was in charge. Tony Licavoli is the youngest scion of that family, and he grew up hearing his uncle's stories about the good old days, when made guys could walk into restaurants and be treated like royalty. Of course, he didn't mention the legal troubles, the prison time, or the violence, but Tony learned about that, too. Tony knew that he wanted to be part of something, but not organized crime. He wanted to build something. At the age of 21, sitting in Mass with his family, he found his calling.

Awakened society wasn't easy to navigate, but he was used to tight-knit circles with lots of strange customs. Ambitious and enthusiastic, he gravitated toward the Silver Ladder in hopes of becoming a sort of "made man" among the Awakened. He has found it slow going, but he did accept Lira Hennessy's offer to join a cabal, largely because it included members of other orders and he was curious as to whether they would be at all compatible. He's found the others agreeable, although he refused to take an Irish shadow name. Instead, as a nod to his Italian heritage, he chose the name of Tyrrhenus: one of the two brothers who founded the Etruscan league of cities. Tyrrhenus is one of the most combat-capable of the cabal, but his real passion lies in discovering the workings of the orders, in hopes of someday uniting them again.

Description: Anthony is a young Italian-American man. He has olive skin and thick black hair, but unlike many of the men in his family, he dresses simply in slacks and plain shirts. He wears a gold crucifix pendant.

Roleplaying Hints: You've changed much since your Awakening. You used to lament that you missed the glory days of the mafia; now you're glad you've never had to kill anyone. You used to despise Irish people, but now you see others as "Sleeper" or "Awakened" rather than judging them by ethnicity. You used to feel lost, and neither family nor religion helped you find your place. The Awakening showed you your path—you're a builder and a leader. A nagging voice, however, reminds you that Tyrrhenus built the league of cities with his brother, Tarchon. Your own brothers have not Awakened, and they don't seem likely to, either, so who might your metaphorical "brother" be?

Equipment: cell phone, butane lighter, blackjack, address book with "emergency" numbers

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming

his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend a single Mana per turn. He begins play with seven Mana.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

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• **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (five dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must

be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.



MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●○○○

SKILLS

MENTAL (3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (CURSED)	●○○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEED	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSIGLIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	4
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●○○○○○○○○○
□□□□□□□□□□□□

MANA

■ ■ ■ ■ ■ ■ ■ □ □ □

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	●○○○○
7	●○○○○
6	●○○○○
5	●○○○○
4	●○○○○
3	●○○○○
2	●○○○○
1	●○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Quote: *Rise.*

Background: Cecelia Arthur had always been described as morbid. Frighteningly intelligent but woefully unmotivated, bequeathed a large trust fund by her wealthy parents, she dropped out of college and took work in Salem for a time. Modern “witchcraft,” however, didn’t appeal to her, and she spent her time reading about death and alchemy, considering going back to school and pursuing pathology as a career. One day while walking through a cemetery, she found herself on a long, winding path that led to an immense tower. She knew that she did not have the strength to complete the journey on her own, so she called up the bodies of the dead to carry her. They built a chair from their own limbs and transported her to the Watchtower of Stygia, and there she inscribed her name.

Now a mage, Cecilia was approached by members of several different orders, but found herself becoming more aggressive than she had been. She joined the Adamantine Arrow and began training in the Arcanum of Death, learning to command the bodies of the dead as she had during her Awakening. After all, corpses were just matter—it wasn’t as though she was making *souls* into her slaves. A conflict of interest led to a falling out with her mentor, and she cast about the Boston area looking for someplace to continue her studies. She found a friend in Lira Hennessy and joined her in forming a cabal, taking the shadow name Morrigan, the Irish war-goddess.

Description: Morrigan is tall and lanky. Lifting corpses and digging up graves has made her strong and sinewy, and working primarily at night has given her a pale and sallow complexion. Despite this, she smiles easily and rarely wears black. Too obvious.

Roleplaying Hints: You’ve been a rich girl, a college student, a neo-pagan, but it was all just a waste of time. You are the taskmistress, and nothing gives you greater satisfaction than watching one of your undead servants perform the tasks you set. Your former mentor warned you about the price of pride and hubris, and on one level, you acknowledge the danger of the power you wield. But you are used to getting your way, and now you have not only money but magic backing you up.

Equipment: SUV with shovels and other digging equipment, pistol (Dexterity + Firearms + 2 to attack, each success causes one point of lethal damage), extra clip, police scanner, ready cash, dirt-stained notebook

Virtue/Vice: Morrigan’s Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation

to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn. She begins play with six Mana.

Pattern Scourging and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan’s ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the “Arcana Capabilities” sheet for possible improvised spell effects.) She knows the following rites.

- **Exorcist’s Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan’s will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in

MAGE

THE AWAKENING

any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a “cushion” to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.



MAGE THE AWAKENING

NAME: MORRIGAN/CECELLIA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE

ORDER: ADAMANTINE
ARROW

CHRONICLE: GLORIA MUNDI

VICE: PRIDE

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
<i>FINESSE</i>	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
<i>RESISTANCE</i>	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL (3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	○○○○○
Investigation	●●●●●
Medicine	●●●●●
Occult (UNDEAD)	●●●●●
Politics	○○○○○
Science (CHEMISTRY)	●●●●●

PHYSICAL (1 unskilled)

Athletics	●●●●●
Brawl	○○○○○
Drive (OFF-ROAD)	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidation	●●●●●
Persuasion	●●●●●
Socialize	○○○○○
Streetwise (CEMETERIES)	●●●●●
Subterfuge	●●●●●

MERITS

HIGH SPEECH	○○○○○
RESOURCES	●●●●●
STATUS (ADAMANTINE ARROW)	●●●●●
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	2 _____
Initiative Mod	5 _____
Speed	10 _____
Experience	_____

ARCANA

DEATH	●●●●●
MATTER	●●●●●
SPIRIT	●●●●●
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○○○
□□□□□□□□□□□□

MANA

■□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	●○○○○
5	●○○○○
4	●○○○○
3	●○○○○
2	●○○○○
1	●○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)	_____
GRIM FIGHT (DEATH 1)	_____
QUICKEN CORPSE (DEATH 3)	_____
UNSEEN AEGIS (MATTER 2)	_____

MAGE

THE AWAKENING

JACK/CODY GUNN

Quote: *This is just temporary, you know. I'll be going soon.*

Background: Cody Gunn has lived in 20 different states and nearly twice that many cities. A runaway at a young age, he learned to make his way on the street and to trust in his luck. Although he never had it easy, everything seemed to work out for him without serious injury. If a gang tried to rough him up, a rival gang would fortuitously drive by at that moment. The shelters might be full, but he'd find a house with an unlocked garage to sleep in. He drifted across the country, and one day saw a magnificent tower at the end of the road. That was the beginning of this Awakening to the Path of Thistle.

Cody found a mentor, another Acanthus mage who initiated him into the Free Council. Together they traveled to Boston to meet with others of their order, and Cody became involved in a 36-hour-long card game with some of the local mages. Toward the end, the last remaining mage, out of money, put a beautiful, glimmering stone into the pot. Cody won the hand, and later discovered he'd won the mage's soul stone. He chose to stay in the area rather than take this stone with him back to New York. He was wondering whether to use one of his new "thrall's" favors to obtain housing when he met Anthony Licavoli. Cody thus became the newest member of the cabal, and he took the name "Jack," for the wanderer Jack o' the Lantern.

Description: Jack is short and slim. He spent most of his life homeless, and it shows—his teeth are crooked and his hair never seems to get clean. He has a winning smile and a cautious bounce to his step, however, that others find endearing. He wears clothes purchased (or stolen) from local thrift stores, despite Morrigan's constant offers to buy him better ones.

Roleplaying Hints: Destiny has something in store for you. You've always known it, and you are powerless to resist it. You don't fret about whether a given action is what you are "supposed" to do, though. As the Buddhists say, "how could things be other than they are?" You occasionally feel the pull of the road, but having a place to sleep and steady food is too much to give up. Once you've finally used the three favors you're entitled to, though, you're going to leave Boston. Maybe that's why you haven't used them yet.

Equipment: soul stone, pocket knife, wad of small bills, worn sneakers

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn. He begins play with seven Mana.

Pattern Scourging and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of four dice per game session that you may add to any roll you make for Jack. You might choose to use all four on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling four dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.



MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE

PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARMS)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWDS)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●○○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●○○○
HIGH SPEECH	●○○○○
THRALL	●○○○○
STATUS (FREE COUNCIL)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	9
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□

MANA

■ ■ ■ ■ ■ ■ ■ ■ □ □ □

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	●○○○○
5	●○○○○
4	●○○○○
3	●○○○○
2	●○○○○
1	●○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)	_____
FORTUNE'S PROTECTION (FATE 2)	_____
NIGHTSIGHT (FORCES 1)	_____
TEMPORAL EDDIES (TIME 1)	_____
_____	_____
_____	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Quote: *Listen to the waves. It's a wonder anyone ever moved inland.*

Background: Lira Hennessy was born and raised in Boston. From a fairly early age, her parents and teachers noted her as something of a challenge. She never seemed to pay attention, but at the same time never failed to follow a conversation and did passably in school (though she never really excelled academically). She spent a few years in college, but dropped out when her parents died, leaving her their seaside home. Sitting outside one night, listening to the waves, she saw the moonlight change the water into a silver road leading to a tower in the distance. She followed its song, and woke on the beach later, Awakened.

Lira was courted by the Guardians of the Veil, but had no interest in their dark and secretive dealings. She instead joined the Mysterium, hoping to find clues as to what secrets the water held. During her training, she discovered that her natural beauty, always formidable, had somehow been enhanced by the Awakening, and this led to her nickname: "the Siren." Lira was never comfortable with it, but it worked as well as any Shadow Name.

One night while walking along the seashore, she found a tall and forbidding woman staring out into the water. As she watched, a man walked out of the sea and handed something to the woman. Intrigued, Lira introduced herself to this mage and found a friend in Cecilia Arthur, known to the Awakened as Morrigan. Lira took the shadow name Niamh, after the daughter of the Irish sea god. She offered up her house—and the Hallow it contains—as a sanctum, and the two mages went about forming their cabal.

Description: Niamh is willowy and ethereal. She has fair skin and dark brown hair, and her blue eyes speak of the vastness and mystery of the sea. She dresses in simple clothes but manages to look fetching no matter what she wears.

Roleplaying Hints: You are tired of lustful looks from men and women both. You know other mages are arcane and secretive, and wish sometimes that you could be, but life apparently has other plans. You are grateful for your cabal and happy to share the house with others—another year alone there might have driven you mad. Already you were thinking about walking out into the sea, looking to your magic to protect you on what would surely be an incredible journey.

Equipment: miniature tape recorder, house keys, comfortable clothes

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrsus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend a single Mana per turn. She begins play with seven Mana.

Pattern Scourging and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate

MAGE

THE AWAKENING

future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.



MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●●○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

Athletics <i>(SWIMMING)</i>	●●○○○
Brawl	○○○○○
Drive <i>(BOATS)</i>	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion <i>(SEDUCTION)</i>	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	○○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size _____	
Defense <u>2</u>	
Initiative Mod <u>6</u>	
Speed <u>10</u>	
Experience _____	

ARCANA

LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	●○○○○
5	●○○○○
4	●○○○○
3	●○○○○
2	●○○○○
1	●○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)	_____
MOMENTARY FLUX (TIME 1)	_____
SECOND SIGHT (SPIRIT 1)	_____
SELF HEALING (LIFE 2)	_____
_____	_____
_____	_____
_____	_____



A NEST OF VIPERS
Gloria Mundi - Part Three

MAGE™
THE AWAKENING

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MAGE

THE AWAKENING

Written by Matthew McFarland.

Playtesters: Matt Karafa, Jeffrey Kreider, Fred Martin-Shultz, Matthew McFarland, Keith McMillin, Dawn Wiatrowski

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A Nest of Vipers

Welcome to the third installment of **Gloria Mundi**, the demo chronicle for **Mage: The Awakening**. The players might well have been wondering about the other mages in the Boston area and what response they might have to the power that Adam has unleashed. How do mages govern themselves? Do the characters have to fear repercussions for their roles in this drama? The characters are about to find the answers to these questions, and they might well wish they had remained ignorant.

THEME AND MOOD

The theme of “A Nest of Vipers” is *community*. A secret society such as the Awakened needs established roles for its members, and it needs to be able to rely on its members in times of crisis. The characters should come away from this story knowing that the Awakened have a community (the Consilium) but that the members of that community are flawed and fallible, despite having the power to impose their will upon reality to an alarming degree. That might terrify, infuriate, or motivate the cabal. Hopefully, it will do all of this and more.

The mood of this story is *venom*. A great deal of bad blood exists in the Boston Consilium, and the characters are going to see only a fraction of it. The presence of the Envy-spirit, though, inflames the feelings of rancor and jealousy between mages. Characters in this story should be bitter, sarcastic and acerbic. Even so, the characters should see potential in the Consilium. The mages of Boston have the power to work together and accomplish great things, provided someone sucks the poison from them first.

Note: After experiencing this story, players might come to the conclusion that Awakened society is fundamentally flawed and that they should break away from it entirely. Stress to the players, though, that this is how mages govern

themselves in *Boston*. In other cities, things are different. Even better, things could improve here if the right kind of mages become active in Consilium affairs.

STORYTELLING TECHNIQUE: STORYTELLER CHARACTERS

This story features Storyteller-controlled characters who are more powerful and knowledgeable than the players’ characters. Simply managing a stressful situation such as combat while wrangling the players’ characters *and* controlling this many supporting characters can be difficult enough. Yet when those characters are capable of doing so many things that the players’ characters aren’t, the danger of making the cabal feel outgunned, outclassed, and generally superfluous is certainly present. How, then, can the Storyteller make these other characters important to the story without overshadowing the players’ cabal or seeming completely incompetent?

Keep the following points in mind when running “A Nest of Vipers”:

- **Everybody makes mistakes:** Although the Storyteller characters are powerful, they are not infallible. Indeed, Adam is more powerful than the players’ characters, but this whole mess stems from his arrogance and hubris (or, in game terms, a few failed dice rolls). A simple lapse in judgment, a mistake in assessing a threat, and all of a character’s power can be directed toward the wrong end. Keep this in mind when portraying characters like Chain Parris and Anacaona de Xaragua. They are not omniscient, and they can act on only what information they have. Paradox, likewise, afflicts them much more keenly than the players’ characters because they have high Gnosis ratings. (This is exemplified further in Scene Three.)

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- **Hide dice rolls:** Of course, while you might want a Storyteller character to fail an important roll, the dice don't always cooperate. You could, of course, just forgo the dice rolls altogether when you need for a particular task to succeed or fail, but it's often more satisfying to roll the dice and inform the players that the supporting character in question has failed in whatever effort she was attempting. This removes the feeling that you, as Storyteller, are directing the action rather than guiding it. This tactic does require you to hide your dice rolls, however. Since some rolls should already be made in secrecy (Tyrrhenus' Dream rolls, for instance) the players shouldn't object.

- **Only one action per turn:** Supporting characters are capable of great things, but they can't do everything at once. When the action starts, have Storyteller characters take actions that facilitate the players' characters actions, rather than solving problems themselves. For instance, in Scene Three, Anacaona de Xaragua acts to make sure that the Envy-spirit does not escape, but she does not attempt to damage it. She does so because she is unclear about the details of the fight and doesn't wish to make things worse. Regardless of her motives, though, her actions prevent things from getting out of hand and leave the players' characters free to destroy the spirit.

- **Avoid incompetence:** In films and novels where the main characters are young and/or inexperienced but still called upon to solve major problems (very common in the fantasy genre), elders and leaders are often stupid, lazy, or bull-headed. This plot device works passably in such media, but in roleplaying games, disbelief on this matter can be a little harder to suspend. If you need a powerful character to avoid taking action on a topic, don't have him wink and disappear, spout cryptic nonsense about a character's destiny or ignore obvious evidence about the matter at hand. Instead, consider other reasons why he cannot simply solve the problem himself. Perhaps the supporting character has the Destiny Merit and recognizes his bane in what the characters are presenting to him. Perhaps he is bound by a sworn oath not to become involved (and tells the characters so). Perhaps he is capable of helping, but has other agendas that the characters are somehow infringing upon. Consider every character's motives and how they might conflict or interact with the players' cabal's agenda. Also, remember that people (mages included) are often capricious and short-sighted. Simple human error can be an acceptable way to keep a powerful character from solving everything in one roll. Just make sure it's plausible.

- **Characters are the stars:** No matter what the Storyteller characters are technically capable of doing, the players' characters are the most important people in the story. They should be the ones solving the problems and reaching the goals, and the supporting characters should *help them do so*. Even if they "help" by providing opposition that must be surmounted, the supporting cast is acting within its role.

NEW SYSTEM: THE DUEL ARCANE

Since time immemorial, mages have struggled against each other. The orders have long since codified and formalized their conflicts to allow the Awakened to settle their differences. Their system is known in common parlance as the "Duel Arcane" or "wizard's duel," a magical battle between mages.

The practice of the Duel Arcane dates back to the time of Atlantis and remains largely unchanged since then. All the orders recognize the validity of a challenge from a fellow mage. The ultimate purpose of the Duel Arcane is to allow mages to test their power against each other without immediately fatal results.

THE CHALLENGE

The duel begins with a formal challenge or declaration of hostilities. The challenger informs the challenged of the nature of the dispute and the challenger's demands. It might be a formal apology over a point of honor, a dispute over possession of a Hallow or Artifact, rights to a particular territory, and so forth. The challenged mage must either cede the point (thus ending the conflict peaceably) or take up the challenge, beginning the duel.

CONTEST OF WILLS

Once the challenge is offered and accepted, the dueling mages prepare for battle. They join their wills in a mystical connection, pitting their magical might directly against each other. This is often accompanied by a formal declaration of the duel, although none is actually needed. The silent intent of the mages is sufficient, and some duelists simply glare at each other across the length of the dueling field.

The initial moments when the duelists lock wills is traditionally accompanied by a series of taunts, boasts, threats, and recitations of lineage or accomplishments—all aimed at cowering one's opponent. Again, these displays are not strictly necessary; the contest of wills is what really matters.

The player of the mage with the highest initiative rolls Presence + Intimidation or his Manipulation + Subterfuge (whichever tactic the mage prefers), resisted by the opponent's Composure. Then the defender does the same, making his taunts or threats, resisted by the other mage's Composure. Whoever has the most successes unnerves his foe, and he gains a +1 die bonus on all further rolls for the duel. If neither player rolls any successes, or if they have the same number, neither side gains an advantage. Either mage may choose to break off and cede the duel at any point. Otherwise, the contest continues.

SQUARING THE CIRCLE

For the actual duel to begin, an apprentice of the Prime Arcanum (2 dots) must create the dueling circle, the space where the Duel Arcane will take place. This involves casting a rote called “Squaring the Circle” (detailed in Scene Two). Preferably, this mage is a neutral observer, not one of the combatants, although this is not necessary. A challenged person can deny the duel if he is incapable of creating the circle and no neutral mage is available to do so.

The Duel Arcane spell creates a place where the ordinary rules of reality and magic do not entirely apply. Within the dueling circle, the contestants grapple with the manifest power of their opponent’s magical will, wielding their own magical power as both sword and shield. Any mage with Mage Sight can witness the dramatic effects of a Duel Arcane, as described as follows with each Arcanum:

SWORD AND SHIELD

Each mage chooses two Arcana: one to serve as the mage’s “sword” and the other as “shield” during the duel. In some formal duels, the challenged chooses the sword Arcanum while the challenger chooses the shield Arcanum, but generally the mages are free to choose whichever Arcana they prefer. A mage cannot use the same Arcanum for both sword and shield in a Duel Arcane.

The sword and shield Arcana influence the appearance of the duel. There is no particular game benefit to choosing one Arcanum over another (except for the Arcanum’s rating). The visual effects of the sword and shield are just that, purely visual. Common elements associated with each Arcanum are as follows. Since Jack and Enoch are the only two mages involved in the Duel Arcane during this story, only the Arcana available to them have been included here. Others appear in **Mage: The Awakening**.

- **Fate:** The sword of Fate may turn back an attacker’s own sword or cause strange accidents to occur. Sometimes it appears like a net of threads, entangling the target further and further. As a shield, Fate turns attacks aside just enough for them to miss, or it grants a stroke of good luck to protect the mage in the nick of time. A successful attack may prove less effective than it first appears when Fate is involved.

- **Forces:** The Forces Arcanum is quite dynamic as a sword. The mage lashes out with blasts of energy—fire, lightning, or light—or perhaps wields a weapon made of pure force. A shield of Forces is similar, surrounding the mage in a burning cloak or blazing aura that turns aside attacks.

- **Matter:** The sword of Matter may be a literal one, a fine weapon of the mage’s choice. It might also be flying shards or columns of rock, blasts of wind or water, even fantastic things like streams of liquid metal or molten rock. The shield of Matter seems just as solid: walls or barriers rise up to protect the mage, or the shield may appear as a literal shield or suit of fine armor fortified by the power of Matter.

- **Prime:** The sword and shield of Prime are most often formed of pure, burning light, either white or prismatic with the colors of the rainbow. For some mages they take on almost material form, but still surrounded by the pure glow of their source.

- **Space:** As a sword, Space strikes with strange twists and maddening bends in space, rending open portals to strange and dangerous places, even twisting the other mage like taffy. As a shield it causes attacks to veer wildly off target, or swallows them up in warps leading into an endless void.

- **Time:** The sword of Time brings all things to dust. Often it is visible only by its effects, or as a shimmer or distortion in the air. For some it appears as a handful of glittering sand, water, or quicksilver. The shield of Time is likewise mysterious. The mage may move with superhuman speed to avoid attack. Conversely attacks may slow to a snail’s pace, easily sidestepped.

THE CONTEST

Once the dueling circle is formed and the contestants have chosen their sword and shield Arcana, the Duel Arcane begins in earnest.

The mage who *lost* the contest of wills at the start of the duel strikes first. If the mage chooses to yield first strike to the other duelist, then the other mage loses the bonus die gained from the contest of wills after the first attack is made. This can even out a duel over the long run, but is risky, especially with a more skilled opponent. Once the first attack is made, the duelists alternate between offense and defense.

The attacker rolls Gnosis + sword Arcanum, resisted by the defender’s shield Arcana. If the attacker succeeds, the defender loses one Willpower point per success. The defender can choose to forgo his attack to devote the turn to defense, in which case his shield Arcanum is doubled before applying it against the attacker’s dice pool.

RESOLUTION

The Duel Arcane continues until one of the participants chooses to yield or is reduced to zero Willpower points, or the duration of the Duel Arcane spell runs out. The

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winner of the duel—whomever has the most remaining Willpower points—regains one point of Willpower: a surge of confidence from the victory.

The loser of a Duel Arcane is expected to yield the point of contention to the victor, who is in turn expected to gracefully accept and allow the loser to depart peaceably, not pressing the advantage. Traditionally, a Duel Arcane settles a particular dispute for good. The loser should not challenge the winner over the same matter again (although others may do so). Failure to observe these rules can result in a loss of face for the mage and possible censure or mistrust from the mage's peers.

A mage who has lost a Duel Arcane is weakened—usually with no Willpower points. Taking advantage of a vanquished foe in such a weakened state is considered poor form, unless the Duel Arcane involves a question of the freedom or survival of one of the participants, in which case it's likely to be a more serious matter.

DUELS TO THE DEATH

Mages can fight a Duel Arcane past mere exhaustion of their Willpower points. If a mage chooses to fight on regardless, any additional damage from the duel is real (affecting Health points), and the duel ends when one duelist yields or dies. Duels to the death are relatively rare, but they do happen, usually in cases where a mage prefers death to surrendering to a bitter enemy. Still, many find their courage wanting, breaking off the duel and yielding before the final blow is struck.

CHEATING

Of course, mages can and do sometimes ignore the formal rules of the Duel Arcane. They attempt to cheat in order to gain an advantage in the struggle, or lure an enemy into a duel and then spring a trap.

Cheating in a Duel Arcane essentially involves doing anything other than using magic to attack or defend in the normal fashion. So a mage who casts a spell to harm, weaken, or transform an opponent, or to alter the conditions of the battlefield in some way, or does anything else, directly or indirectly, to influence the outcome of the struggle, forfeits the honor and protection of the duel. The other mage is entitled to use whatever means to settle the matter from then on. Of course, *proving* the other mage cheated can be a somewhat more difficult matter.

Generally, cheating requires the mage to give up his attack for that round of the duel in order to cast another spell or take some other action, but some carefully planned cheats, especially involving prepared spells or allies, can be done more subtly.

A NEST OF VIPERS

This story begins one week after the events of "Driving Angry." The characters have been asked to come to Salem and explain the Vice-spirits and, more importantly, what happened to Amelia. Adam comes along with the characters (he has now had time to regain his full strength), and he makes it clear to them that he will take full responsibility for anything that has happened due to the spirits' escape. He does warn the characters, however, that the Boston Consilium isn't likely to step in and solve the problem or even care too much about it, provided it doesn't affect the members directly. Boston is a land of opportunism and dark dealings among the Awakened, and the Hierarch of the city—a member of the Silver Ladder called the Nemean—settles matters quickly and violently.

At the meeting, the characters discover that they are not meeting with the Nemean himself, but with a second-in-command named Chain Parris. Chain is curious about the affair with the spirits, but has little knowledge of such things himself. It is this deficiency that makes him vulnerable to the blandishments of the Envy-spirit when a previously unknown mage arrives to challenge Jack over a crime he has no memory of committing.

"A Nest of Vipers" ends with a harsh judgment against Adam and gives the characters the opportunity to destroy the Envy-spirit. Even if they succeed, however, the experience terrifies Chain, and the characters can expect little in the way of direct assistance from the Awakened of Boston.

AMELIA

If Amelia died during the last story, Adam assumes responsibility for her death. In this case, the proceedings in Scene One are decidedly grimmer. No question remains as to whether these spirits are life-threatening; their influence has already led to one fatality. Chain Parris accepts that Adam's actions led to Amelia's demise, but he does make it clear to the characters that he feels they should have taken her alive.

If Amelia survived the last story, she is with the characters. This lightens the mood a bit, but it does raise an additional concern. Namely, Amelia is still possessed and no one present is certain that the possession can be reversed. Also, the Wrath-spirit bonded to Amelia can attempt to reassert control if Amelia becomes angry. This possibility isn't really meant to be a threat, merely a reminder of how dangerous the spirits are. If, during the story, something happens that you feel would make Amelia angry, describe her fingers leaving burn marks as she drums them on the table. A quick admonition from the characters to "calm down" allows her to regain control, but they should never be allowed to forget what she is capable of becoming.

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MANA

The characters might have gained or lost Mana in the week since “Driving Angry” ended. How much Mana they have at the start of this story is up to you. Some suggestions:

- They start with Mana equal to their Wisdom ratings (simple, easy to remember, and provides an additional impetus to avoid unwise acts).
- They keep the same amount as when the game left off, plus 21 points from the Hallow distributed among the characters as the players see fit (places more responsibility on the players to manage their resources).
- Have each player roll a die, divide the result in half rounding up, and add three (for the Hallow’s rating). This method simulates the unpredictable nature of the World of Darkness.

SCENE ONE: WISEST OF THE WISE

In this scene, the cabal journeys to Salem and meets with the Provost of the Boston Consilium, as well as the Consilium’s enforcer. The Provost questions the characters and Adam, and listens to any recommendations they have on possible punishment for Adam.

On the way to Salem, Adam talks with the characters about what they can expect. He tells them that the Consilium in Boston is dominated by two cabals, the White Putnams (largely Christian) and the Ebon Noose (neopagan). The two cabals are unusual in that they date back to Colonial times; most cabals don’t survive the deaths of their founders. Adam is not well versed in the history of the Awakened in the region, but he has heard rumors of dark and secretive pacts between the two cabals enabling their longevity.

Adam identifies three major players in the Awakened power structure in the area: the Nemean, Chain Paris, and Anacaona de Xaragua. The Nemean is the Hierarch, a member of the Silver Ladder and a Thyrsus mage (like Niamh). Adam has spoken with him, but not for many years. Although Adam is loath to speak ill of others, he admits that the Nemean is violent and quick-tempered, and that he doesn’t actively attempt to encourage unity among the Awakened of Boston. Adam warns, however, that the Nemean is a master of the Life and Spirit Arcana, so he might be helpful in the characters’ current predicaments. (The Nemean does not actually appear in this story, but the characters won’t know that until they arrive.)

Chain Parris is the leader of the White Putnams cabal, and is a member of the Mysterium order. He is an Obrimos mage

(like Tyrrenus) and is a devout Christian. His influence, however, extends to some decidedly ungodly people—the high society of Boston. Adam has never personally interacted with Chain, but from what he has heard, Chain is a surprisingly humble individual.

Finally, Anacaona de Xaragua is the Sentinel of the Consilium. She is responsible for keeping peace, which, ironically, often means she must resort to violence. Adam knows that she is a member of the Adamantine Arrow (like Morrigan) but does not know what Path she walks. He has heard that Anacaona is a violent and deadly woman, but he’s never met her.

During the trip, Adam reassures the characters that he will assume responsibility for what has happened and accept any punishment that the Consilium decides to levy. If the characters ask what kind of punishment is likely, Adam looks grim and responds that it’s been so long since he has attended a Consilium meeting that he doesn’t know what to expect.

CORMANT HOUSE: THE CONSILIUM

Boston’s Consilium can meet nearly anywhere, but the Nemean prefers Cormant House, a mansion that the Ebon Noose donated to Salem 25 years ago. The bequest (the house was willed to the town by one of the mages) specifies that the house be converted into a small museum presenting “the legitimate history of Salem and Danvers,” with the upstairs providing income as executive suites. The house stands in a small wood lot: two acres of quiet a few minutes away from the gaudy middle of town.

The museum is unpopular because its “legitimate history” barely mentions the witch trials and concentrates on architecture. In short: It’s boring, and tour guides recommended it only for completists. Cormant House’s executive board doesn’t really want to improve the place’s profile, however. As chairman, the Nemean rather likes a place that’s theoretically public, but practically unknown.

Cormant House has no enchantments except for what mages bring with them. The Nemean doesn’t care whether mages scry on each other and has threatened to kill anyone who enchants the building. In fact, he frowns on any spells in the house, though he realizes that mages will back up their desires with magic too often for him to impose a blanket rule. The Wise are encouraged to comport themselves as if they were mere Sleepers, and mages who attend the Consilium are even asked to donate a few dollars to cover renting the upstairs suites. Entering or leaving the grounds magically is considered a serious breach of etiquette.

When the characters arrive, proceed from this point.

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Read the following:

Salem, site of the infamous witch trials, has become a lodestone for the neo-pagan movement. The local high school's mascot is a broomstick-riding witch, and museums dedicated to the trials and witchcraft can be found on almost every block. The city is a tourist attraction, but even underneath the somewhat artificial veneer, you sense power as you drive through the streets. Perhaps, though, this feeling is merely anticipation at the trial that awaits you.

You turn onto a long driveway past a small sign advertising Cormant House. The sign also says the museum is closed, but of course that doesn't apply to you. As you approach the main building, you see three other vehicles already parked there. A dark-skinned, athletic woman with long hair tied back by a bandana leans against the doorjamb. She watches you coldly as you disembark. As you approach, you can see strange tattoos covering her arms. This, you surmise, must be Anacaona de Xaragua, the Sentinel.

Stop reading aloud.

Anacaona greets the characters with a chilly nod, and tells them to go upstairs to see Chain. If any of the characters ask after the Nemean, she informs them that he isn't available tonight and has left his Provost (Chain) in his stead. The players can feel free to read sinister intent into this if they like, but the truth is that the Nemean has already made up his mind about Adam and his magical practices and decided not to go to the trouble of hearing the issues.

Proceed from this point.

Read the following.

The inside of the mansion is opulent, yet cold and sterile. Every surface is free of dust, the carpet is freshly cleaned, but the lights are dim and the room is cold. It is difficult to believe that anyone ever lived here. The ambience is more reminiscent of a tomb than a home.

Ascending the stairs, you enter a conference room with a long wooden table. This room, closed to the general public, is clearly put to use more often. It is well lit, and a fresh pot of coffee percolates in a corner. Seated at the far end of the table is a man in a white suit. He stands up when you enter and smiles politely, motioning for you to sit. He wears a brass ring on one hand, the significance of which Adam mentioned in the car. This man belongs to the White Putnams cabal. He introduces himself as Chain Parris, the Provost of the Boston Consilium.

One other person is present in the room, sitting to Chain's left. He has thinning brown hair and wears a black turtleneck shirt and a pair of wire-rimmed glasses.

Stop reading aloud.

Let the characters introduce themselves to Chain. The other man at the table is a mage named Enoch. He is present to challenge Jack, but doesn't introduce himself until after the characters have been seated and the matter about

Adam has been discussed. When the characters sit down, have the players roll Wits + Subterfuge. If this roll succeeds, the characters notice Enoch scowl at Jack.

If Tyrrenus has Supernal Vision active, have his player roll Wits + Occult. If this roll succeeds, he notes that Enoch is a mage.

Have the players roll Intelligence + Politics. (Tyrrenus' Status adds an extra die to his player's roll.) If the roll succeeds, tell the players that the fact that only one member of the Consilium—Chain—is present is somewhat strange. Normally, judicial matters of this kind would call for the Hierarchy, the Provost, and several other prominent mages of the area. If anyone brings this to Chain's attention, he tells the characters that this meeting is to establish what happened and whether Adam or the cabal bears responsibility for any supernatural mistakes. If this is the case, Chain says, the Nemean has empowered him to pass judgment.

This might upset the characters, but if they press the issue, Adam tries to quiet them, reminding them that he is to blame for everything that has happened and that getting out of this situation quickly and intact is more important than quibbling on points.

If the characters ask what Enoch's business is, Chain responds that he is petitioning the Consilium on an unrelated matter (by which he means it is unrelated to the spirits, although Enoch's petition does involve the cabal). If the characters request that Enoch not be present during the hearing about the Vice-spirits, Chain concedes the point and asks Enoch to wait outside.

THE HEARING

Chain asks Adam to explain what happened, where the spirits came from and why he summoned them in the first place. You can either gloss over this explanation (since Adam recounts everything honestly and the players already know the information), or if you feel the players need a recap, take the opportunity to have Adam tell his story. Chain stops Adam when he first mentions the cabal and asks the characters to tell him what happened from their perspectives. He makes careful note of any admission of wrongdoing, especially using magic publicly, but otherwise seems to accept Adam's plea of guilty. Chain obviously disapproves of goetic magic (the practice of summoning one's "inner demons" and doing battle with them), but he doesn't seem to understand any detailed talk about spirits. He mentions offhandedly that the Nemean would be better suited to judge this testimony. Adam brightens slightly at this news. The characters might realize, as Adam has, that Chain is a reasonable enough man that he won't punish the characters if he doesn't understand the crime.

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After Adam and the characters have brought Chain up to speed, including testimony from Amelia (if she is alive), he says that he will take some time to think about the matter and let Enoch state his business in the meantime. He asks Adam to wait downstairs with Anacaona during this time.

This scene ends when Enoch is given the floor.

PERMUTATIONS

This scene can be a somewhat amiable chat between mages, or it can be a bitter series of jabs and accusations, depending upon the actions of the characters. The following are some notes for portraying the Storyteller characters in this scene:

- **Anacaona de Xaragua:** She lurks outside the door but does not butt in unless she is asked to do so. As a Thyrsus mage, she has some proficiency with Spirit mage, but *goetia* is foreign to her. If Adam explains it, she frowns and says that any mage foolish enough to make his own flaws manifest deserves whatever happens to him.

- **Enoch:** If he is present, he merely listens politely during the hearing, but he scoffs quietly at anything Jack might say. If Jack or another member of the cabal calls him on this behavior and asks him what he means by it, he merely states that he will be quiet and wait until it is his turn to speak.

- **Adam:** He is soft-spoken and polite during his confession. Adam does not try to shirk responsibility for his actions and is quick to jump in to defend the characters if they say anything that would incriminate themselves. He does not attempt to defend his actions or *goetia* in general, but he does explain it if anyone asks. His motives, he says, were pure, as he simply wished to help humanity prepare for an eventual incursion by creatures from other realms. The result, he admits, was horribly flawed.

- **Amelia:** She has probably realized by now that Adam is responsible for the spirits' escape and her possession, and during this scene can finally confirm this in any case. Amelia is still coping with the Wrath-spirit possessing her, waiting for something to empower it enough to take control again. Amelia isn't at all well-disposed toward Adam, but she appreciates that the characters risked their lives to save her (especially if they did so without injuring her). She does not say anything during the questioning, instead focusing on keeping composure.

- **Chain:** He listens politely to everything the characters and Adam have to say, asking questions where necessary to facilitate his understanding of what has happened. It is important to present him as rational and level-headed during this scene, since that enables the players to notice the difference in the next scene when the Envy-spirit starts nudging him.

SCENE TWO: THE CHALLENGE

In this scene, a Bostonian mage called Enoch accuses Jack of stealing from him and challenges him to the Duel Arcane to settle the matter. The entire duel is the work of the Envy-spirit, however, trying to weaken Jack enough to possess him.

When Enoch is given the floor, proceed from this point.

Read the following.

The man in the black turtleneck shirt stands and clears his throat. "I'll be brief," he says. "I wish to challenge the mage known as Jack to the Duel Arcane." He fixes you [Indicate Jack] with a poisonous scowl.

Chain furrows his brow. "Any particular reason?"

"He stole from me," says Enoch, his eyes never leaving Jack. "Two nights ago, I met him in a bar in Boston. We talked about an object I'd recently purchased, and he stole it from my car."

Stop reading aloud.

Jack probably wishes to dispute or deny these claims. Chain is willing to allow Jack and the rest of the cabal to question Enoch about the alleged theft. Some of the more obvious questions and their answers follow.

- **When was this?** "Two nights ago, just before midnight." (This story takes place on a Wednesday, so the theft supposedly happened on Monday.)

- **What was stolen?** "A small statue carved out of wood."

- **Why is it special?** Enoch only states that the object has "mystical properties," but he refuses to elaborate, claiming that it would give Jack too much information.

DEFENSE

The characters, of course, can probably vouch for Jack's whereabouts at the time of the theft. Likewise, Jack might be willing to allow Chain Parris to use the Mind Arcanum to verify his claims of innocence. Unfortunately, there is more at work here than meets the eye.

The Envy-spirit, like the other Vice-spirits, cannot Claim any mage except the one it imprinted itself upon (Jack). It can use its Influence, however, to create and magnify feelings of envy and bitterness. Some people are more susceptible to this effect than others, namely those who themselves suffer the Vice of Envy. Unfortunately for Jack, both Enoch and Parris fit this description.

The Envy-spirit is present in the room, linked to Enoch using its Living Fetter Numen (see the spirit's traits in the Dramatis Personae section of this story). Once Enoch has made his case, the spirit uses its Influence to engender and strengthen feelings of envy. Enoch, Chain, and Jack are the

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only three characters in the room with the Envy Vice, so they are the most susceptible.

You, as Storyteller, roll Jack's Resolve + Composure (five dice). If this roll succeeds, Jack resists the Influence and nothing happens to him. If the roll fails, however, take Jack's player aside and inform him that Jack is feeling annoyed that Enoch has the power to simply waltz into the Consilium and start issuing bogus challenges, and that some small part of Jack wishes that *he* had that kind of clout. The player might well recognize that the Envy-spirit is behind these urges, and whether or not Jack figures that out is for the player to decide. In any case, neither Chain nor Enoch resist the spirit's power successfully (though you may make hidden rolls for these characters and simply ignore any successes if you wish).

Chain, for his part, feels jealous of Enoch and Jack because they are young and relatively unimportant. The demands of his station as Provost make him weary, and he sometimes longs for the days before he accepted this position and could act with a bit more impunity. Normally, Chain would not sanction a Duel Arcane on such spurious grounds, but due to the Envy-spirit's Influence, he agrees to Enoch's challenge and orders Jack to either accept the challenge, or decline it and return the object.

Have each player roll Intelligence + Wits + 1 die (for the Order Status Merit). If this roll succeeds, the mage realizes that Jack can set the terms of the duel, since he is the one being challenged.

COMPLICATIONS

The following are some of the other wrinkles that the players might add or inquire about.

- **Terms of the duel:** Jack, as the challenged party, may insist upon time limits, which Arcana are used as sword and shield, and any other specific terms. Enoch agrees to any terms that Jack sets. He is challenging Jack only because of the Envy-spirit's trickery, and the spirit doesn't necessarily want Jack to lose. It only wants him weak.

If Jack so desires, he can cast an improvised Fate spell to determine which Arcana would best serve him in the duel. Using Fate as one of them would probably be the best choice, since Jack is more skilled than Enoch in this Arcanum.

- **Refusing to fight:** Jack could refuse the challenge. If he does so, you have a few options. You could simply skip the rest of this scene and move on to Scene Three. You could have Chain *order* Jack to accept the challenge (which every character in the room knows is a breach of protocol, and certainly tips the cabal off to the fact that something is very wrong). You could also remind Jack's player that the worst that happens in a duel is that a character feels

tired and drained afterward. There is no physical danger, and competing in the duel might give him and the cabal insight into what actually happened to Enoch in that bar. Don't reduce the affair to a roll of the dice, though, and don't actually force the duel to happen. (Chain's "order" isn't really enforceable; he's powerful, but certainly not able to command such things.) Just try to steer the player into accepting it, because it furthers the plot along and makes for an interesting scene.

- **Counter-challenge:** Jack's player might feel as though he's not getting anything out of a victory in this challenge, and might wish to issue his own challenge to Enoch. Asking for a formal apology if Enoch loses, or even magical instruction, wouldn't be out of the question. The problem here is that Chain, the officiate, has to validate the duel and isn't exactly on Jack's side at the moment. Feel free to allow Jack to counter-challenge Enoch, but don't let him come out too far ahead. On the other hand, if Jack wins the duel, he is gaining an edge on a rival in a way that harms that rival, which fulfills his Vice of Envy. This can give Jack a point of Willpower back, but also empowers the spirit further (granting it an extra point of Essence). Only give the spirit this bonus if Jack attempts to get something out of the duel, though.

- **Characters look for the spirit:** If the players have noticed that Chain Parris is a rational person up to this point, but that he has suddenly started acting peevish and bitter, they might deduce that the Envy-spirit is present. Niamh and Morrigan can use Second Sight or Exorcist's Eye (respectively) to sense or to find the spirit. The Envy-spirit, however, can use its Hidden Sickness Numen to hide from the mages. Roll the spirit's Power + Finesse (seven dice) and compare the number of successes to the players' roll for Exorcist's Eye. If the spirit wins, the characters do not notice it. If you want the players to have the option of finding the spirit at this stage in the story, just go by the dice rolls. If they find the Envy-spirit, it tries to possess Jack immediately, and you should skip to the appropriate section of Scene Three. If you wish to run the Duel Arcane and the beginning of Scene Three, just assume the spirit's Numen beats the characters' detection spells and it remains unfound.

- **Characters blame the spirit:** Blaming the Envy-spirit for the theft of Enoch's artifact might seem like a viable course of action, but unfortunately it doesn't convince the people it needs to convince (namely, Enoch and Chain). Enoch sneers at such stories, claiming that Jack is using Chain's lack of knowledge about spiritual matters to cover his crime. Chain, stung, says that the "SODDI" defense (an abbreviation sometimes derisively used in the judicial system—it stands for "Some Other Dude Done It") won't work here, and he holds Jack accountable.

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THE DUEL

The rules for the Duel Arcane are listed in the beginning of this story. Anacaona draws the dueling circle and the two opponents square off. Chain does not watch the duel. He remains in the conference room to consider Adam's case.

If Jack has not specified which Arcana are to be used in the duel, Enoch chooses Matter as his sword and Time as his shield. The duel otherwise proceeds as outlined in the beginning of the story, and goes until one or the other of the mages loses all Willpower or until a predetermined time limit has elapsed.

If Jack wins this duel, Enoch is forced to concede defeat. He still believes that Jack has stolen from him, but he resigns himself to never getting it back. If Jack loses the duel, things get a little confusing. By the terms of the duel, he is now honor-bound to return the "stolen" item. Should Jack continue to proclaim his innocence, Enoch scoffs with smug superiority and ignores these protestations. He demands that the item be returned no later than one week hence. Chain will say only that he expects Jack to abide by the terms of the duel. If Jack still persists, Enoch might be willing to accept something *else* of Jack's, provided it is of equal value. What that something else might be is up to the whims and vagaries of your roleplaying.

This scene ends when the duels ends and the characters retire to the conference room again to hear Chain's verdict on Adam.

SCENE THREE: JUDGMENT

Finally, Chain levies his judgment upon Adam at the same time that the Envy-spirit tries to possess Jack. The characters have a chance to destroy the spirit, but they must act quickly, before the spirit vanishes into the Shadow Realm.

The characters reassemble in the conference room. Enoch stays to hear the verdict unless the characters wish him to leave, in which case he does so (and therefore his involvement with this story ends). Anacaona stands at the door to the conference room.

Read the following.

Chain peers over all of you with a look bordering on contempt. "What you did was nothing short of hubris, Adam," he says. Adam nods humbly. "The fact that you managed to rope a cabal into helping you clean up your mess doesn't absolve you of making the mess in the first place"

Stop reading aloud.

If the characters take exception to this, Chain snaps at them to be quiet. If Amelia is present, she starts to shift uncomfortably in her chair. A character with Mage Sight

active through the Spirit Arcanum notices the Wrath-spirit that possesses her stirring. She is trying to keep control of herself. Don't allow the characters to pause for too long, though, before continuing.

Read the following.

Chain continues. "You need to rejoin our society, Adam. Obviously you need some supervision." Adam frowns, but he does not speak. "Therefore, I order you to forge a soul stone, which will become the property of this Consilium until such time as all of these spirits are banished or destroyed." [If Enoch is present,] Enoch and Anacaona de Xaragua both stare at Chain in shock.

Stop reading aloud.

Have each player roll Intelligence + Occult. If the roll succeeds, the character knows that this sentence is not only harsh, but dangerous to Adam. A soul stone, such as the one Jack won in the card game (thus granting him the Thrall Merit), allows one mage to hold great power over another. Not only that, but forging a soul stone is a sin against Wisdom, making it risky to Adam's sanity to even attempt it.

Allow the players only enough time for this information to sink in, and then have Jack's player roll Resolve + Composure in a opposed roll against the Envy-spirit's Power + Finesse (seven dice). You must also spend a point of Essence for the spirit. If you roll more successes than the player, the Envy-spirit possesses Jack. If not, the spirit fails to possess him. In either case, Chain does not notice the spirit's activities, nor do any of the other Storyteller characters. Have the players roll Wits + Occult (active Mage Sight through Mind or Spirit grants a +1). If this roll succeeds, the character feels a powerful rush of magic from Jack's general direction.

Exorcist's Eye can detect the spirit as soon as it possesses Jack, of course.

A number of different things can happen at this point.

- If the spirit failed to possess Jack: Jack knows what happened, and probably raises an alarm. The spirit immediately attempts to escape back into the Shadow Realm. Anacaona de Xaragua can prevent this from happening for a few turns. She raises her hands and the room seems to grow smaller and more confined (a character with Mage Sight active realizes that she has cast a spell involving Space and Spirit, stopping any ephemeral creature from leaving the area). The players now have three turns before the spirit can flee. Proceed to "Grappling with Envy."

- If the spirit possessed Jack but was discovered: It runs for the door and tries to push past Anacaona to escape. The Sentinel, much better suited to fisticuffs than Jack, throws him back into the room. Proceed with Grappling with Envy.

- If the spirit possessed Jack but remains hidden: Jack can attempt to fight the possession. As in "Gazing into You," doing so requires the player to spend a point of Willpower

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(which is why the spirit went to such great lengths to weaken Jack's will before attempting possession) and roll Resolve + Composure in a contested action against the spirit's Power + Finesse. If Jack runs out of Willpower, he cannot fight the possession anymore—his will is broken, and he must rely on the other characters to free him. It bears noting, though, that Jack's Virtue (Faith) can save him. If he can find meaning and purpose in what has happened tonight, he regains all his Willpower points and can thus fight the spirit. If the player wishes to attempt this, ask him to explain what purpose or meaning Jack can salvage from all of this. Any reasonable explanation should suffice, but don't suggest this course of action to the player.

If Jack's will is broken and the player doesn't think to use Jack's Virtue to regain Willpower (or if he has already done so during this story, since a Virtue can only be used once per session), you have a few options. If the characters do nothing, Chain dismisses them but requests that Adam stay behind to begin the process of forging the soul stone. Amelia, likewise, still has business with the Consilium, so she remains at Cormant House for the time being. The Envy-spirit stays quiet and waits for the next opportunity to escape. Take Jack's player aside and explain what has happened, and request that he portray Jack with an emphasis on his Vice. Hopefully the other players will catch on and investigate. If they don't, you might consider allowing them to roll Intelligence + Subterfuge to recognize that something is different about their companion. In any case, when they finally do initiate conflict with the spirit, proceed to "Grappling with Envy" (though you might have to change some details depending on the circumstances of the fight).

PREVENTING THE SPIRIT'S ESCAPE

The Envy-spirit doesn't wish to be destroyed, and as soon as it realizes it is outgunned, it will vanish into the Shadow Realm. It can do this as a reflexive action, meaning that unless the characters have some way of anchoring the spirit, it will flee as soon as it is discovered. As discussed previously, Anacaona de Xaragua can use her magic to prevent the spirit from escaping, but only for three turns (which *should* be enough).

The characters can also tempt the spirit into staying by playing to its nature. Brandishing any valuable object entices the spirit to stay and attempt to take the price. In this case, roll the spirit's Resistance (five dice) with a negative modifier commensurate with the enticement. Money might be worth a -1, while a soul stone or some equally valuable mystical prize might reduce the spirit to a chance die. If the roll fails, the spirit must make at least one attempt to grab the object before it can flee.

The characters can also use some of the same tactics on the spirit (if it isn't possessing Jack) that they might have used on the Sloth-spirit. Namely, Niamh can use Spirit 2 to summon the Envy-spirit back. (Pit her Gnosis + Spirit in a contested roll against the spirit's Resistance. If Niamh's player wins, the spirit must remain in the area.) Ogma can use Space 2 to lock the spirit into the general area, preventing it from discorporating willingly (Space + Gnosis) for one turn.

If the spirit is still possessing Jack, the characters don't have to worry about it escaping. It will not willingly relinquish its control over him.

GRAPPLING WITH ENVY

If the spirit is still possessing Jack, the mages are faced with much the same dilemmas as when they fought Amelia. The difference is that while Wrath's ban prevented it from backing down from a fight, Envy is perfectly capable of running. It is not capable, however, of letting go of Jack. As such, it's fully willing to leap out a window, jump into the path of a bullet or any other self-destructive behavior in order to kill Jack out of pure spite. (If the spirit can't have him, no one else can either.) For the same reason, the spirit doesn't hold back in combat. It always uses an *all-out attack*, meaning that you add two dice to its Brawl attacks but it does not benefit from any Defense. (the players roll their characters' full dice pools when hitting "Jack.")

If the spirit is free, the characters must first lock it into the area. If the spirit cannot flee, it Materializes as an exact duplicate of Jack and attempts to tackle him, trying to confuse the characters. (It knows this ruse won't fool magical scrutiny, but it hopes to get close enough to a door in the melee that it can escape the room.) It can sense when magical effects keeping it bound run out, though, and the instant it can flee, it does so. In the interim, it attempts to use its Drain Mana Numen on Jack (or Enoch or Chain, if the circumstances of the fight allow it).

The spirit begins this scene with seven Essence. (It had more, but used some Influencing Chain and Enoch). Possessing or attempting to possess Jack requires one Essence point, and Materializing costs the spirit three Essence. The characters can strip its Essence away by exploiting its ban—the spirit cannot abide charity. Anything of value freely offered to the spirit as a gesture of charity siphons one Essence away.

The Envy-spirit begins this scene with 10 Corpus, and reducing this value is a little more difficult. If the spirit Materializes, it suffers damage to its Corpus by normal physical attacks. If the spirit is possessing Jack, it jealously absorbs anything that happens to him, helpful or harmful. That means that any damage the characters inflict upon Jack's body doesn't harm him, but is transferred directly to the spirit. (If someone hits

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Jack, give the attacker's player a reflexive Wits + Composure roll to notice that Jack seems unharmed.)

If the spirit is free, though, it isn't as easy to destroy. In order to weaken the spirit, you can have Adam or Anacaona de Xaragua attack it directly or force it to Materialize (see "Storyteller Characters"), or you can have Chain's Paradox inflict Corpus damage on the spirit as well force it to become visible.

STORYTELLER CHARACTERS

Up to four other characters might be present during this fight: Anacaona, Chain, Adam, and Enoch. The following are suggestions for ways in which they can help the characters without upstaging them.

- **Adam:** He can use Space to lock the spirit in place, Spirit to damage it or command it to Materialize, or Mind to help Jack fight off possession.
- **Anacaona de Xaragua:** She can use Spirit in the same ways as Adam, and she can physically restrain Jack or the Materialized spirit. Her traits are not provided, but you roll seven dice for improvised Spirit spells. She can also use the Life Arcanum to heal anyone injured in the fight.
- **Enoch:** This is not his fight, and he is probably weakened from the duel. He backs into a corner and tries not to get hurt. If Jack took pains to explain what happened, even if Enoch didn't believe him before, he now begins to see the truth and can use the Matter Arcanum to lock doors or strengthen windows to keep the spirit from escaping (if it's Materialized or possessing Jack).
- **Chain:** Badly out of his depth when fighting spirits, Chain makes a bad mistake when the fight begins...

CHAIN'S PARADOX

On the first turn of combat, Chain acts last (don't roll initiative for him). Confused by what he is seeing and frustrated by the events of the evening, he casts a vulgar Prime spell designed to damage the spirit with a blast of magical energy. The spell would have worked, but it triggers a Paradox, creating an affect called an Anomaly. White, jagged lightning arcs from the walls to the ceiling, finally grounding itself near Chain and knocking him backward. Magical effects go haywire in the room—any existing magical effect is immediately canceled (including Mage Sight and armor spells). The spirit, however, immediately becomes visible and solid for two turns (the Anomaly created a sort of magical "shell" for it, which, unfortunately for the spirit, allows other characters to hit it).

If the characters don't need this benefit and you feel they would suffer too greatly from the Anomaly, simply describe the visual effects (the lightning and so on) but do not apply the magical ones.

RESOLUTION

If the characters reduce the spirit to 0 Corpus without reducing Essence to 0 first, proceed from this point.

Read the following.

The spirit implodes, growing thinner and smaller unless all that is left is a ripple of green light. Celebration is premature, however. Adam shakes his head and warns, "It's not destroyed. It's only weakened. It's returned to the Spirit Realms until it can gain enough strength to come back for you, Jack."

The other mages in the room look at each other nervously. Chain stares at the floor, hands shaking. No one wants to say it, but a battle was lost tonight.

Stop reading aloud.

Any character with Wisdom 7 runs the risk of losing a dot here. Use the same system given in "Gazing into You," and remember that anyone who loses Wisdom must also check for a derangement.

If the characters reduce the spirit's Essence to zero before stripping it of all of its Corpus, proceed from this point.

Read the following:

The spirit shrieks, making a high-pitched sound almost like a whistling wind. It grabs out for whoever is nearby, as though trying to anchor itself, but then melts away into nothingness. Adam smiles and opens his mouth to speak, but Amelia cuts him off. "The Wrath-spirit weakened," she says excitedly. "I felt it when that one disappeared."

Adam nods. "It makes sense. All of the spirits were part of a greater being at one point. Destroying one should weaken the rest."

Stop reading aloud.

(Obviously, if Amelia died in "Driving Angry" you'll need to alter the preceding paragraph.)

After the characters have either dealt with failure or realized victory, continue from this point.

Read the following:

Chain is staring at the floor, hands shaking. "These spirits... They're following you?" He lifts his eyes to the cabal, and his expression is one of fear and shame. "You need to destroy these things," he says. "Adam, I rescind my judgment on you for the time being. You need to help this cabal with this matter. I reserve the right to levy judgment again when this is over and done."

"And after we talk to the Nemean," Anacaona adds.

Chain nods. "Yes. I should have insisted he be present for this. I'm well out of my element in this matter, and I should have admitted that." He straightens up and looks Tyrhenus square in the eye. "Tyrhenus, you and your cabal are hereby ordered to avoid contact with others of the Awakened community except as absolutely necessary to find and combat these spirits. I recommend not leaving Quincy, but obviously these spirits can act independently of you, so you might need to follow them. Do not come to Salem, however, without clearing it with a member of the Consilium first."

Stop reading aloud.

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This scene ends when the spirit is gone and Chain makes his proclamation.

AFTERMATH

At the end of this story, the characters have seen a bit of the politics and venom endemic to Awakened society and might well be glad for Chain's order of "quarantine." Hopefully they see the wisdom (or at least intent) behind this order, but in any case, the Consilium certainly has the power to enforce it. The characters are still charged with finding and destroying the Vice-spirits, but are largely on their own. In addition, the following topics should merit some consideration before the next story.

THE ENVY-SPIRIT

If the Envy-spirit escaped, you might choose to have it reappear in a later story, perhaps just long enough to whistle at Jack (thus activating his bane dice) or engage in some other sabotage against him. Remember that this spirit is capable of taking Jack's form and is willing to pretend to be him, which should serve as a reminder of how dangerous these spirits are (and acts as foreshadowing for a future story, as it happens).

AMELIA

If Amelia is alive, her role in the chronicle can be as extensive or as limited as the Storyteller wishes. She can remain with the cabal, acting as support and using her magic to benefit them as necessary. She can remain with the Consilium, perhaps working with the Silver Ladder to help the characters or lobbying for the Consilium to help the cabal.

Another, more drastic possibility is that one of the characters might take her on as a character. If one of the other mages dies during the chronicle, or if Jack's player decides that he should leave Boston (now that the Envy-spirit is gone), the player might wish to play Amelia instead. The fact that the Wrath-spirit still inhabits her body, of course, provides an interesting wrinkle to the character, and this can affect the chronicle as much or as little as you feel necessary. Maybe every time Amelia gains Mana, the spirit tries to exert itself. Maybe the spirit must wait until Amelia actually feels angry, or perhaps it can draw power from anyone feeling enraged in Amelia's vicinity. In any case, the rest of Gloria Mundi assumes that the players are portraying the five characters they have been heretofore been controlling (but occasional mentions are made of Amelia).

ADAM

Adam has his strength back, but discovers that he cannot summon the spirits using his magic. He is happy to teach the characters and help them with their quest, but he has other concerns as well (namely, his house recently burned down).

If the characters trapped the Sloth-spirit during the first story, Adam has now regained enough strength to banish it back to the Shadow Realm whence it came. When he does so, Amelia again feels the Wrath-spirit possessing her weaken a bit.

DRAMATIS PERSONAE

Several new characters are introduced in this story. We've provided write-ups and, where necessary, game traits for them here.

CHAIN PARRIS

Background: Jonathan "Chain" Parris cuts a handsome figure through upscale Massachusetts, a laughing man who's always just to the left of the spotlight at politically charged weddings, regattas, and similar events. There's no need to invite him to events; the proper people just know that he should be there. He stands out among the idle rich because of his simple, healthy lifestyle.

Chain and his friends are the people to see when trouble calls, but they won't hide bodies or let an ugly state of affairs persist. When a certain rich rapist haunted debutante parties, concerned parents brought it up with Chain—nobody identified the man they found floating face down in Martha's Vineyard as the culprit. Five years later, lawyers unsealed the rapist's will to find that he'd given everything to women's charities and churches. Nobody had to suffer anything as ugly as a trial.

The White Putnams keep the communal organization of their Puritan ancestors, but they hold Chain in high regard because of his heritage. On the other hand, they resent what they've come to see as his overweening self-loathing and a tendency to buckle under when the "damned heathen Noose" imposes on them.

Description: Chain is a handsome 30-year-old man, though his wide grin and slick mid-Atlantic speaking voice seem a bit oily. His Sleeper peers respect his unfashionable affectations like the thin sideburns and his sun-bleached, shoulder length hair. Depending on the season, he wears white or pale gray suits. He always wears the brass ring of the White Putnams and keeps a plain wooden crucifix under his tailored shirt. He has blue eyes and a bronzed face.

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Storytelling Hints: Chain believes that humility is essential to his spiritual integrity, especially when so many members are surrounded by wealth. Other Christian mages often live in much more humble circumstances, so perhaps they can afford to be bombastic in their righteousness, but the rich carry an extra burden. It's his job to remind everyone of that, most of all himself. This in no way impairs his ability to scheme and tug on the ties he has with the region's elite. He simply directs it toward nobler goals than many. It's rumored that these ties are why the Nemean tolerates his position as Provost.

Real Name: Jonathan Parris

Path: Obrimos

Order: Mysterium

Mental Attributes: Intelligence 4, Wits 3, Resolve 4

Physical Attributes: Strength 3, Dexterity 2, Stamina 3

Social Attributes: Presence 4, Manipulation 5, Composure 3

Mental Skills: Academics (Boston History) 4, Investigation 4, Medicine 2, Occult 4, Politics (High Society) 4

Physical Skills: Drive 2, Brawl 2, Firearms 3

Social Skills: Intimidation 4, Persuasion 4, Socialize (High Society) 4, Subterfuge 4

Merits: Contacts (High Society, Politics), Hallow (shared with White Putnams) 2, High Speech, Occultation 3, Resources 4, Sanctum (shared with White Putnams) 2, Status (Consilium 4, Order 2)

Willpower: 7

Wisdom: 6

Virtue: Charity

Vice: Envy

Initiative: 5

Defense: 2

Speed: 10

Health: 8

Gnosis: 4

Arcana: Forces 3, Mind 2, Prime 3, Space 2, Time 3

Rotes: Chain knows a great number of rotes. Specific instances in which he can help the characters are noted in the text.

Mana/per turn: 13/4

ENOCH

Background: Born in a small Massachusetts called Tolliver, Enoch was a seminary student at one point. He talks about his experiences in seminary seldom, and only to those he trusts. Enoch admits that he Awakened during his time in school, and his steps onto the Path of Thistle shattered his belief in God and indeed any deliberate order to the universe. "Throw a jigsaw puzzle into the air," he sometimes says. "The falling pieces are the world we know."

Despite—or perhaps because of—his somewhat bleak outlook on life, Enoch dedicated himself to finding the secrets of the past. His work led him to join the Guardians of the Veil, although his goals within the order are much less “hands-on” than Ogma’s. Whereas Ogma helps Sleepers to rationalize or forget the supernatural events that they see, Enoch tries to discover the truth about events that have already happened.

Enoch does not belong to a fixed cabal, although he claims nominal membership in one further west. He travels to Boston often, however, usually to trade for mysterious artifacts or obscure bits of information. It was on such a fact-finding trip that he ran afoul of the Envy-spirit (disguised as Jack).

Description: Enoch is a Caucasian man of medium height in his late 30s. He has thinning light brown hair and dark brown eyes. He dresses for the occasion but tries to stay nondescript. No matter what he wears, he always has a gold pocket-watch on his person.

Storytelling Hints: Normally, Enoch is reasonable and reserved, even morose for an Acanthus. The influence of the Envy-spirit, however, has made him aggressive and a bit belligerent.

Real Name: Marvin Cornett

Path: Acanthus

Order: Guardians of the Veil

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 2, Composure 4

Mental Skills: Academics (New England) 2, Investigation 3, Crafts 1, Medicine 1, Occult (Relics) 3, Politics 1

Physical Skills: Athletics 2, Drive 1, Larceny 1

Social Skills: Intimidation 1, Persuasion (Bluff) 3, Socialize 1, Streetwise (Fence) 2

Merits: High Speech, Iron Stamina 1, Resources 2, Status (Guardians of the Veil) 1

Willpower: 7

Wisdom: 7

Virtue: Hope

Vice: Envy

Initiative: 6

Defense: 2

Speed: 9

Health: 7

Gnosis: 2

Arcana: Fate 1, Matter 2, Prime 1, Time 2

Rotes: Detect Substance (Matter 1); Find the Hidden Hoard (Matter 1); Flip of the Coin (Time 2); Interconnections (Fate 1); Supernal Vision (Prime 1)

Mana/per turn: 11/2

Rotes and Merits: Enoch’s Merits are identical to those that the characters possess. His Supernal Vision and Intercon-

MAGE

THE AWAKENING

tions rites are the same as those used by Tyrrhenus and Ogm, respectively. His other three rites are described here.

- **Detect Substance (Matter 1):** This spell enables Enoch to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (9 dice).

- **Find the Hidden Hoard (Matter 1):** Enoch can find secret compartments within inanimate matter, discovering hidden doors, safes and vaults. Roll Wits + Crafts + Matter (5 dice).

- **Flip of the Coin (Time 2):** Enoch can glance forward and check the outcome of a simple undertaking, one with only two major variables (heads or tails; cutting the red wire instead of the green one). This sense works only in circumstances when the consequences of the action's outcome are immediate (someone wins the coin toss; the bomb blows up). Even one success accrued in the casting of this spell enables him to automatically succeed (or fail if he wishes) at an uncontested action with only two possible outcomes and immediate consequences for success or failure. (In this case "uncontested" could mean a coin toss or bucking up for evens or odds, despite the fact that there are two participants, since no one can normally exert effort to win.) Note that this rite cannot be used in relation to combat, since a fight is contested (opponents exert effort to win) and the variables are more than simple success or failure. (One can win but at the cost of major wounds, or the fight can result in a draw or surrender.) Spend one Mana and roll Wits + Investigation + Time (8 dice).

ANACAONA DE XARAGUA

Real Name: Odette Gauthier

Path: Thyrsus

Order: Adamantine Arrow

Background: Boston's mages fear Anacaona de Xaragua (pronounced Ksa-RA-gua) in a particular way: a passive kind of itch that makes them ask themselves whether any given thing might offend the Sentinel they call "Mademoiselle Scorpion," "Anaconda," or "the Ax."

She Awakened in Haiti almost 27 years ago and used her talents to catapult her family out of poverty, but at a price. *Bocors* associated with Jean-Claude Duvalier's "National Security Volunteers" (no more than vicious Tonton Macoutes paramilitary thugs with a new name) attempted to recruit and indoctrinate her. After surviving a bloody confrontation that cost her the lives of her three brothers, she arranged to send herself and her parents to America. These events drove

Anacaona away from Vodoun symbolism. Instead, she uses Caribbean native traditions to translate the Supernal Art. This changed her magical style and drove her to acquire a master's degree in Anthropology.

Her academic pursuits did nothing to soften the nearly ruthless expedience she applies to life and magic. She was curious about Salem because of Tituba and John Indian, Arawak islanders tied to the witch trials, but in the end, an astral dream journey inspired her to move there. She has not volunteered any further details, but the experience was intense enough for her to force her way into the Ebon Noose. She claimed a place as the cabal's enforcer, but the Ebon Noose's senior mages suspect that she ultimately wants to lead them.

Description: Anacaona's intense gaze complements a dark-skinned, athletic physique. Her coiled hair is long; she usually wears a bandanna to keep it out of her eyes. Her arms are tattooed with stylized depictions of two Arawak *zemis* (gods). Yocahu, the Creator, adorns her right arm; Jurakán, god of night and devastation, her left.

Storytelling Hints: De Xaragua carries out most of her duties with aloof disinterest. She is skilled at appearing respectful and concerned, however, especially when it comes to the Noose's ties to Salem's neo-pagans, people to whom she feels no connection whatsoever. Despite this, and speculations about her ambitions, she tirelessly promotes the cabal's interests. Anacaona de Xaragua may be cold and unpleasant at times, but she's put her life on the line for other mages on numerous occasions. As Boston's primary Sentinel, she sometimes uses the Hierarch's reputation for quick anger to intimidate others, but she is more than capable of using a withering stare and confident posture to cow others.

ADAM

Adam's background is given in "Gazing into You." His updated traits appear here.

Real Name: Paul Kresham

Path: Mastigos

Order: None (formerly Free Council)

Mental Attributes: Intelligence 3, Wits 3, Resolve 4

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 2, Manipulation 3, Composure 4

Mental Skills: Academics 4, Computer 1, Medicine 2, Occult (Summoning, Goetia) 4, Politics (Awakened) 2

Physical Skills: Athletics 2, Brawl 2, Drive 2

Social Skills: Empathy (Desires) 4, Intimidation 2, Socialize 2, Streetwise 1, Subterfuge 3

Merits: Eidetic Memory, High Speech, Library 3, Sanctum 3

Willpower: 8

Wisdom: 6

Virtue: Hope
Vice: None
Initiative: 7
Defense: 3
Speed: 10
Health: 7
Gnosis: 4
Arcana: Life 2, Mind 5, Prime 2, Space 3, Spirit 3
Rotes: Adam knows a great number of rotes. The effects he can use to benefit the characters are noted in the text.
Mana/per turn: 13/4

ENVY-SPIRIT

Background: The spirit's origins are discussed in the text of "Gazing into You." Its game traits are presented here.

Rank: 2
Attributes: Power 3, Finesse 4, Resistance 5
Willpower: 8
Essence: 7 (15 max)
Initiative: 9
Defense: 4
Speed: 17
Size: 5
Corpus: 10

Ban: Anything of value, monetary or sentimental, freely offered to the spirit drains it of one Essence. Truly grandiose offers (hundreds of dollars, irreplaceable objects) might drain more, but this is risky, as the spirit might destroy these objects out of spite. In addition, the spirit cannot willingly release its chosen mage (Jack) from possession.

Influence (Vice ••): The Envy-spite can instill feelings of jealousy, bitterness, and spite. It can also intensify these feelings where they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence and roll Power + Finesse in an extended and contested roll versus the victim's Resolve + Composure. Each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim's body. Use the victim's available traits (except Willpower points, which are equal to the spirit's current

Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Hidden Sickness: Once the spirit has used Living Fetter or Possession, it can hide itself from magical scrutiny. Roll the spirit's Power + Finesse (7 dice) in a contested roll against the spell used to find it (usually Mage Sight or Exorcist's Eye). If you roll as many or more successes than the mage's player, the spirit remains hidden.

Living Fetter: The Envy-spirit can anchor itself inside a living person, thus enabling it to stay in Twilight for long periods of time. The system is the same as for Possession, but the target does not know that he has been fettered.

Mana Drain: The Vice-spirits can siphon away Mana from mages who resonate with their chosen urges (i.e., have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three Mana from the mage and converts it into Essence. If the mage's player rolls as many or more successes than you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse; the spirit remains material for one hour per success. This allows the spirit to make physical attacks (bashing damage), manipulate objects and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Ogma's traits improve for "A Nest of Vipers" as he gains the Mental Shield rote. For ease of reference, we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rotes:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (seven dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other

than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (7 dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (seven dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

CONCEPT: KEEPER OF SECRETS PATH: MAGTIGOS

PLAYER:

VIRTUE: PRUDENCE

ORDER: GUARDIANS OF THE VEIL

CHRONICLE: GLORIA MUNDI

VICE: GLUTTONY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (3 unskilled)

Academics (PSYCHOLOGY)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (1 unskilled)

Athletics (THROWING)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (BEER & WINE)	●●○○○
Streetwise	●○○○○
Subterfuge	●○○○○

MERITS

ENHANCED ITEM (THROWING CARDS)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	3
Initiative Mod	5
Speed	9
Experience	_____

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●○○○
SPACE	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
MENTAL SHIELD (MIND 2)	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "A Nest of Vipers" as he improves his Occult Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites.

• **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult

+ Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

• **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

• **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

• **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (five dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●○○○

SKILLS

MENTAL (3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (CURSES)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSIGLIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	4
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●○○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "A Nest of Vipers" as she improves her Drive Skill. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana

Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELLA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE ORDER: ADAMANTINE

CHRONICLE: GLORIA MUNDI VICE: PRIDE ARROW

ATTRIBUTES

POWER	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
FINESSE	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
RESISTANCE	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL
(3 unskilled)

Academics ●●●●●
 Computer ●●●●●
 Crafts ○○○○○
 Investigation ●●●●●
 Medicine ●●●●●
 Occult (UNDEAD) ●●●●●
 Politics ○○○○○
 Science (CHEMISTRY) ●●●●●

PHYSICAL
(1 unskilled)

Athletics ●●●●●
 Brawl ○○○○○
 Drive (OFF-ROAD) ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ○○○○○
 Weaponry ○○○○○

SOCIAL
(1 unskilled)

Animal Ken ○○○○○
 Empathy ○○○○○
 Expression ○○○○○
 Intimidation ●●●●●
 Persuasion ●●●●●
 Socialize ○○○○○
 Streetwise (CEMETERIA) ●●●●●
 Subterfuge ●●●●●

MERITS

HIGH SPEECH ●●●●●
 RESOURCES ●●●●●
 STATUS (ADAMANTINE ARROW) ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

FLAWS

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 Size _____
 Defense 2
 Initiative Mod 5
 Speed 10
 Experience _____

ARCANA

DEATH ●●●●●
 MATTER ●●●●●
 SPIRIT ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
 □□□□□□□□□□□□
 -1 -2 -3

WILLPOWER

●●●●●●○○○○○
 □□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10 _____ ○○○○○
 9 _____ ○○○○○
 8 _____ ○○○○○
 7 _____ ○○○○○
 6 _____ ○○○○○
 5 _____ ○○○○○
 4 _____ ○○○○○
 3 _____ ○○○○○
 2 _____ ○○○○○
 1 _____ ○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1) _____
 GRIM SIGHT (DEATH 1) _____
 QUICKEN CORPSE (DEATH 3) _____
 UNSEEN AEGIS (MATTER 2) _____

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "A Nest of Vipers" as he improves his Persuasion Skill. For ease of reference, we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn.

Pattern Scouring and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of four dice per game session that you may add to any roll you make for Jack. You might choose to use all four on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling four dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE

PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●○○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	2 _____
Initiative Mod	5 _____
Speed	9 _____
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)	_____
FORTUNE'S PROTECTION (FATE 2)	_____
NIGHTSIGHT (FORCES 1)	_____
TEMPORAL EDDIES (TIME 1)	_____

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "A Nest of Vipers" as she gains the Occultation Merit. For ease of reference, we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrsus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend a single Mana per turn. She begins play with seven Mana.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See

the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

• **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

• **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

• **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

• **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

Athletics	(SWIMMING) ●●○○○
Brawl	○○○○○
Drive	(BOATS) ●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion	(SEDUCTION) ●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	6
Speed	10
Experience	_____

ARCANA

LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)
MOMENTARY FLUX (TIME 1)
SECOND SIGHT (SPIRIT 1)
SELF HEALING (LIFE 2)



SIREN'S SONG
Gloria Mundi - Part Four

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MAGE

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Siren's Song

Welcome to “Siren’s Song,” the fourth installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. In this story, the characters begin their own investigation of the Vice-spirits and discover that one of them, at least, has carved out a niche for itself in the Fallen World. They find out how subtle and poisonous the influence of these spirits can be, and, hopefully, they learn that diplomacy can be just as effective a tool for banishing the spirits as brute force and magical prowess.

Along the way, the characters also discover that even in a city with Puritanical roots, the pleasures of the flesh make for popular pastimes. The rich and jaded take these pastimes to extremes... and the spirit of Lust is soaking up their carnal excesses.

THEME AND MOOD

The theme of “Siren’s Song” is *lust*. The Storyteller characters your players’ characters will meet in this story talk about sexual freedom, broadening horizons and breaking away from strictures of years past, but in the end, they do what they do because it feels good. What they do isn’t against any laws (at least, the activities that they actually condone aren’t), but people get hurt in the process. Marriages suffer, promises are broken, and many people come away not fulfilled and free, but guilty and soiled. Of course, some of the members are able to keep their carnal proclivities and their emotions in perspective, and enjoy what happens on board the ship for its own sake. For our purposes, though, the thematic lust of this story involves one person victimizing another, physically or emotionally, for his own gratification.

The mood of “Siren’s Song” is *tempting*. The characters might be tempted by the food, drink and carnal pleasures laid out before them. They aren’t immune to vice (obviously), and as this story progresses, they can expect to be

propositioned and cajoled by sybaritic hedonists of all stripes. Indulging doesn’t cost them anything except time, but it does strengthen the Lust-spirit behind the story’s events. Of more direct consequence, though, is the temptation to simply let the Lust-spirit go on about its activities. It’s not hurting anyone directly, after all, and banishing a spirit just because it’s encouraging kinky sex might seem a little too Puritanical for most players. Giving in to that temptation, though, is unwise. The spirit is not meant for this world, and although it has learned much about human behavior, it knows nothing about being human.

STORYTELLING TECHNIQUE: CHARACTER PROGRESSION

Characters do not (and should not) remain static over the course of a chronicle. Already, the characters in **Gloria Mundi** have increased Skills, gained new roles and even, in one case, increased magical understanding as expressed by the Gnosis trait. Throughout the rest of the chronicle, each new story will reveal some advancement for the characters. Some of these advancements will be dramatic, such as a new Arcanum or rote, while others simply consist of a new Skill or Specialty. When you have access to **Mage: The Awakening**, of course, you can use the experience point allocation and expenditure system put forth therein.

Until then, though, it behooves us to consider how the characters are progressing and why they gain the traits they do. If your players were recording experience points and deciding on the traits their characters would gain after each story, they would have to justify, or at least explain, why they felt those particular increases were appropriate. For instance, if Niamh’s player has been taking an active role in combat during the first few stories, it makes sense for her player to

MAGE

THE AWAKENING

purchase a dot in the Brawl Skill for her. If she has backed away from physical violence, instead focusing on keeping her cabal safe, raising traits such as Wits or Medicine might be more logical.

Obviously, we can't know what the players in your chronicle have been doing with these characters. As such, the characters' traits increase in accordance with a general idea of an arc for each character. The following is a brief discussion of the characters of **Gloria Mundi** and how their arcs progress, as expressed through increased game traits.

- **Jack:** Jack has a great destiny to fulfill, but he doesn't know what it is. In truth, he saw himself as an eternal wanderer, but perhaps his fate lies with this cabal rather than in a life of aimlessness. He isn't sure, though, and the fact that "his" Vice-spirit was the one willing to Materialize and masquerade as him emphasizes his rootless nature all the more. As such, his magical development is somewhat stunted. His fate is the hurdle that he must clear before learning greater mystical truths. In future stories, expect to see Jack gain rotes, Skills and Merits, but probably not Arcana or Gnosis until close to the end of the chronicle.

- **Morrigan:** Morrigan hasn't had a chance to truly show off in this chronicle yet, simply because her ability to raise undead servants hasn't been much of a boon. That will change in a future story, and then her cabal will see the power of the Death Arcanum as well as the hubris it can engender. Morrigan is probably the least likely to see her Vice for what it is. She is prideful, but she doesn't see that as a problem. To her mind, she deserves what she has. Until she can humble herself enough to learn some more impressive magic, though, her traits increase to reflect the events of stories (which is why she took the time to learn the Mind Arcanum—the better to track the spirits by their effects and to shield herself from their powers).

- **Niamh:** Niamh is growing apart from the Fallen World. Contact with spirits as powerful as the Vice-spirits only reinforces this break with "reality." Her trait changes thus far—the Occultation Merit and an increase in Gnosis—are indicative of this gradual drift away from the mundane and into the realm of the purely magical. The events of this story, though, will put her in direct contact with the basic, physical part of herself (and as a Thyrus mage, the physical is just as important as the spiritual). Therefore, expect to see a brief trend of trait increases centered around her body and mundane existence before the pull of the sea lures her away again.

- **Ogma:** Ogma is probably the character most rooted in Sleeper society. As such, his progression helps him both cope with the Vice-spirits and do his job. While the chronicles haven't touched much on the nature of his work and the situations he is called upon to resolve on a daily basis, his

abilities with the Mind Arcanum are a critical part of his work, since he can determine when taking a statement if someone is lying or badly distraught. The notion of spiritual possession was never a possibility that he considered too seriously, but now it is clear that he needs to allow for more outside influences than he previously imagined. His progression from this point will be a mixture of Arcana, rotes and Skills designed to help him protect Sleepers (and himself) from the dangerous elements of the World of Darkness.

- **Tyrrhenus:** Tyrrhenus began with the goal of working within mage society and building something better. Contact with that society in a time of crisis, however, has led him to believe that more stringent methods than he originally thought are necessary before anything like the functional society he imagines can be realized. His own experiences with organized crime provide a road map, of course, but he has always shied away from that life, knowing the violence and misery to which it leads. Instead, he has tried to increase his knowledge of magical societies (hence the increase in Occult) and in magic in general. As the chronicle progresses, however, Tyrrhenus will come into his own as a leader. His style of leadership, though, might not be entirely benign—Tyrrhenus is a warrior at heart.

THE SPIRITS' BANS

In "Gazing into You," we put forth the notion that the spirits that had fixated on the characters would have more concrete bans than an aversion to a given emotion. That was true for Wrath (couldn't back down from a fight) and Envy (anything given freely drains Essence). Going forward, however, you might consider taking the players' portrayals of the characters into account when designing the bans of the remaining spirits. For instance, Tyrrhenus loses himself in prayer to use his Dream Merit, but his faith isn't otherwise portrayed as a major part of the character. If his player decides that Tyrrhenus is a devout Catholic, however, and makes a point of budgeting time for him to attend Mass, then perhaps the Greed-spirit (which the characters will meet in the next story) loses some of its power in the presence of a rosary or crucifix. On the other hand, if Tyrrhenus' player does not focus on his faith but instead on the notion of uniting the Awakened, maybe the Greed-spirit suffers a negative modifier if it hears the High Speech (as High Speech is the language of Atlantis, common to all of the orders). We will continue to provide bans for each of the spirits, but by incorporating the players' "takes" on the characters provided, you help them personalize these characters and make them more dynamic and interesting.

SIREN'S SONG

This story begins one month after the events of “A Nest of Vipers.” The characters have not, during this time, been pestered or even contacted by any of the Vice-spirits. The Consilium in Boston has not reported any problems, and Amelia has not had any relapses.

This, of course, should worry the characters. The spirits haven't left the Fallen World. If anything, they are growing more comfortable with it. During this story, the characters will see that the spirits are capable of hacking out niches for themselves among Sleepers, living like parasites off the vices of others. Specifically, they discover the Lust-spirit has created an identity for itself and become attached to a Hellfire Club-esque group among Boston's elite called the New England Libertine Society (NELS for short). This society is primarily concerned with sexual gratification, and it meets every week on a small cruise ship owned by a wealthy Bostonian. The characters need to find a way to board this ship and confront the Lust-spirit. When they do so, they face the challenge of talking her into leaving the Fallen World forever. If they attack physically, they must contend not only with the possibility of her retreating into the Shadow Realm, but also the Sleepwalker bodyguards she has created.

MANA

The characters' Mana level fluctuates during the course of the month of downtime. Use any of the methods presented in “A Nest of Vipers” to determine their Mana levels at the start of this story. While the first few events of “Siren's Song” can take several days, keep track of Mana levels during this time. Characters who use improvised magic during their investigations should lose Mana as usual (unless they perform such spells at the cabal's Hallow) and spells such as Glimpsing the Future that require a Mana point also put a drain on the characters' resources. Mana is not a limitless source of energy, and the characters shouldn't be allowed to burn through their Mana and still have 10 points each when they board the ship in Scene Three.

ADULT SITUATIONS

“Siren's Song” involves sex on a fairly blatant level. The New England Libertine Society was created, despite rhetoric about freedom of thought, to allow the members to indulge their carnal fantasies in an environment safe from reprisal. The voyages aboard the *Sir Stephen* allow even those members whose tastes run to the truly exotic to realize their lascivious dreams.

How, then, do you present “Siren's Song” without reducing the players to embarrassment or red-faced giggling?

It's actually fairly simple: Find out what level of graphic description they can handle before play begins. (Ideally, you'd do this before the *chronicle* begins, but nothing truly outré has yet been presented in **Gloria Mundi**.) Using the rating systems of films or video games works well. If you have players who aren't comfortable with detailed depictions of sex (or violence or any other touchy subject, for that matter), stick more to innuendo and suggestion. If your players are comfortable with hearing the details, be as descriptive as you like.

Be aware that there's a very big difference between erotica and gratuitous sex, yet that difference is a matter of perspective and personal taste. Therefore, it's incumbent upon you as Storyteller to find the place where your troupe is comfortable. When in doubt, know that in erotica, as in horror, *possibility* is more effective than *certainty*. Hearing the sounds of a couple (or a group) in the throes of passion clues in the characters to what is going on just as much as peeking through the door—you just don't have to describe the participants and their positions. Also, remember that reducing a scene down to the essentials (“You see a couple on the bed having sex”), while not as evocative as a more detailed narrative, places less emphasis on the act of sex and more on the setting and the situation. The player can always ask for more detail if she feels she needs it.

SCENE ONE: RESTED AND READY?

The characters have a month to themselves. The spirits do not make trouble for them in any way. This might seem to be a blessing, but in reality it should worry the characters. The spirits are not gone, they are merely cementing themselves in the Fallen World (since they have learned from what happened to Wrath, Sloth and Envy that crossing the Awakened is dangerous).

This scene is entirely driven by the characters, encompassing the attempts they make to track down the Vice-spirits. These attempts ultimately give them a lead on the Lust-spirit, but they might also turn up some disturbing information about Adam.

Try not to force the players into any of these courses of action, unless they seem truly stuck. Let them find their own methods of investigation. After reading the rest of “Siren's Song,” you will know the truth of what is happening, and can thus allow the players to find out the same information and follow the same leads no matter what methods they use. We have simply provided the most obvious avenues of approach for the cabal.

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DREAM

If Tyrrenus uses his Dream Merit to gain insight on the cabal's next move, you roll his Wits + Composure (five dice). If this roll succeeds, choose one of the following visions to present to the player (each of them contains two hints about the situation). You can also feel free to create your own based on the player's portrayal of Tyrrenus thus far and what you feel the player would respond to. You can also give the player an Intelligence + Occult roll to interpret these signs correctly, if you deem it necessary.

- *You see a large, dark room covered in spider webs. Naked couples writhe and thrash, covered by the sticky threads, wrapping themselves tighter. You see the webs trembling and realize that the spider knows you are here.* This vision reveals that Lust is the characters' next target, and that they must approach carefully lest she sense them.

- *You walk among a throng of well-dressed and obviously moneyed people. As you mingle, though, they stroke and caress you, and you realize that you are naked. You glance out a window, and see only water, deep blue ocean as far as you can see.* Again, this dream reveals Lust's presence and drops the hint that she is among the elite and on a ship.

- *You see a beautiful woman lounging on a huge cushioned dais. Four men, naked to the waist, surround and guard her. As you approach, you see that the woman is actually a mermaid, and that her tail glimmers blue and gold. One of men stops you, saying, "That's close enough, Tyrrenus."* This reveals the spirit has an association with the sea, and that she has allies that are aware of the mages' true nature. If you need this hint to be more overt, you can describe the woman as looking like Niamh.

- *You are aboard a small vessel at sea, lost with no wind to drive your sails. In the distance, you see a much larger ship, and you can hear music and sounds of merriment from the deck. As you watch, a flock of doves rises up from the larger ship. One of them lands on the deck of your boat, and you can see that the bird's feathers are grimy and soiled.* This vision is most useful if the characters know or suspect that they are searching for the Lust-spirit. In addition to the "soiled dove" reference, which is often used in conjunction with prostitutes, the dove is an emblem of peace. This vision not only points the characters toward the sex-for-hire industry, but indicates that violence is not the best course of action with this spirit.

- *You are standing in front of long mirror, but it isn't your reflection that you see. The person in the mirror looks much like Niamh, except that her hair is made of long, flowing seawater. As you watch, the dress she is wearing falls away, revealing her smooth, lovely body. You cannot tear your eyes away, even as you feel the ground beneath you crumble and*

give way. This vision hints at the Lust-spirit's ban as well as the connection to the sea. This is a good vision to give to especially intelligent players, or to use if your troupe has already figured out that Lust is the spirit in question and that she is on a ship.

SPIRITS

Niamh or Morrigan can speak with spiritual entities, although Morrigan is limited to spirits in Twilight while Niamh can look across the Gauntlet into the Shadow Realm. The characters might decide to look for general areas of spiritual turbulence or to question spirits to see if they have noticed anything untoward of late.

Niamh is capable of summoning spirits. She may either specify a type of spirit (bird-spirits, sea-spirits, etc) or a specific spirit known to her, or she can simply call any spirit in the area. This spell calls only spirits in Twilight, but it can prove useful if she uses it in the right place, since the Lust-spirit's voyages haven't gone unnoticed in the spirit hierarchy. If Niamh uses this spell near the cabal's Hallow or anywhere else near the shore, she can summon sea-spirits that can tell her of a certain ship that sails every week. The spirits don't know the name of the ship, but they do know that tiny lust-spirits follow the vessel like seagulls looking for scraps.

If Niamh uses this spell away from the sea, she *might* summon a spirit that has taken notice of NELS or the Lust-spirit in some way, but any information she gains this way is at the Storyteller's discretion. Spirits are generally short-sighted and don't pay much attention to events beyond their immediate sphere of influence.

OTHER MAGES

The characters might ask other mages for help and insight. Following are a few of the more likely candidates and their information. Adam is covered separately.

- **Amelia:** Amelia is willing to help the characters with their investigation and act as backup if they need to take action, but she is leery of entering into a situation that could turn violent. She does not have any special insight into where the other Vice-spirits might be lurking, but if the characters follow the logic that all of the spirits are connected, they might be able to use the Wrath-spirit inhabiting Amelia to find the others. The Interconnections spell (Ogma knows this as a rote, and Jack and Tyrrenus can cast it as an improvised spell) can find a sympathetic connection between the spirits, which a mage can then track back using Space 2 or Prime 1. This magical tracking involves an extended Wits + Occult roll, with each roll taking one hour. Once the player reaches 10 successes,

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the character has tracked the connected back to the dock, where the *Sir Stephen* sits between voyages.

- **Chain:** Chain Parris has no particular information about the spirits or suggestions about how to proceed, but he knows about NELLS and the *Sir Stephen*. If the characters can find out about it and ask Chain, he can explain the organization's philosophies. He speaks well of Gilbert Lancaster, the president of NELLS, even if he doesn't share Lancaster's prurient interests. He is willing to set up an introduction for the characters if they wish to procure an invitation to the *Sir Stephen*.

- **Sisyphus:** If Jack contacts Sisyphus for information, Sisyphus uses his knowledge of the Time Arcanum and his connection to Jack to look into the future. He tells Jack that he has seen Jack and his cabal on a ship, surrounded by rich and elegant people, but that he felt an undercurrent of sexual tension throughout the event. He didn't see the name of the ship, but he heard someone refer to the ship as belonging to someone named "Mr. Lancaster." This uses one of Jack's favors from Sisyphus.

- **Enoch:** Whether the characters can call upon Enoch for help depends very much on the events of "A Nest of Vipers." If they treated Enoch well and were honest with him, he is willing to help them. Otherwise, he remains unavailable. Ogma is the best choice to make contact with him, since they belong to the same order. (Enoch still harbors some lingering resentment for Jack, unfortunately.) Have the player whose character is making contact roll Presence + Persuasion. Ogma receives a +1, Jack receives a -2, and feel free to add other modifiers based on how Enoch was treated. If the roll fails, Enoch doesn't return the character's call. If the roll succeeds, Enoch doesn't have any directly useful information *unless* the characters mention the docks or the *Sir Stephen* specifically. In this case, Enoch mentions sensing magic of some kind from that ship. Use of his Find the Hidden Hoard rote revealed a large, enclosed room below deck, but Enoch doesn't know what purpose it might serve.

ADAM

During the month of downtime, Adam keeps a low profile as he tries to handle the matter of the house fire as well as track down the spirits. If the characters try to contact him when the story begins, however, they find no trace of him. He does not return phone calls and does not contact the characters in any other way. If the cabal tries to reach him magically, perhaps with the Space Arcanum, they have no luck. He seems to have vanished.

Asking after him to Chain doesn't net any information, although Chain seems concerned about the disappearance.

Adam isn't the sort to run, as the characters know, so Chain suspects foul play. He knows so little about Adam, though, that he isn't able to make any suggestions. He advises the characters to keep searching for the spirits—perhaps Adam found one and was injured or possessed.

If the characters start to focus on finding Adam rather than finding the spirits, you might consider having the spirits "act up" in some way to put the emphasis back on them. If Envy or Sloth escaped, perhaps they make an attempt on the characters. Maybe Amelia suffers a relapse and the characters need to subdue her again. In any event, remind the players that Adam was primarily concerned with finding and banishing the spirits, and by continuing on that quest they stand a better chance of finding him.

MUNDANE INVESTIGATIONS

- **Police:** Ogma can keep an eye out for anything unusual during the course of his work. In particular, he can keep abreast of events in Boston's vice squad, since those are the officers most likely to run afoul of the remaining spirits. Have the player roll Manipulation + Subterfuge + 1 (for his Contacts Merit). If this roll succeeds, he hears rumors about a prostitution sting aboard a ship that apparently came up empty—everything happening on the ship was legal. If this roll produces an exceptional success, Ogma also discovers that the officers involved in the investigation are being very tight-lipped about the whole matter, on the orders of the district attorney.

If Ogma pursues the matter further, have his player roll Intelligence + Investigation. Success turns up the name of the ship: the *Sir Stephen*.

- **Media/Internet:** The characters need a little bit of information before they can take this step—the names "Gilbert Lancaster," "NELLS" or "*Sir Stephen*" would be enough to begin a search. Have the player of any character engaging in this kind of investigation roll Intelligence + Academics (for paper or microfiche research) or Computer (Internet research). Either method requires an extended action, with each roll representing one hour of work. Either method requires five successes. Have the player declare how many hours she wishes to spend on the task and make an appropriate number of rolls.

If the player succeeds (five successes in the allotted time), she learns that Gilbert Lancaster is an independently wealthy philanthropist, descended from Boston old money. He is often seen at parties and fund-raisers hosted by political candidates (mostly at the national level, though sometimes he "slums" and attends local functions). Occasional rumors surface about his sexual proclivities, but he keeps a tight lid on his personal life and refuses to dignify

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such rumors with comment. He purchased a ship from a cruise line after it went bankrupt, and he then refitted it for recreational purposes and renamed it the *Sir Stephen*. Lancaster is also president of a private club called the New England Libertine Society. Finding information beyond the group's name and that Lancaster is the president, however, requires more work.

If the player achieves 10 successes in the allotted time (an exceptional success), she discovers that Lancaster's father started NELS in the early 1950s in response to the era of paranoid McCarthyism. The society was meant to allow and encourage free thought and discourse, and over time it entertained some famous authors, politicians and scholars as guests. One of them, which the characters might find interesting, was the famous sex researcher Alfred Kinsey.

If you feel the characters need a helping hand, you can also have them find a photo of a charity ball featuring Lancaster standing in a group that includes Chain Parris. This, of course, can point the players to Chain as a source of information about Lancaster.

• **Sex-for-hire:** Once the characters realize that the ship is, for all intents and purposes, a floating orgy, they might start looking into Boston's sex culture. This doesn't work as well as they probably expect, though, as most of the ship's passengers want to avoid exposure at all costs (since most of them are influential businesspeople). Likewise, since everyone on the ship is there for the same reason, there isn't much point in bringing escorts or other paid partners. That said, the elite still like to look good, and sometimes they do bring arm candy along.

Players of characters investigating Boston's sex-for-hire scene should roll Manipulation + Streetwise. Success on this roll means the character finds a male stripper who took a job a few months back on a ship called the *Sir Stephen*. He thought that he was simply supposed to hang on the arm of what he calls "a real glamorous society lady," but it became clear that he was expected to join in the sex play once on the ship. He refuses to discuss the matter any further than that unless the player rolls an exceptional success, in which case he admits to joining in. He claims that he normally wouldn't have done so, but he felt that the very air around him was encouraging him. If Niamh is present, have any player whose character is there roll Wits + Subterfuge. If the roll succeeds, the character sees the man stare at Niamh for a few seconds as though he recognizes her. If asked, he says that he thought he saw her there, but decided it just must have been someone who looked like her.

This scene ends when the characters have learned about NELS or the *Sir Stephen* and decide to take action on the matter.

SCENE TWO: SETTING SAIL

This scene consists of the characters' attempts to find a way onto the *Sir Stephen*. This might involve meeting with members of the Boston aristocracy, plans to sneak aboard the ship, or both.

Over the course of the first scene, the characters probably learn that Lust is involved in the goings-on aboard the *Sir Stephen* and that getting on the ship isn't simply a matter of buying a ticket. The characters have four main options when it comes to getting on board: sneak aboard with caterers and staff, board the ship after it has left port, buy their way on board, or procure a legitimate invitation. Note that the characters might use more than one method. One character might pose as a caterer while two of them board the ship as a couple, leaving the other two to sneak up alongside the ship in a rented boat. Dividing the efforts like this helps to avoid undue attention and makes sense from a tactical point of view, but from a game standpoint, it means that you need to split your attention. When cutting between two or more characters, don't spend too much time on any one character and try to leave each character just before an important task (a kind of mini-cliffhanger).

INVITED ATTENDANCE

Gaining an invite to the *Sir Stephen* involves meeting Gilbert Lancaster. Chain can arrange for the characters to attend a luncheon at which Lancaster will be present and he can introduce the character(s) to Lancaster. Chain warns the characters that this function is strictly high society, though, meaning that they need to dress and act the part. This probably means a trip to obtain suitable clothing is in order (Morrigan has the money to fund this trip), but the real challenge is at the luncheon.

Any character who attends the luncheon with the intent of meeting Lancaster must mingle a bit before getting a chance to meet him. If nothing else, the players must roll Presence or Manipulation (whichever is higher) + Socialize during this time. Niamh's Striking Looks Merit applies to this roll, as does Ogma's Beer and Wine Specialty (since he can steer the conversation to the topic of fine wines). Note that Niamh, Morrigan and Jack don't have dots in Socialize, so they suffer a -1 penalty to this roll. If this roll fails, the character makes some social faux pas and Lancaster avoids meeting with her (and anyone attached to her, meaning that a character who fails to work the room well should probably just leave, rather than tainting her comrades' attempts). If the roll succeeds, the character comports herself well and Chain can easily steer Lancaster over to meet her.

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When the character(s) meet Lancaster, proceed from this point.

Read the following:

Chain walks toward you, bringing a man in his early 40s. The man is slim and fit, wearing a tailored tan suit and a conspiratorial smile. He extends a hand as Chain says, "Gil, I'd like you to meet someone—" Chain drops his voice slightly and adds, "—who's interested in a boat trip."

Stop reading aloud.

Lancaster doesn't discuss the particulars of the *Sir Stephen* in public. Instead, he simply tries to get to know the character. Lancaster is a good judge of character and doesn't wish to allow anyone on his ship who isn't in it for simple gratification—a simplistic goal, perhaps, but what Lancaster is trying to avoid is accepting people who are damaged, dangerous or looking to expose the members of NELS. You can play through a bit of conversation with Lancaster and the character(s). He talks about current events, politics and other such innocuous topics, all while maintaining a light mood. Have the player roll Manipulation + Subterfuge. (Niamh's Striking Looks Merit applies—Lancaster might be a good judge of character, but he's also easily distracted by beautiful women.) If the roll succeeds, Lancaster feels comfortable around the character and invites her aboard the next voyage. If the roll fails, something makes Lancaster uncomfortable and he merely exchanges pleasantries.

Ogma can bypass this process by using his Emotional Urging rote on Lancaster to instill feelings of comfort and trust. In that case, as long as the Ogma successfully casts the spell, Lancaster invites the characters to the next voyage.

If the characters are invited aboard the ship, Lancaster takes down their names and address (probably best not to reveal that they all live in the same house, as this would look suspicious since the characters are pretending to privilege). He then has his staff run background checks on the characters, making sure that none of them are criminals or sex offenders. Since none of the characters fit any of those descriptors, Lancaster's people turn up no reason why they should be excluded.

The next day, an employee of Lancaster's contacts any characters who were invited aboard with date and time information, and also with the rules of the ship. These rules are simple enough: No one is permitted to bring food or drink onto the ship, although if a guest wants something specific Lancaster attempts to ensure it will be on hand. Everything that happens on the ship is consensual. No illegal drugs of any kind are allowed on the ship, nor are any weapons. The employee gives the characters a card that lists the "safe words" used on the ship and advises them to memorize them, even if they don't intend to become involved in BDSM. "Sometimes you get swept up," he says, "and it's better to be on the safe side."

The characters are expected to arrive at the ship on Friday, an hour after sundown. The employee asks them not to arrive in limousines, as they attract too much attention.

If the characters ask what happens if someone breaks the rules, the man laughs and says that offenders are thrown overboard. If the characters persist, he says that they are not invited back, but that no one presses charges because that would expose what goes on during the voyages. He states that there has never been a problem during his employ, but he does mention that security is a bit overworked now that the voyages have moved from monthly to weekly. If asked when this change was put into effect, he tells the character it has been going on for three weeks.

MONEY

The characters can buy their way onto the ship, but it is expensive. First, the characters need to make contact with a member of NELS. Chain can help them in the same manner as meeting Lancaster, above, but instead of meeting with him, they simply meet with someone in the society. The player then needs to convince the member to "put in a word" with Lancaster. This costs several thousand dollars—even Morrigan can only afford two "tickets" in this way. If she does so, have her player roll Intelligence + Academics. If the roll succeeds, Morrigan depletes her ready cash for the month, but it recovers. If the roll fails, the expenditure leaves her overextended and her Resources Merit drops by one dot. (It will recover in time, but for the rest of the chronicle she has access to only \$2000 of disposable income per month—still impressive, but nothing like what she is used to.)

The society runs the same background checks and delivers the same message to characters who buy their way onto the boat, but such characters are watched much more carefully. Any Stealth rolls made for such characters during the voyage suffer a -1 penalty.

WEAPONS

If the characters bring weapons on board, have the appropriate players roll Wits + Streetwise in a contested roll against the security staff's Wits + Composure (four dice). If the character wins, the staff doesn't notice the weapon. If you win, the staff sees the weapon, takes the character aside and confiscates it. If the character resists, the staff takes him below deck and detains him until the ship reaches port again. The character, of course, might resist, flee, use magic and so on, but it's probably easier to just give up the weapon. If the staff finds a weapon, though, Anne-Marie is on her guard (see Scene Four).

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DISGUISE

Lancaster employs a catering service for the voyages. In fact, if the characters think to check on it, they discover he uses the same catering service when he hosts private functions. He pays promptly, tips well and takes the time to learn the names of as many employees as he can. The reason for this attention to detail is simple: He recognizes that if someone were to sneak aboard with a camera, it would likely happen through the caterers. A Sleeper, therefore, has little chance of simply donning a uniform and trying to blend in, but a mage has other tools at her disposal.

The characters don't have time to actually become employees of the catering company and get assigned to the ship, because the company selects the staff for that job very carefully. The mages, therefore, need to obtain a uniform and slip aboard while the staff is loading supplies. Gaining a uniform isn't difficult, as the clothes the staff wears are fairly nondescript, so the characters can purchase matching clothing.

Sneaking on board requires three separate Wits + Stealth rolls. The first is made on the dock to grab a crate or a handcart of goods without being noticed as an outsider (-2 modifier). The second is made after carrying the goods onto the ship (-2 modifier), and the last one comes when the character must deposit the goods in their proper place (-4 modifier). Niamh's Striking Looks Merit serves as a *negative* modifier to these rolls, since people tend to remember her. A failure at any time means the character is suddenly surrounded by security staff, who take her to a small office on the dock and watch her carefully until the ship leaves port. (The character can use magic or other means to escape this situation, but the permutations of such an event are too numerous for us to detail here.)

A dramatic failure on any of these rolls means that security staffers surround the character but call the police. The character needs to escape this situation quickly, as Lancaster and the other members of NELS can make her life a living hell in very short order.

Provided the player succeeds on all three rolls, the character manages to get aboard the ship without being discovered and can easily find a place to hide until the ship sets sail. Once the ship is on the water, the character had better either have a change of clothes or be prepared to serve drinks all night.

MAGICAL SUGGESTIONS— BOARDING THE SHIP

Of the characters, Jack is best suited to sneaking aboard as staff. His Stealth Specialty (Crowds) applies to the first of the rolls his player must make, and with Fate 2 he can slip into rooms just as people's backs are turned. He can even "just happen" to look like a staff member who everyone *thought* called in sick, or take the place of a new hire who didn't show.

Other characters have other methods, of course. Ogma or Morrigan can use Death 1 to conceal their faces with shadows, adding dice to the Stealth roll. (Ogma knows this spell as a rote.) Ogma can also use Emotional Urging if confronted to attempt to lie his way out of trouble. Niamh and Tyrrenus, though, probably should find other methods of getting on board.

SHIP-TO-SHIP

The characters might decide to forgo subterfuge of any kind and simply rent or buy a boat, approach the ship while it is out to sea, and sneak aboard. This approach might be better as a back-up than a primary plan of attack, but it's worth considering, especially since it allows the characters a quick escape. If Amelia is still alive and with the cabal, she can pilot the smaller craft while the characters are on board the *Sir Stephen*.

Morrigan has more than enough money to rent a boat, and even if she opts for a large fishing boat (so as to better enable travel between the two ships), it will still be faster by far than the *Sir Stephen*. Once the *Sir Stephen* is out of Boston Harbor, it just drifts for a while (since the passengers aren't there for sightseeing purposes) before heading back to arrive in the harbor just before dawn. If the characters wish to board the *Sir Stephen*, though, they need to find a way around the instruments of the larger ship, which of course will detect them as they approach. Tyrrenus can use Forces to do this, magically broadcasting a "noise" signal to mask their approach. Morrigan can cause the shadows around the boat to darken and cover their approach from anyone watching from the deck, but this spell is vulgar.

Once the characters are alongside the *Sir Stephen*, they need to climb aboard. Doing so involves climbing up a rope or a ladder. Hopefully, they have someone

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on board who can lower one or catch a thrown line. If not, a character needs to throw a rope with a hook. (Dexterity + Athletics, -2 for darkness and distance; Ogma's Throwing Specialty applies.) Climbing a ladder doesn't require a roll, but climbing a rope requires a Strength + Athletics roll. Failure means the character falls and lands on the deck, suffering four dice of bashing damage.

Once the characters are on board, they need to either blend in as guests (difficult, as newcomers are favorite targets for seduction) or stay out of sight. You can make staying incognito as easy or as difficult as you wish, depending on the constraints of your troupe. Occasional Stealth rolls are probably appropriate in any case, but don't ask for the players to roll unless you're prepared for failure. Use the traits for Lust's bodyguards in *Dramatis Personae* for the security staff if need be, but add a dot of the Brawl Skill.

This scene ends when the characters board the ship, by whatever means.

SCENE THREE: LIAISONS

This scene is a collection of events that can happen to the characters while aboard the *Sir Stephen*. You don't have to use all of these vignettes. They are meant to give the characters an idea of what the Lust-spirit's presence is doing to the people around it, and in some cases to foreshadow upcoming events in *Gloria Mundi*.

Throughout this scene, whenever the characters use magic, roll the Lust-spirit's Finesse, subject to the following modifiers:

Circumstance	Modifier
Spell is covert	-1
Spell is purely sensory	-1
Spell is a rote	-1
Spell is improvised	+1
Spell is vulgar	+2
Spell causes a Paradox	+3

All of these modifiers are cumulative. Therefore, if someone casts an improvised vulgar spell, you roll Lust's Finesse rating +3. Niamh's Occultation Merit does *not* apply to this roll. Normally it would, but because the spirit has a connection to Niamh, it gains a modifier that cancels out the penalty from this Merit).

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While some of the passengers walk on the deck of the ship, most of them remain indoors since it's too cold to fully enjoy themselves outside. The main dining and ballroom of the ship has been converted into a dimly lit area that the staff calls "the market." Passengers chat, flirt and proposition each other in this room. The market is also the only room in which the staff serves food and drink.

From the market, passengers move down a hallway lined with doors. Another hallway intersects this one, giving the character three possible directions. All of these hallways are lined with doors to private cabins.

The cabins range in size and accouterment. Some are meant to hold a couple and include only a bed and perhaps some candles, while others can comfortably accommodate eight participants and include a variety of lubricants, sex toys and even costumes. The room meant for group sex has on occasion played host to as many as 50 people and includes everything the cabins do and more. Tonight, the crowd is a bit more sedate, should the characters wish to look in.

Moving forward down that hall leads to a door marked "Private." This room belongs to the Lust-spirit, who has taken the name Anne-Marie. More information about her and her room can be found in Scene Four.

Going left or right leads past a number of cabins, and then to a staircase leading to the Dungeon. The Dungeon is the area that Enoch might have noted to the characters as seeming out of place, and is of course meant for BDSM. The Dungeon contains any object, toy or device imaginable for sadomasochistic play, and employs a renowned dominatrix (who does not actually engage in sex with the passengers, since she is a paid employee of NELS rather than a member).

VIGNETTES

Some of the following scenarios are designed for specific characters, while other can happen to any member of the cabal. Again, you don't need to use all of them. Choose the ones that would interest your players the most.

• **Proposition:** The ship's passengers are there to have sex with each other, of course, and if the characters are passengers, they are fair game. Any of the characters can be propositioned, though Niamh is probably the first choice.

The passengers don't treat the ship as a singles bar, though, and they are all cultured and educated.

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Propositions, therefore, might be as subtle as a wink and a beckoning glance while a suitor walks toward a cabin, or as obvious as an invitation to go to the Dungeon or to the “big room” (the one meant for group sex).

The interplay between passenger and mage doesn't need to involve dice. Just use the passengers and occasional propositions to reinforce the fact that the characters are visible, that they cannot act with impunity or without being noticed and that the Sleepers on board have seen and will remember them. If a character actually wants to accept a proposition, either out of a desire to find the Lust-spirit or simply out of lust, nothing prevents that. Note that by simply having sex with someone, Niamh is *not* fulfilling the requirements of her Vice to regain a point of Willpower. To do that, she must satisfy her Vice at someone else's expense. (If the player argues that Niamh is endangering the group by wasting time, award the Willpower point, however. The important thing is to avoid sending the message that the Vice of Lust is the same thing as rampant nymphomania.)

At some point, if Niamh is present as a passenger, use the following paragraph.

Read the following to Niamh's player:

A man taps you on the shoulder and says, “Anne-Marie, did you change your hair again? It's looks—” When you turn, he stammers, “Oh, I'm sorry. I thought you were someone else.”

Stop reading aloud.

How Niamh reacts determines the man's next move. If Niamh is polite and courteous, he continues talking to her, asking if she is “Anne-Marie's sister.” It probably won't take the player long to realize that “Anne-Marie” is the Lust-spirit. If Niamh asks where Anne-Marie is tonight, the man speculates that she is in her private room with her boys. If the character presses the man, he tells her that Anne-Marie always has four men with her, acting as, he says with a wink, “servants.” He also mentions that Anne-Marie likes to watch. In fact, two people just kissing seems to distract her to the point that she can't even talk. (This last bit of information is part of the Lust-spirit's ban, and is potentially crucial to the characters. If they don't learn it from this man, you might consider working it into a different vignette or conversation.)

If Niamh brushes the man off or is rude, he simply walks away.

• **Bad Apple:** A character notices someone slipping drugs into a woman's drink. This vignette can take place in the market or the group-sex room. If you wish to use this vignette, proceed from this point.

Read the following:

You glance across the room and see a man and a woman sitting at a small table, chatting. The man seems enthusiastic, but the woman is glancing around as though looking for a reason to get up. As she looks away, the man deftly opens the top of his ring and drops something into the woman's wine. She doesn't notice.

Stop reading aloud.

The character might realize that it is possible that these two people are merely acting out a fantasy. Matter 1 can easily detect the presence of a sedative in the woman's drink, however. (Tyrrhenus' Detect Substance rote does exactly that, and Morrigan can use the same effect as an improvised spell.) If the characters confront the culprit directly, he protests, but they can simply open his ring and show the lingering powder to prove the point. If the characters do this, the other passengers grow agitated and some even demand that the ship be taken back to port early. This doesn't happen, but the ruckus does put Anne-Marie on guard (see Scene Four) and ensures that everyone knows and remembers the characters' faces.

If the characters inform security, the man is escorted out of the market, then searched and detained until the ship reaches port. No charges will be filed, of course, but if the characters ask, they learn that the man is barred from the Sir Stephen and his social career is effectively over. The woman finds the characters responsible and thanks them personally. (How exactly she thanks them depends on how libidinous you want this story to become; sex, money or favors are all options.)

The characters might decide to take matters into their own hands, knocking over the woman's drink or luring the man into a private room to have words (or worse) with him. In any case, be mindful of their Wisdom ratings and have players make degeneration rolls as appropriate.

If the characters bring the man to the attention of the security staff, either covertly or overtly, one of them hears a staff member mutter, “See, this is what happens when we try to do this every week.” If asked to elaborate, he glances around furtively and says, “Oh, it's just hard to keep security tight on this kind of schedule. It was easier when it was just once a month.”

• **Family matters:** Use this vignette if Tyrrhenus is posing as a passenger.

Read the following to Tyrrhenus' player:

You hear a voice say, “Ey, Tony!” You turn to see Paul Licavoli, your cousin, standing with a tall blonde woman. He leaves his date and approaches you. “I didn't know you were into this, man.”

Stop reading aloud.

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Let the two talk for a moment. Paul is a little drunk and not very bright, so any story Tyrrenus gives him about how he got invited works to allay suspicion. After the two men chat for a moment, Paul asks Tony to accompany him out to the deck for a private talk. Take Tyrrenus' player aside from the rest of the group for this conversation.

Paul informs Tyrrenus that the Licavoli family has had some good fortune of late and will be "making a move" soon. Paul doesn't elaborate, but he does tell Tyrrenus that if he wants to get in on the action, he's got a chance. Don't let this scene go on for too long—the point isn't to derail this story but to set up the next one, which involves Tyrrenus and his connections to organized crime.

- **Lust for Blood:** Use this vignette if a character, preferably Morrigan or Jack, is in a hallway alone.

Read the following:

As you walk down the hall, you hear a loud thud from a door to your left, as though something or someone slammed up against it. The door opens a bit, and you see a man in a dark suit and a woman in a black dress kissing as they move toward the bed. The woman collapses onto her back and man moves in to kiss her neck, but darts forward suddenly and bites. The woman's eyes fly open and she grabs at his back...at which point his eyes open. He glances at the open door, stands and pushes it shut. You could swear you see blood on his teeth.

Stop reading aloud.

The player probably doesn't need an Occult roll for the word "vampire" to occur to her. Use of the Sense Consciousness rote detects only one mind inside the room after the door closed, and that consciousness is weak and sluggish (the same is true for any other use of magic meant to pinpoint the people in the room). If the character opens the door, proceed from this point.

Read the following:

You open the door and see no trace of the man. The window in this room is open, and you see a tiny bit of mist or smoke vanishing into the night. The woman lies on the bed, apparently asleep.

If Jack is present, add this:

The wind makes a whistling sound through the window, and a deep chill runs down your spine.

Stop reading aloud.

If the character checks the woman, have the player roll Intelligence + Medicine. The woman has no wounds and seems healthy and intact. Niamh can assess her health with an improvised Life 1 spell. If she does so, Niamh learns that the woman has lost some blood, but not much more than one would lose donating blood.

The characters can make of this anything they wish, but this vignette isn't indicative of a sinister vampiric presence on the ship or a hint of encounters with the undead to come. It is simply meant to make them realize that other dangers besides spirits lurk in the World of Darkness. If you have access to **Vampire: The Requiem** and wish to flesh out this vignette, feel free. Consider, though, that just because the man resembled a folkloric vampire (taking blood from a beautiful woman and fleeing in the form of mist) doesn't mean it resembles a vampire in any other respect. It might have been a spirit or a being that no scholar has yet named.

- **Many Faces of Vice:** Use this vignette if a character, preferably Niamh or Oigma, is in a hallway alone.

Read the following:

You spot a crack of light coming from a partially open door. Glancing inside, you see a man sitting on the edge of a bed. Two women lounge on the bed behind him, blissful smiles on their faces. The man is holding a bent spoon over a light, and a length of rubber tubing is tied around his arm. He glances up at you and smiles. "You want a hit?"

Stop reading aloud.

If the character takes a hit, he enters a dreamy state of bliss. All wound penalties are ignored for the next (8 – Stamina) hours, but all dice pools and Defense drop by two during this time, as well. Addiction after one hit of heroin is not an issue, fortunately.

If Niamh wishes to do a hit but avoid the effects of the drugs, she can use Life to purge the heroin from her system immediately after taking the injection (before the drugs have time to fully kick in). This spell is improvised, of course. If she waits even a few minutes, though, the –2 penalty applies to the spellcasting roll.

If a character asks how the man brought the drugs on board, given the rules against it, he says that the staff used to be much more stringent in policing the guests for infractions of that rule. Since the cruise went weekly instead of monthly, though, nobody seems to bother.

- **Consensual:** Use this vignette if a character is in a hallway alone. If the characters have already experienced the Bad Apple vignette, this one is especially appropriate.

Read the following:

As you walk down the hallway, you hear a woman's muffled screams. You hear her crying, "Stop!" and "No!" followed by the crack of a hand on flesh. After that, you hear only indistinct sounds.

Stop reading aloud.

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The woman in the room is in no danger, she is merely participating in a rape fantasy. The characters, of course, might not take the time to find that out. Use of Sense Consciousness near the door detects two minds feeling arousal, but no real fear or anger. If the characters simply break in the door (Strength + Athletics to kick it in, Wits + Larceny with a -3 modifier to pick the lock, magic works normally), the two people both indignantly tell the characters to mind their own business. This vignette is merely meant to reinforce that the characters need to be careful. If they take overt action in this matter, Anne-Marie is immediately put on her guard.

Note: *Be very careful with this vignette.* If you do not know the players in your troupe well, or if you even suspect that they would not be comfortable with this vignette, skip it.

This scene ends when Lust takes notice of the characters or when the characters enter the door marked “Private.”

SCENE FOUR: LUST

In this scene, the cabal confronts the Lust-spirit and her bodyguards. It begins either when the Lust-spirit notices the characters due to incautious magic or when someone enters her private room.

Anne-Marie is in her private room with her four servants. Calling them “bodyguards” isn’t entirely accurate. They are capable of providing some security, but their main functions are to act as menservants to Anne-Marie and to service her sexually. They are unaware that she is a spirit, but they do know that she isn’t entirely human, since they have seen her disincorporate and Materialize. All four of them are currently under the effects of the Lucidity Numen (see *Dramatis Personae*, p. 16).

The circumstances under which the characters find Anne-Marie are important. If they simply enter the room unannounced, she has two of her servants block the door and the other two shield her. She gives the characters only a few seconds to speak before she flees to the Shadow Realm.

If the characters have put Anne-Marie on her guard, she is prepared when they enter the room. The bodyguards all have improvised weapons in easy reach (see sidebar) and she is in the far corner of the room.

If Anne-Marie sensed the characters using magic, she sends her servants out to find them. The servants merely ask the characters to accompany them to a “private room,” but if the characters refuse, the servants address them by their Shadow Names. In addition, the conditions described in the last paragraph apply.

IMPROVISED WEAPONS

The bodyguards don’t use weapons well, but the principles of hitting an enemy with an object are fairly simple. The following items are usable as weapons in Anne-Marie’s room:

Object	Bonus
Bottle (full)	2B
Bottle (broken)	1L
Chair	2B
Serving tray	1B
Glass Ashtray (thrown)	1B

When the characters enter the room, proceed from this point.

Read the following.

Through the door labeled “Private” is a large room decorated in greens and blues. The room is square, but the furnishings and draperies on the walls make it appear circular. It is dimly lit by electric lamps and a few candles, and a gentle scent of incense hangs in the air.

If the characters have surprised Anne-Marie, read the next paragraph.

A circular bed sits in the middle of room, covered in blue satin sheets. A nude woman lounges on the bed on her stomach, her head pointed toward you, as two muscular, handsome men massage her back and legs. Two more men look on, apparently awaiting instruction. Aside from her short, red hair, the woman bears a striking resemblance to Niamh.

If she is on guard, read the following paragraph:

A circular bed rests in the far corner of the room. Sitting on the edge, wearing a long, white robe is a woman with short red hair. Apart from that, though, she is almost identical to Niamh. She stares at you with a fearful expression. Four muscular men stand within a few steps of her.

Stop reading aloud.

The characters’ first action probably ought to be to declare that they don’t intend to hurt Anne-Marie. If they threaten her in any way, or they cast any spell that targets her or one of her bodyguards, or they make any kind of sudden or menacing move, she immediately attempts to flee to the Shadow Realm (see “Lighting the Fuse”). If the characters pacify her, she is willing to talk.

DIPLOMACY

The cabal’s best bet for getting the Lust-spirit back where it came from is to talk it into going there willingly. It is possible to beat Anne-Marie in a fight, destroying the spirit, but it is much more likely that she will escape. Talking her into leaving

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the Fallen World might involve making her understand that her actions are having detrimental consequences (the lack of attention to security puts people in danger), reminding her that she does not belong here (which also reduces her Essence), or offering her the chance to return occasionally, perhaps temporarily taking over the body of one or more of the characters.

Despite her desire to stay and revel in the lasciviousness of humanity, the Lust-spirit is finding its new existence somewhat dissatisfying. Human lust is impure, diluted by feelings such as anger, jealousy, uncertainty, guilt and even love. Anne-Marie finds these other ideas uncomfortable, but is afraid to return to her “home” in the Shadow Realm. If the characters ask her what will happen to her if she returns, she asks them what will happen to them when they die. (If they give a response such as “we go to Heaven” or “we are born again,” she responds that those ideas are matters of faith, not knowledge. She does not have that kind of faith.)

Allow the players to talk the matter over as long as they like, but at some point, when you feel all the arguments have been made, have every player whose character contributed to the argument roll Manipulation + Expression or Persuasion. You roll the Lust-spirit’s Power + Resistance (nine dice). You should also add or subtract dice from the players’ totals based on how well individual characters expressed their arguments. If the players total more successes than you do, Anne-Marie decides that the mages are right and returns to the Shadow Realm for good (or accepts whatever bargain they put forth). At this point, the story is effectively over and you should proceed to Aftermath.

If you win, she refuses and, knowing that the mages will not take “no” for an answer, attempts to flee.

LIGHTING THE FUSE

If Anne-Marie ever decides that she is truly in danger, she attempts to flee. If she successfully disappears into the Shadow Realm, the characters don’t have any chance of catching her. If this happens, have everyone roll for initiative. Roll for the bodyguards, but don’t make a roll for Anne-Marie. (You can just make one roll for all four guards to make things run more smoothly, or you can roll for them separately to spread out their actions.) Because Anne-Marie’s Materialize Numen is more powerful than the other spirits’, it also takes a few seconds to undo. As such, she acts last, but if the characters have not found a way to keep her in the Fallen World or destroy her in a single turn, she vanishes and escapes.

If Anne-Marie was on her guard and has instructed her servants to arm themselves, they attack the characters with

the objects listed in the sidebar. They do *not* attack until something obviously supernatural happens or the characters take direct and visible hostile action against Anne-Marie.

Using Anne-Marie’s ban can distract her, causing her to lose her action and remain Materialized. The first time the players make use of this, don’t give her a roll to resist, just assume she fails. After that, though, make the roll as usual.

Anne-Marie begins with four Essence and 10 Corpus. As usual, the characters must reduce her Essence to 0 before exhausting her Corpus, or else she simply reincorporates to the Shadow Realm and can re-form later. Making use of her ban can reduce her Essence easily, but beyond that, the characters don’t have an easy way to weaken her spiritually.

The other problem is that if the characters manage to destroy Anne-Marie, her servants attempt to call security. The servants will not forget any magic they have seen, nor do the characters have the Arcana necessary to alter their memories. The characters could kill them, of course, but doing so reduces everyone’s Wisdom scores by *two* and could bestow at least one derangement.

If the characters stole aboard the ship and no one knows their true identities, simply beating the servants senseless and escaping isn’t much of a problem, provided they have a boat waiting. (It does impose a roll to avoid losing Wisdom. All players roll three dice and must then check for a derangement.) If any of the characters were guests, though, the servants can identify them. One solution would be to incapacitate the servants and have Niamh impersonate Anne-Marie (her hair is different, but some of the larger rooms have costumes and the characters could find a red wig). She can then give the staff any story she likes.

By far the best solution, though, is to avoid violence. If the characters can talk the Lust-spirit into going home, they not only have saved themselves a world of trouble, but they know such a thing is *possible*, and that should give them hope for dealing with the remaining four spirits.

AFTERMATH

Hopefully, the characters were able to dispose of the Lust-spirit quietly, leave the ship as easily as they boarded (or more easily), and go home with no one the wiser. If things went truly badly on the ship, though, they might face police questioning or scrutiny for a while afterward.

If the characters resolved this story gracefully and without making a lot of commotion, Chain contacts them and congratulates them on their efforts. Make a note of this, as it will make a difference in future stories.

If they caused a violent scene and drew a lot of attention, however, Chain is unimpressed and doesn’t make much effort to aid the characters in the future.

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If the characters failed to send the Lust-spirit back, have the players of any characters with Wisdom 7 roll four dice. Failure indicates a loss of one dot of Wisdom and requires a roll of the new Wisdom rating to avoid gaining a derangement.

DRAMATIS PERSONAE

The only characters likely to require game traits for Siren's Song are the Lust-spirit and her bodyguards.

LUST-SPIRIT, A.K.A. ANNE-MARIE

Background: The Lust-spirit doesn't know everything that has happened to the other Vice-spirits, but it knows enough. It knows that the Wrath-spirit Claimed a mage but that this ended badly. (Either the spirit was destroyed when Amelia died, or is trapped in her body.) It knows the fates of the Sloth- and Envy-spirits, whatever those fates were. It decides, therefore, that possessing Niamh isn't the best course of action, and is instead focused on growing more powerful. It did so by drifting to areas of Boston where lust was prevalent, and it eventually wound up following Gilbert Lancaster. This led the spirit to the *Sir Stephen*.

The Lust-spirit Materialized on board the ship during a voyage and spent the night soaking up the attentions of anyone who wanted to be with her. Now powerful enough to Materialize for longer periods of time, it changed its appearance and became a fixture on the voyage. (Its materialized form once looked identical to Niamh; now there are subtle differences to their faces and the spirit has short, red hair.) Although the rest of the NELS doesn't know it, the spirit, taking the name "Anne-Marie," also became a kind of muse to Lancaster, encouraging him to increase the frequency of the voyages to once a week rather than once a month. Lancaster did so, oblivious to the fact that this frequency made security a more difficult job. Under the spirit's "guidance," Lancaster has also been more lax about who he lets aboard (as the vignettes in Scene Three should show the characters).

Anne-Marie doesn't want to possess Niamh or harm the characters in any way. She just wants to be left alone to her debauchery.

Rank: 2

Attributes: Power 4, Finesse 4, Resistance 5

Willpower: 9

Essence: 4 (15 max)

Initiative: 9

Defense: 4

Speed: 18

Size: 5

Corpus: 10

Ban: The Lust-spirit has two major bans. One is that she is vulnerable to reminders that she is a spirit rather than an earthly being. If someone who knows if for a fact tells her that she is not real, not truly a woman, does not belong in the Fallen World or any permutation of these, she loses one point of Essence.

Also, she is easy to distract. A public display of lust—a kiss, sensual disrobing or any other erotic gesture—can cause her to lose an action. Roll the spirit's Resistance. If the roll succeeds, the Lust-spirit acts normally. If it fails, she loses her action for the turn.

Influence (Vice ••): The Lust-spirit can instill feelings of physical arousal and desire. It can also intensify these feelings where they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence points and roll Power + Finesse in an extended and contested roll versus the victim's Resolve + Composure; each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim's body. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Lucidity: The Lust-spirit can temporarily turn a Sleeper into a Sleepwalker (i.e., a target who can see magic without engendering Disbelief). Spend a point of Essence and roll Power + Finesse – target's Composure. If the roll succeeds, the Sleeper is considered Awakened for purposes of witnessing magic for the next 12 hours.

Mana Drain: The Vice-spirits can siphon away Mana from mages who resonate with their chosen urges (in game terms, that have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's

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player rolls as many or more successes than you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse; the spirit remains material for one hour per dot of Power + Finesse (8 hours for the Lust-spirit). This allows the spirit to make physical attacks (bashing damage), manipulate objects and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks. Note that this version of Materialize is more powerful than the one wielded by the other Vice-spirits.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has

Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

BODYGUARDS

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 4, Dexterity 2, Stamina 3, Presence 3, Manipulation 2, Composure 2

Skills: Academics 1, Athletics 4, Drive 1, Empathy 2, Intimidation 2, Persuasion 2, Socialize 3, Stealth 1, Subterfuge 2

Merits: None applicable

Willpower: 4

Morality: 6

Virtue: Fortitude

Vice: Lust

Initiative: 4

Defense: 2

Speed: 11

Armor: None

Health: 8

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OGMA/BENJAMIN KENT

Ogma's traits improve for "Siren's Song" as he gains a dot in the Subterfuge Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (seven dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other

than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (7 dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (seven dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: *OGMA/BENJAMIN KENT*

CONCEPT: *KEEPER OF SECRETS* PATH: *MAGTIGOS*

PLAYER:

VIRTUE: *PRUDENCE*

ORDER: *GUARDIANS OF THE VEIL*

CHRONICLE: *GLORIA MUNDI*

VICE: *GLUTTONY*

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (3 unskilled)

Academics (<i>PSYCHOLOGY</i>)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (1 unskilled)

Athletics (<i>THROWING</i>)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (<i>BEER & WINE</i>)	●●○○○
Streetwise	●○○○○
Subterfuge	●●○○○

MERITS

ENHANCED ITEM (<i>THROWING CARDS</i>)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (<i>BOSTON POLICE</i>)	●○○○○
STATUS (<i>GUARDIANS OF THE VEIL</i>)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	<i>3</i>
Initiative Mod	<i>5</i>
Speed	<i>9</i>
Experience	_____

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●○○○
SPACE	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	_____	○○○○○
9	_____	○○○○○
8	_____	○○○○○
7	_____	○○○○○
6	_____	○○○○○
5	_____	○○○○○
4	_____	○○○○○
3	_____	○○○○○
2	_____	○○○○○
1	_____	○○○○○

ROTES

EMOTIONAL URGING (<i>MIND 2</i>)	_____
INTERCONNECTIONS (<i>FATE 1</i>)	_____
SHADOW SCULPTING (<i>DEATH 1</i>)	_____
SPATIAL MAP (<i>SPACE 1</i>)	_____
THIRD EYE (<i>MIND 1</i>)	_____
MENTAL SHIELD (<i>MIND 2</i>)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "Siren's Song" as he gains the Detect Substance rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is *Obrimos*. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rotes.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for

ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (six dice).

- **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (five dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSILIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (CURSES)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSILIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	4
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●○○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "Siren's Song" as she gains a dot of the Empathy Skill, the Mind Arcanum and the Sense Consciousness rote. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rotes.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

- **High Speech:** Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELIA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE ORDER: ADAMANTINE

CHRONICLE: GLORIA MUNDI VICE: PRIDE ARROW

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
<i>FINESSE</i>	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
<i>RESISTANCE</i>	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL
(-3 unskilled)

Academics ●●●●●
 Computer ●●●●●
 Crafts ○○○○○
 Investigation ●●●●●
 Medicine ●●●●●
 Occult (UNDEAD) ●●●●●
 Politics ○○○○○
 Science (CHEMISTRY) ●●●●●

PHYSICAL
(-1 unskilled)

Athletics ●●●●●
 Brawl ○○○○○
 Drive (OFF-ROAD) ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ○○○○○
 Weaponry ○○○○○

SOCIAL
(-1 unskilled)

Animal Ken ○○○○○
 Empathy ●●●●●
 Expression ○○○○○
 Intimidation ●●●●●
 Persuasion ●●●●●
 Socialize ○○○○○
 Streetwise (CEMETERIES) ●●●●●
 Subterfuge ●●●●●

MERITS

HIGH SPEECH ●●●●●
 RESOURCES ●●●●●
 STATUS (ADAMANTINE ARROW) ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

FLAWS

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 Size _____
 Defense 2
 Initiative Mod 5
 Speed 10
 Experience _____

ARCANA

DEATH ●●●●●
 MATTER ●●●●●
 MIND ●●●●●
 SPIRIT ●●●●●
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
 □□□□□□□□□□□□
 -1 -2 -3

WILLPOWER

●●●●●●○○○○○
 □□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10 _____ ○○○○○
 9 _____ ○○○○○
 8 _____ ○○○○○
 7 _____ ○○○○○
 6 _____ ○○○○○
 5 _____ ○○○○○
 4 _____ ○○○○○
 3 _____ ○○○○○
 2 _____ ○○○○○
 1 _____ ○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)
 GRIM SIGHT (DEATH 1)
 QUICKEN CORPSE (DEATH 3)
 SENSE CONSCIOUSNESS (MIND 1)
 UNSEEN AEGIS (MATTER 2)

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "Siren's Song" as he improves his Destiny Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn.

Pattern Scouring and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE

PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	2 _____
Initiative Mod	5 _____
Speed	9 _____
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)	_____
FORTUNE'S PROTECTION (FATE 2)	_____
NIGHTSIGHT (FORCES 1)	_____
TEMPORAL EDDIES (TIME 1)	_____

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "Siren's Song" as she gains a second dot of Gnosis. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrsus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scourging and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics <i>(SWIMMING)</i>	●●○○○
Brawl	○○○○○
Drive <i>(BOATS)</i>	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion <i>(SEDUCTION)</i>	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size _____	
Defense <u>2</u>	
Initiative Mod <u>6</u>	
Speed <u>10</u>	
Experience _____	

ARCANA

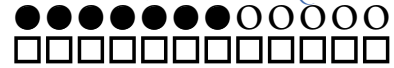
LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)	_____
MOMENTARY FLUX (TIME 1)	_____
SECOND SIGHT (SPIRIT 1)	_____
SELF HEALING (LIFE 2)	_____
_____	_____
_____	_____
_____	_____



MADE MEN
Gloria Mundi - Part Five

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THE AWAKENING

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MAGE

THE AWAKENING

Written by Matthew McFarland.

Playtesters: Matt Karafa, Jeffrey Kreider, Fred Martin-Shultz, Matthew McFarland, Keith McMillin, Dawn Wiatrowski

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Made Men

Welcome to “Made Men,” the fifth installment of the *Gloria Mundi* chronicle for *Mage: The Awakening*. This story continues the characters’ investigation of the Vice-spirits and puts them in perhaps the most physically precarious position they’ve been in thus far as one of the spirits sets them up to die. The characters also witness the power that these spirits can wield given time and opportunity, and the terrible fate that can befall even one of the powerful Awakened.

Apart from their quest to find and destroy the Vice-spirits, the characters also gain a bit of insight into what happened to Adam, though not enough for them to find and aid him. They do, however, gain a great advantage over the spirits in the form a magical item Adam discovered before disappearing.

THEME AND MOOD

The theme of “Made Men” is *will*. The Greed-spirit is willful enough to remove a mage’s soul, to slip into his life and even fool his closest friends and family. The characters need to possess a similar will in order to find and rescue him. Not only that, but this story puts the cabal into conflict with normal (if deadly) Sleepers who are willing and able to kill the characters. Fighting for their lives might require taking steps that the mages have not needed to take in the past.

The mood of this story is *dangerous*. The characters face a very real possibility of death in this story, not to mention the usual dangers of tracking down the Vice-spirits. The Greed-spirit has entrenched itself more directly into human society than even the Lust-spirit, insofar as it wields authority over a group of Sleepers who are willing to kill on its orders. In addition, the characters face dangers of exposure and arrest, depending on how things progress.

STORYTELLING TECHNIQUE: RINGERS

During the first two scenes of “Made Men,” Tyrrhenus is not himself. The Greed-spirit kidnaps and replaces him, and while the other characters *can* discover the ruse, they probably won’t (unless you have some extremely paranoid or perceptive players). This tactic requires Tyrrhenus’ player to take on the role of the Greed-spirit. The specific information he needs to know is relayed on the next page. Here, we present some pointers on having a ringer (also known as a “plant”) among a troupe.

- **Don’t do it often.** Having a plant works only if the players aren’t expecting it. If every few sessions, one of the characters turns out to be a spy, imposter or saboteur, the players will refuse to work together. Unity between characters can be one of the hardest things to achieve in a Storytelling game, depending on your troupe. As such, avoid anything that will drive a wedge between the players and their characters.

Done well and sparingly, though, the betrayal from one of the characters normally serves to unify the characters as they come together against a common threat. It might still raise issues of trust among the characters, but that’s very different from showing them that they are helpless against infiltration.

- **Don’t make it obvious.** If the troupe suddenly includes a new player, portraying a character that the regulars have never seen, they usually watch the newcomer like a hawk. That means that betrayal doesn’t seem surprising and that the characters are usually prepared for it. If you are going to add a new player to mix for the session, see if you can have that player join in the group once or twice prior to

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the betrayal (or play the character yourself as a Storyteller character), just so the other players accept his character's presence in the chronicle and aren't immediately waiting for signs of treachery. If this is impossible, the players might expect the newcomer to be working against them, but you can vary that character's motives to create an interesting story. Maybe the traitor believes the characters are evil and that by working against them, he is doing the right thing. Maybe he is being well paid and the money trail leads back to the characters' true enemy.

Or, for an interesting double-blind, perhaps the newcomer isn't the traitor at all. The real traitor is a regular member of the group, working to frame the newcomer (who, perhaps, is looking to expose the traitor).

- **Consider what the players might do.** In *Gloria Mundi*, the characters are aware that the Vice-spirits can materialize and that when they do, they are nearly identical to the mages on whom they have imprinted. As such, the characters might have developed a complicated set of rituals and spells that they undergo every day to prove to each other that they are still human and not imposters. Each Vice-spirit knows everything that the others know, *except* for the Wrath-spirit (since it has been forced to dormancy inside Amelia), but not what the mages know, so setting up trick questions and passwords meant to fool the spirits should work... unless they are possessed.

The most effective weapon the characters have against infiltration, of course, is magic. Spirit and Prime can detect a materialized spirit for what it is; Mind can detect the concentration of emotion typical of the Vice-spirits; Life can detect the spirits since they don't register to it at all (as they are not truly alive). In this story, the Greed-spirit works around this by staying away from the characters as much as possible and, of course, keeping Tyrrenus' soul with it.

All of these tools won't matter, though, if the characters don't use them. As Storyteller, you need to be aware of how much the characters trust one another and how zealous the players are going to be in trying to detect intruders or imposters. It might never occur to the players that one of the spirits could successfully impersonate one member of the cabal for any length of time; surely one use of Mage Sight would end that ruse? This kind of confidence (some might say arrogance) is very much in-theme with **Mage: The Awakening**, but supreme confidence in one's own power is dangerous. It blinds the user to the possibility that something might be beyond his ken.

- **Don't stonewall the players.** If the players suspect a mole might be about and use their ingenuity to find out where and who that mole is, don't add additional powers to the mole or artificially arrange circumstances to stymie the

players' efforts. (In mysteries, this is called "playing fair by the audience." That is, it should be possible for the audience to figure out the ending before it happens.) In movies, films and novels, that characters don't normally guess the secret until dramatically appropriate—but a Storytelling game is *not* one of these forms of entertainment. The characters are not all controlled by the same author but each by a single player. Therefore, while you as Storyteller are trying to keep the secret, you have four other people trying to unravel it. If they figure it out, good for them! That just means you'll need to be flexible enough as Storyteller to alter the chronicle to fit this turn of events (which is par for the course anyway).

THE GREED-SPIRIT AS TYRRHENUS

After you have run the prologue, but *before* you start this session, take Tyrrenus' player aside and explain what has happened. Tell him that his character is alive and that the other characters will be able to rescue him, but for now, he is going to portray the Greed-spirit rather than Tyrrenus. The following points explain everything the player needs to know about the Greed-spirit's role in "Made Men," but we recommend not printing them out and handing them off. (Too much potential for another player to see them and become suspicious.) Instead, simply let the player read them and take notes if necessary.

- **The Spirit's Past Activities:** Before taking over Tyrrenus' body, the Greed-spirit made some inroads with the Licavoli family and discovered that the Mafia could be a superb source of revenue (and thus Essence). After taking over Tyrrenus' identity, it has been participating in protection, murder, extortion and racketeering. The Licavoli family is gaining ground and a reputation on the streets, and that is what attracted the attention of the reporter, Dick McManus.

When dealing with the cabal, the Greed-spirit is careful and quiet. It mimics Tyrrenus almost flawlessly (though it cannot help but be greedy), but it prefers to avoid associating with the mages. When you ask the players at the beginning of Scene One what their characters have been doing during the downtime, Tyrrenus' player should respond that he has been spending time in Boston looking for the spirits and for other mages who might be able to help.

- **The Spirit's Current Goals:** The Greed-spirit knows that the other mages are dangerous to it, but it has shied away from attacking them outright thus far, for fear that doing so will blow its cover. It has recently discovered that a reporter named Dick McManus has photographs of it (in its guise as Tony Licavoli) and some of the other family

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members dumping a body into the harbor. McManus hasn't released the story yet, as he is trying to identify all of the people in the photos and otherwise check his facts, but it's only a matter of time.

The Greed-spirit, then, means to trick the cabal into ambushing McManus and finding out where he's keeping the negatives for those photos. Having obtained that information, the spirit will then signal to several shooters, who will gun down McManus and the characters. The Greed-spirit knows that the characters are capable of fighting back, so it will remain on hand briefly to disarm any of the who are carrying guns. With the cabal dead, it can claim the sanctum and the Hallow for itself, and continue on in its guise as Tyrrenus.

• **Mechanics:** Tyrrenus' player can use the character's normal game traits but needs to be aware of a few changes:

—The spirit cannot spend Willpower.

—The spirit cannot use the Dream Merit.

—It can use any of its Numina, including Drain Mana. It can drain Mana from *any* source that contains it, including mages and Hallows.

—The spirit cannot use the High Speech, nor can it pretend to do so.

—The spirit looks like Tyrrenus to all casual magical detection. If another character wishes to scrutinize "Tyrrenus" with Mage Sight, have that player roll Intelligence + Occult (+1 if the Mage Sight is through the Spirit Arcanum) in a contested roll against the spirit's Power + Resistance (nine dice). *You* should make this roll, not Tyrrenus' player. If the player wins, her character realizes that Tyrrenus is not himself and can see his soul distinct from the spirit's Corpus. If you win, the mage sees the soul through Mage Sight, which her mind interprets as simply being Tyrrenus. Note: If the characters have used magic in the past to verify that a cabal-mate is who she should be and not a spirit (this was mentioned back when the Envy-spirit burned Adam's house in "Driving Angry"), you should give the appropriate player a +1 to the detection roll because the character knows what to look for.

—Apart from Mage Sight, the biggest giveaway is that the Greed-spirit cannot use magic. It can mimic some of Tyrrenus' common effects using his soul as a kind of road map, but it has nothing like the versatility of an Awakened mage. The Greed-spirit can exert some limited control over fire and electricity to mimic Tyrrenus' skill with the Forces Arcanum, and it can perform his Kinetic Blow rote, but it has none of his other powers. Note, though, that most of his rotes aren't easily visible anyway, so the player can state that "Tyrrenus" is casting Winds of Fate or Supernal Vision. Simply ignore the dice results and proceed as if nothing happens.

NEW SYSTEMS— MATTERS OF THE SOUL

In this story, the Greed-spirit removes Tyrrenus' soul and keeps him prisoner for several weeks. The removal of a person's soul has terrible effects on that person's physical and psychological health, and to a mage, those effects are even more pronounced.

In rules terms, each week the character's soul is gone, he loses one permanent dot of Wisdom. When the character's Wisdom is reduced to 1 dot, this process of erosion turns on the character's Willpower dots. Once his Willpower dots drop to 0, the soul-less one becomes practically catatonic, shuffling through life by force of habit, if at all. He might wander the streets mumbling to himself, challenged to put together coherent sentences. The streets and lunatic asylums of the World of Darkness are full of insane, homeless beggars, and many of the Awakened are convinced that a significant portion of that population consists of victims of soul-theft. As a secondary danger, a living body that's had its soul severed is at a particularly high risk of being possessed by any spirit that wants a physical body for a while. (The possessing spirit gains a +2 modifier on the attempt to take control.)

Assuming an individual's soul *can* be recovered, it can be reconnected to the body with Spirit 3. (Unfortunately, Niamh has not yet reached this level of mastery in the Spirit Arcanum.) Once a person regains his soul, the dots he lost from Wisdom and Willpower return at the rate of one per day.

SOUL HANDLING

A mage with Death 3 can rip a victim's soul from its physical mooring (though he needs Death 5 to sever an Awakened soul). A severed soul can be attached to a soul-less body using Death 4.

An unmoored soul is an extremely subtle and vulnerable thing, visible to those with Mage Sight, but untouchable by those who do not have the proper Arcanum lore to affect it. If it is loosed from its body by magic or spirit powers while it is in the physical world, the soul hovers in Twilight as an ethereal, ghostly presence. Any mage who is able to affect beings in Twilight (using the Death, Mind or Spirit Arcana) can affect an unmoored soul. The soul does not have a Corpus like most spirits. Instead, it is intangible even to spirits unless they have Numina that allow them to affect souls. An unmoored soul's Speed is equal to its Willpower, and it begins to slow down as it loses Willpower over time. It has no powers or ability to affect the world or those around it, though it can communicate with Twilight

MAGE

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beings through a form of telepathy. If it is in the Shadow Realm, it can communicate with beings there through the same process.

An unmoored soul will act in its own best interests, trying to escape back to its mortal housing if possible. It cannot, however, reunite what magic has severed—it needs a mage or spirit to restore it to its body.

Souls can be tracked with Spirit 2 and a sympathetic connection (such as contact with the soul's mortal body). A soul that departs a body upon death cannot be affected or tracked at all. Hence, soul-stealers need to harvest their souls from living bodies.

Those who routinely steal souls usually create receptacles for holding them until a spell can be cast to attach it. The mage needs Death 2 or Spirit 2 to enchant the receptacle so that a soul placed into it cannot escape. This also protects the soul from harm. Any attacks against the soul must first breach the receptacle.

MADE MEN

This story begins three weeks after the events of “Siren’s Song.” Before beginning the first scene, run the Prologue. This allows the characters to gain an important benefit in their fights against the Vice-spirits, and it also helps to show the real Tyrrhenus before his abduction and replacement.

Before beginning Scene One of “Made Men,” ask each of the players what their characters have been doing over the downtime. For the most part, this should just consist of a few minutes of exposition from each player, but it will help the players slip into their characters’ lives a bit more. Also, this enables Tyrrhenus’ player (portraying the Greed-spirit) to reveal that “Tyrrhenus” has been absent from the cabal more frequently of late.

MANA

The characters’ Mana level fluctuates during the course of the downtime. Use any of the methods presented in “A Nest of Vipers” to determine their Mana levels at the start of this story.

PROLOGUE: THE HOTEL

This scene takes place shortly after the events of “Siren’s Song,” but before the three weeks of downtime separating that story and “Made Men.” If you have the time, you might consider running this prologue as a separate session from “Made Men,” to emphasize the changes that take place between this prologue and the actual story (not the least of which is the Greed-spirit’s abduction of Tyrrhenus). In this scene, the characters receive word that Adam was

staying in a hotel in Boston and that he left something in his room for the cabal.

If they call the hotel, they find out that Paul Kresham (Adam’s real name, remember) checked in more than a month ago but did not check out. The employee does not reveal any other information over the phone.

If the characters venture out to the hotel, they can find Adam’s room and gain entry relatively easily. The hotel is fairly low-end and doesn’t have card-key entry to the rooms—a successful Dexterity + Larceny roll is all that’s needed. The room has long been cleaned, however, and any physical evidence is gone. Magically, too, it seems that someone has “washed” the area. Spells based on Prime and Time reveal nothing untoward. Using the Time Arcanum to look at the room’s past shows a sort of “null space” on the night that Adam checked in, the result of powerful Time magic blocking attempts to divine the truth. Use of the Death Arcanum, however, reveals a large bloodstain just outside the door, indicating that someone died there.

If Ogma or Jack have Mage Sight active through the Space Arcanum, have the appropriate player roll Wits + Occult. Success indicates that the character feels a warp in space located behind the headboard. The characters can also find this space if they search the room carefully. Doing so requires an extended Intelligence + Investigation action, in which each roll takes 10 minutes. Five successes are required. If the characters pull the bed out, they find a small paper bag stuffed into a hollow in the wall. (The “warp” was simply a weak ward that Adam placed there to get the characters’ attention.) Inside the bag is a brass disc with a five-pointed star engraved on it, which the characters recognize as an Atlantean star. A note along with the disc says simply, “Hold this toward them and say the word ‘bind,’ and they will be unable to escape. I’m sorry. –A.” If Ogma reads this note, have his player roll Wits + Academics (his Psychology Specialty applies). If this roll succeeds, he realizes that Adam wrote this note hurriedly and under stress.

The disc is imbued with a Spirit spell that binds materialized spirits to the Fallen World. The characters can use this item to prevent the Greed-spirit, and, later, the other Vice-spirits, from escaping. Normally, this would involve a contested roll of the wielder’s Gnosis + 3 against the spirit’s Resistance, but you may choose to waive this roll if you don’t wish to leave the spirit’s escape to chance. Any of the characters can use this disc.

If the characters question some of the staff, have the appropriate players roll Presence or Manipulation + Persuasion (depending on their approach). Magic can modify this roll, and a good bribe adds two dice. The staff can reveal that one night nearly two months ago, they heard shouting and

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someone kick in a door, and then screams. They did not see anyone leave, however.

If Ogma investigates this information, he discovers that the police are looking for Paul Kresham in conjunction not only with the fire that destroyed his house, but the incident at the hotel. As best the police can reconstruct the crime, a group of people came to Adam's door and smashed it in. One of the intruders apparently took a shotgun blast to the head, but the intruders took Adam and the gunshot victim with them. (Although forensics investigators haven't discovered any physical evidence of an actual gunshot, the blood spatter on the ground was consistent with a shotgun wound to the head.) They have no other leads.

It should be clear to the characters that Adam was kidnapped by other mages and that he knew he was in danger, but if they contact the Consilium, they learn nothing new.

SCENE ONE: A NEW LEAD

In this scene, the Greed-spirit (masquerading as Tyrrhenus) informs the character that he has a lead on one of the Vice-spirits. This scene consists of the characters' investigations into this target and formulating a plan to meet and (as far as the characters know) find out what he knows about the "spirit." In actuality, the Greed-spirit wants this person and the other members of the cabal dead, and is setting them up.

Ask each player what his character has been doing during the downtime. The characters might have been searching for leads on the other Vice-spirits, but they haven't found any good leads with their own investigations as of yet. When you come to Tyrrhenus' player, however, he of course has some news to share. The Greed-spirit (acting as Tyrrhenus) informs the other characters that through his "family" connections, he has discovered a lead on the Greed-spirit. (If either the Sloth- or the Envy-spirits escaped, however, it implicates them instead.) He tells the cabal that the spirit is bedeviling a reporter named Dick McManus, and that this reporter has comprising photos of several important people in the city. Instead of publishing or burying the photos, though, the reporter is using them for blackmail. This action could easily fit into the vices of Greed, Sloth or Envy as necessary. Tyrrhenus says that the reporter even has photos of him and his family, which, if published, could bring unwanted attention down upon the cabal and possibly the Consilium. He states that the characters need to find McManus, wrest the location of the negatives from him, and discern how much influence the spirit has over him.

Of course, most of the above is false. McManus *does* have compromising photos, but not of anyone who isn't a criminal. (He specializes in stories on organized crime.) He is not under the influence of any spirit at all, and is not using any information for blackmail. The Greed-spirit's plan, however, involves the characters being caught in the crossfire when the Licavoli family rubs McManus out. All of this means, of course, that Tyrrhenus' player needs to be aware of all of this information and be able to provide information (lies) on the spot. Don't resort to Subterfuge rolls here, as making the roll is a dead giveaway that something is wrong. Instead, if any other characters become suspicious, resolve any magical scrutiny as outlined but otherwise let Tyrrhenus' player's performance stand on its own. The rest of this story assumes that the players do not seriously question or investigate the veracity of Tyrrhenus' claims about McManus, though they might look into his record.

If the characters do some research on McManus have the appropriate player roll Intelligence + Academics (for looking through back issues of the paper for his articles) or Intelligence + Computer (for finding information online). Success indicates that the character learns that McManus has been writing for the paper for nearly 20 years, and has broken several important cases during that time, most of which dealt with organized crime in Boston. In fact, he was shot a few years ago, but the assailant was never identified and the list of potential suspects was too long to mount any serious investigation. Exceptional success reveals that McManus was indirectly responsible for a police captain, a city councilman and a county sheriff losing their jobs after allegations of corruption (always with corroborating evidence) were published.

The characters have a few options with regards to meeting with McManus:

- **Deception:** A character might contact McManus by calling the paper and offering to sell photos. (His office number isn't listed, but an operator can put the character through.) McManus doesn't meet with just anyone claiming to have information, but the characters know one of his current projects (the Licavoli family), so offering incriminating evidence about them convinces McManus to agree to a meet. The Greed-spirit should urge the characters to set the meet somewhere out of sight from Sleepers, in case the "spirit" influencing McManus is present and the cabal must use magic overtly. In fact, he wants a good spot for the ambush.
- **Kidnapping:** The characters could simply wait for McManus to leave his office, incapacitate him, and take him somewhere private. The Greed-spirit is in favor of this kind of action. In fact, it suggests a locale that the cabal could use to interrogate McManus, thus ensuring that it can set the stage for the ambush. You should let the play-

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ers know, though, that such action will likely require them to check for Wisdom degeneration. McManus' game traits aren't provided, but he isn't equipped to fight the characters. If they put a gun in his back, he'll cooperate. He remains confident and calm throughout though—he has been in such situations before.

• **Official Appointment:** The characters might call upon McManus at his office, perhaps simply to talk to him, perhaps to nose around his office for the negatives. Morrigan can use the Matter Arcanum to search for photo negatives or a hidden cache in his office. (Normally, Tyrrenus would be able to do so, but the Greed-spirit lacks this ability.) If she does so, she finds a safe hidden behind his desk, which contains the negatives. Getting to that safe, of course, requires getting McManus out of the room or incapacitating him. Opening the safe requires 25 successes on an extended Dexterity + Larceny roll with a -2 modifier. Morrigan can use the Matter Arcanum to help in this attempt. (A successful improvised spell negates the penalty; an exceptional success reduces the number of successes to 12.) Other spells, such as Glimpsing the Future (which Niamh knows as a rote and Jack can cast as an improvised spell) can also benefit a safecracking character.

The Greed-spirit argues against confronting McManus in his office, however, warning that the characters will be exposed and on unfamiliar ground if they do so. This argument is valid, even if the spirit's motives for making it are less than pure. McManus can press a silent alarm in his office and have the police waiting out front in minutes. He will do so if he feels threatened, and the players must succeed in a Wits + Composure roll with a -3 modifier for their characters to notice it.

This scene ends when the characters take action on McManus, in whatever form. The next scene assumes the characters meet McManus somewhere or transport him away from the office. If they go to his office, you will need to set up the ambush scene later.

SCENE TWO: AMBUSH

The characters find and confront McManus, and find out where he is hiding the evidence against "Tony." As soon as this happens, several members of the Licavoli family gun McManus down and the Greed-spirit reveals what it truly is.

The setting of this scene varies depending on what the characters have chosen to do about McManus. The Greed-spirit knows of a Big Dig site that hasn't been used in months, and the piles of earth and construction equipment provide good cover. It suggests this site as a good place to interrogate McManus.

Whatever site the characters choose, the Greed-spirit contacts several members of the Licavoli family ahead of time and informs them of the plan. It tells them to wait for a signal from it, and then shoot everyone present, starting with McManus.

INTERROGATING McMANUS

McManus is a dedicated reporter who won't willingly reveal the location of his negatives. Persuasion and bribery won't work, and he attempts to leave as soon as the negatives are mentioned. If the characters threaten him, especially with a gun, he puts his hands up and complies, but doesn't reveal the negatives' location.

The characters have three main options for wresting the information out of him. They can threaten to kill him, they can torture him, or they can use magic.

• **Threats:** McManus is not easy to intimidate and he's dealt with threats before. A player of a character trying to bully the information out of him should roll Presence + Intimidation (Manipulation if the character goes for a more psychological approach) in a contested roll against McManus' Resolve + Composure (8 dice, and McManus spends Willpower for a total of 11). This roll is an extended and contested action, with each roll representing one turn. If Ogma uses Emotional Urging on McManus to force fear or compliance, have Ogma's player roll for the rote while you roll four dice for McManus. If Ogma wins, McManus applies a negative penalty to his Resolve + Composure rolls equal to Ogma's player's successes.

If McManus reaches a number of successes equal to the character's Presence + Intimidation before the character reaches eight successes, McManus laughs off the character's threats. If the character reaches eight successes first, McManus breaks and tells the characters where the negatives are (in his safe in the office). At that point, the Greed-spirit gives the signal. Proceed to "Assassination."

• **Torture:** The characters can use whatever sort of torture they can dream up. Adjudicate what kind of damage their methods might inflict (simply beating him inflicts bashing, while using a knife inflicts lethal) and portray McManus' results accordingly. Any player whose character actively takes part in the torture must roll two dice, while players of onlookers roll three. If this roll fails, the character loses a dot of Wisdom. The player must then roll the characters' new Wisdom rating; failure means the character gains a derangement. Be sure to warn the players *before* they embark on this course of action that it might cause their characters to suffer degeneration.

In any case, McManus will talk after he has suffered six wounds from either bashing or lethal damage. Proceed to "Assassination."

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- **Magic:** The safest and probably most humane way of getting the information is to use magic to read McManus' mind. Only Ogma is capable of doing so, and the spell is improvised (but fortunately covert). Have Ogma's player roll Gnosis + Mind in a contested roll against McManus' Resolve (four dice). If Ogma wins, he can read McManus' surface thoughts, so someone should ask the reporter about the negatives just before Ogma attempts the spell. Successful use of this spell shows that McManus thinks of a safe behind his desk when the question of the negatives is raised.

As soon as the Greed-spirit learns the location of the negatives, it signals to the gangsters. Proceed to "Assassination."

ASSASSINATION

When the Greed-spirit learns where McManus is keeping the negatives, it signals to the gangsters hiding nearby. Have each player roll Wits + Composure. Jack's Omnivision rote, if he has it active, adds three dice to this roll. If this roll succeeds, the character sees three red dots appear on McManus' chest. The character has time to take one reflexive action (fall prone, spend Mana, yell a warning to the other characters) before the shots ring out. If this roll fails, the character cannot act at all before the gangsters shoot McManus down. In any case, no character has enough time to knock McManus down or cast a spell before the action starts.

Have each player roll initiative, including Tyrrenus' player. Since Tyrrenus' player is rolling for the Greed-spirit, however, use the spirit's initiative modifier of 9 rather than Tyrrenus'. The gangsters act first this turn, but next turn you should roll for each of them. (Their traits are listed in *Dramatis Personae*.)

The gangsters fire. They have aimed their shots carefully and are using laser sights. McManus doesn't have a chance. He falls to the ground with three bullets in his heart.

The gangsters have used their action for the turn, but they too far away to reach and still act (they are 50 feet away from the characters). Remember that a character can move up to his Speed rating in yards in a turn and still take an action, or he can up to double his Speed rating if he takes no other action. A character might choose to move closer and then shoot at the gangsters or cast a spell, of course. The gangsters try to fire from cover, if the terrain permits it, which might impose a penalty on a character's action.

The fight with the gangsters might go any number of ways, depending on the locale the characters have chosen in which to interrogate McManus. The Storyteller thus needs to be flexible when running this scene. Be aware of the following points:

- **Warning:** The gangsters, in all probability, have had time to scope out the area and choose the best locations for hiding and shooting. As stated, they fire from behind cover

if possible, which can impose a -1 to -3 penalty on attempts to hit them, depending on how complete the cover is. They also choose a hiding place that doesn't box them in, and if the fight turns against them, they run back to their vehicle.

- **The Greed-spirit:** The spirit doesn't wish to hang around once McManus is dead. It tries to disarm the characters, either by force (grappling with a character and taking his gun) or guile (the player might say, "Quick give me your gun! I've got a clean shot!" and then hurl the gun away). Once the characters are disarmed or it tips its hand, it vanishes. As it does so, have the player of any character with Mage Sight active roll Wits + Occult (+1 for Spirit). If the roll succeeds, the character sees Tyrrenus' body (actually the Greed-spirit's materialized Corpus) fading away, but just before it vanishes, a glowing mass of white light with Tyrrenus' face twisted into a scream becomes visible. Don't take time to explain this now, but this information will become important in the next scene.

- **Police:** How quickly someone calls the cops to report gunshots depends on the location. If the characters chose a public meeting spot, the gangsters use silencers on their pistols and try to remain hidden after shooting McManus, picking the characters off from points of stealth. Of course, magic can ferret them out quite easily. If the police arrive, the characters probably have some explaining to do about why they were in the middle of a firefight. As in previous stories, the threat of arrest is probably a better Storytelling tool than actually hauling the characters downtown (although it might save their lives this time).

- **Lethality:** The gangsters intend to kill the characters. They do not hesitate or show mercy—they simply shoot. They spend Willpower, as well, making their already impressive marksmanship even more lethal. The characters are probably best served by fleeing the area rather than attempting to take these men on, unless they have procured weapons of their own.

Remember that when a character's Health track is filled with Xs (lethal damage), she is in a coma and cannot move or act, and she suffers one aggravated wound per minute unless she is given medical attention (a successful Intelligence + Medicine roll from another player counts). When the Health track is filled with *s (aggravated damage), the character is dead.

- **Magic:** The characters can, of course, defend themselves magically. Rotes such as Quicken Corpse (on McManus or a dead gangster), Glimpsing the Future, Exceptional Luck, Self-Healing and Spatial Map can aid the characters in escaping or incapacitating the gangsters. Of course, improvised magic allows the characters to inflict bashing damage with a psychic assault (Mind 3), disable the guns (Death 2), feign death (Death 3) or cause a gun to jam (Fate 2 or Matter 2). Remember, though, that these gangsters are Sleepers, so any Paradox roll you make receives a +2.

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ZOMBIES

Morrigan's *Quicken Corpse* spell allows her to raise human corpses as zombies. Up until now, there has not been an instance where such corpses are readily available, and so we haven't included specific rules for these zombies. Since deadly violence plays an important role in "Made Men," however, this story is a perfect place to introduce them.

Each zombie has the following base traits:

Attributes: Power 1, Finesse 1, Resistance 2

Size: 5 (or less if the corpse is small)

Speed: 1*

Initiative: 1*

Defense: 1*

Health: 5

* These traits begin at 1, regardless of Attribute scores. The caster must spend successes on a one-success-per-dot basis to raise them.

Zombies do not suffer wound penalties and cannot heal damage naturally. Bashing, lethal and aggravated wounds are marked normally, but zombies never suffer incapacitation. They just keep going until their last Health point is lost to aggravated damage. When a zombie's final (rightmost) Health box is marked with bashing damage, no roll is required to remain conscious. When its final Health box is marked with lethal damage, it does not collapse and begin bleeding to death—it keeps going. Any damage suffered after that is upgraded to aggravated. Once this happens, the corpse loses body parts with each new upgraded wound until it is completely pulverized or disintegrated (the Storyteller decides which parts fall off with each wound).

In addition, zombies created by this spell have a vulnerability to one specific type of attack, such as fire, damage to the brain or carving a mystic sigil on one's body. If a zombie suffers at least one lethal or aggravated point of damage from an attack to which it is vulnerable, it is destroyed instantly. The caster chooses the zombie's vulnerability during spellcasting, unless he devotes a success (over and above the simple success needed to animate the corpse) to make it *Indestructible*. *Indestructible* zombies can be destroyed only when their final Health box is marked with aggravated damage.

The Shooters

Each gangster responds differently to magic and to the situation going wrong. Shooter #1, Johnny, is a consummate professional who focuses on doing the job. He is also a devout Catholic, however, and if any character shows obvious magic, roll his *Resolve + Composure*. If you succeed, he attacks that character specifically. If you fail, he panics and runs in the face of "*maloccio*." If the characters put up too great a fight, he draws a second gun and makes two attacks per turn, taking advantage of his *Gunslinger Merit*.

Shooter #2, Paul, is loyal to Tony and isn't easy to frighten. Overt displays of magic rattle him momentarily, but his *Sleeper's* mind forgets or rationalizes the magic. He has, however, been instructed to look out for Mike (i.e., Shooter #3). If Mike dies, Paul makes all-out attacks in close combat (+2 to his attack rolls, but he loses his *Defense*) or spends *Willpower* on *Firearms* rolls. If Mike is critically injured (Health track filled with lethal wounds), roll Paul's *Resolve + Composure*. If that roll fails, Paul crouches by his fallen cousin and calls for help. He attempts to shoot anyone who comes close, but he does not pursue the characters.

Mike is under the influence of the *Greed-spirit*, as any character with active *Mage Sight* can perceive (*Wits + Occult* to sense the lingering effect). *Mind* or *Spirit* magic can help free him. If *Ogma* or *Niamh* casts an improvised *Mind* or *Spirit 2* spell on Mike, the effect is disrupted and Mike panics and runs.

Questioning

If the characters manage to incapacitate and question the gangsters, they can find out the following through any of the methods of interrogation listed previously:

- Tony Licavoli has been active in the family business only recently, beginning about a month ago. He has already built up some loyalty based mainly his pure drive and ambition.
- Tony called in this hit. The idea was to kill *McManus* and then anyone else present.
- Tony has already made arrangements to have the negatives removed from the safe. Indeed, if the characters check up on this, they discover that the safe has been opened and cleaned out. (The *Greed-spirit* had someone standing by to receive the information about the negatives).
- Tony frequents a restaurant called *Pauli's*. If this comes up, now or in the next scene, have *Ogma's* player roll *Intelligence + Socialize* (his *Beer and Wine Specialty* applies). If this roll succeeds, *Ogma* recognizes the restaurant as a small, family-owned establishment notable for its selection of Italian wines.

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- There is something of value to Tony in a storage unit north of Quincy. The facility is called “Lock-It-Up.” None of the gangsters know exactly what is there, but Tony has them call the desk work once a day to make sure the unit is intact. (The worker is well bribed to do this task and keep quiet about it.)

This scene ends when the characters have escaped from or bested the gangsters and are ready to begin trying to find the real Tyrrhenus.

SCENE THREE: SOUL RETRIEVAL

In this scene, the characters track down and rescue Tyrrhenus and discover that his soul has been removed.

Once the characters have escaped from, killed or otherwise dealt with the gangsters in Scene Two, they probably return to their sanctum to regroup, especially if any of them are injured. Injured characters can heal one level of bashing or lethal damage by spending three points of Mana, but they can do so only once per day.

Once the characters have reconnoitered and bandaged or healed their wounds, they should begin looking for Tyrrhenus. The characters have two main methods of doing so. Ogma can use Space 2 to find Tyrrhenus, or Niamh can use Spirit 2 to track his soul. The latter method, of course, requires that the cabal knows his soul has been removed. If the players raise the question of how the Greed-spirit fooled them for so long, have each player roll Intelligence + Occult. If characters saw the white light as the Greed-spirit disappeared, grant the appropriate players a +2 on this roll. Success means the characters realizes that Tyrrhenus’ soul might have been removed, but are at a loss for how it might have happened. (Morrigan is aware that *she* can remove a Sleeper’s soul, but as far as she knows, only a Master of Death can do so to a mage.) An exceptional success means that the character guesses that the Greed-spirit’s connection with Tyrrhenus probably gave it the power necessary to remove his soul.

If the characters are truly stuck for ideas, Niamh or Jack could use Time 2 to look into the future and see Tyrrhenus’ fate, which might give them a hint as to where he currently is. Likewise, Jack can call on Sisyphus for a favor. If Jack explains what has happened to him, Sisyphus raises the possibility that Tyrrhenus’ soul might have been removed and admonishes the characters to find him quickly. Contacting Chain Parris grants the same information.

- **Scrying:** Using Space to find Tyrrhenus requires Ogma’s player to roll Gnosis + Space with a –2 modifier. (Clearly, this roll would benefit from use of the High

Speech and/or a Willpower point.) If the roll succeeds, Ogma sees Tyrrhenus standing in a filthy room, lit only by light seeping in under what looks like a garage door. He can smell human waste and mildew, and he hears traffic in the background. This window lasts only one turn, however. Once Ogma knows where Tyrrhenus is, though, he can use an improvised spell (Mind 3, Space 2) to read Tyrrhenus’ mind and learn his location. (Tyrrhenus knows where he is, he’s just too deep in shock to try to escape.) This spell requires a roll of Gnosis + Mind – 2 (for the sympathetic connection) and requires Ogma to use a point of Mana or cast it at the Hallow. If this spell succeeds, Ogma learns that Tyrrhenus is in a storage unit just outside Quincy.

- **Soul Tracking:** Niamh’s Spirit Arcanum can track Tyrrhenus’ soul, but not his body. The roll is Gnosis + Spirit – 2, and success leads the characters to Pauli’s restaurant and thus Scene Four. Try to steer the players toward recovering Tyrrhenus’ body first, though, if for no other reason than to allow his player some time in the game.

- **Mundane Methods:** The characters don’t have to rely on magic to find Tyrrhenus. If, for example, they remove a cell phone from one of the gangsters in Scene Two, they find only a few calls in the memory. One of them is the number of the storage facility. If the players come up with another method of looking for Tyrrhenus, or just investigating the Licavoli family’s activities in hopes of finding him, feel free to have it lead to the storage unit. Not all problems can or should be solved with magic, after all.

LOCK-IT-UP

The storage facility consists of rows of small individual compartments, each accessible through a sliding vertical door. A high fence surrounds the facility, and the characters need to pass through a locked gate to access the lockers. Doing so requires a code (given to people renting lockers). The characters can, of course, simply park in the front parking lot and walk around the gate into the facility. The desk worker doesn’t notice them sneaking in (and probably wouldn’t care if he did). If they approach the desk worker, he tells them that he can’t give out information about other people’s lockers, but he’s gullible and lazy. If a character succeeds on a Manipulation + Persuasion roll, he lets them into the yard. If they make the mistake of mentioning Tony Licavoli, the man becomes suspicious and asks if the characters are “with the Licavolis.” Convincing him that they are requires another Manipulation + Persuasion roll (with a –2 modifier, as the characters don’t look Italian). He lets them in if this roll fails, but then he

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calls the family. The number that he calls, though, is Paul Licavoli, so depending on what the characters did to the shooters in the last scene, the result of this call might be disastrous, inconvenient or nothing at all.

Finding Tyrrhenus at the lot requires some searching. Some possibilities include:

- **Mind:** Spells like Sense Consciousness can be used to find his mind. Morrigan knows the rote, and Ogma can improvise the spell.
- **Life:** Niamh can use the Life Arcanum to detect human beings, just as described in “Gazing into You.”
- **Space:** Ogma can use Mind and Space together to “home in” on Tyrrhenus’ consciousness.

Don’t let the characters waste too much time wandering the facility looking. The unit they want is close to the back of the facility (which any character can guess with a successful Intelligence + Investigation roll, if none of the players think of it), and with their magic the search should be quick. When the characters reach the unit, they find it locked (Dexterity + Larceny opens it, as can uses of Matter, Fate or Death). Once they open the unit, proceed from this point.

Read the following:

You slide the door up, and light spills into the unit. The room is small, only a few square feet. A bucket of human waste sits in one corner, and a pile of fast food wrappers lies in another. Tyrrhenus sits against the far wall, staring out as if in shock. He blinks in the light, but does not move.

Stop reading aloud.

Inform Tyrrhenus’ player (privately, if possible), of the following:

- Tyrrhenus is in shock, but can be talked back to cognition.
- He remembers going to church, being hit over the head as he was walking to his car, and then feeling an indescribable pain that seemed to last hours (his soul being torn out).
- He cannot use magic or spend Mana, though he can use the Dream Merit (which he might use to learn the Greed-spirit’s ban). He is not considered a Sleeper for purposes of witnessing vulgar magic.
- His Wisdom is considered 3 lower until his soul returns, at which point it comes back at one point per day.

A successful Intelligence + Medicine roll reveals that he is not hurt, only a bit dehydrated. Let the players play through talking Tyrrhenus back to awareness. Time is of the essence, though. Have each player roll Wits + Occult, including Tyrrhenus (and his Curses Specialty applies). Success means that character realizes that the Greed-spirit might be able to sense that Tyrrhenus has escaped, and is still in possession of his soul.

This scene ends when the characters retrieve Tyrrhenus and go off in search of his soul.

SCENE FOUR: A SIT-DOWN WITH GREED

In this scene, the cabal confronts the Greed-spirit and either retrieves or forever loses Tyrrhenus’ soul. They have a chance, also, to destroy the Greed-spirit.

The Greed-spirit (still disguised as Tyrrhenus) is at Pauli’s restaurant. If the characters arrive during business hours, it is seated in a back room playing poker with several members of the family. If the characters arrive after midnight, the spirit and the gangsters are playing poker but are seated in the main dining area. If the restaurant is open, it is bustling and crowded with local patrons. If it is closed, all of the chairs are stacked on the tables (except for the ones the spirit and his cronies are using) and the place is dimly lit and forbidding.

WHICH GANGSTERS

If the characters did not injure or kill the gangsters from the last scene, they can be present here. If the shooters died or were badly wounded in the fight, then obviously they aren’t present at the poker game. In any case, you might want to make up two or three other members of the family. You can use the same traits as the shooters (see *Dramatis Personae*) should the numbers become important, but tailor their personalities to allow for interesting interaction with the characters. Of special import is how these gangsters will react to talk of buying and gambling souls, and to seeing an exact duplicate of Tony.

The characters have a few options when dealing with the Greed-spirit. They can, of course, go in guns blazing. If they do this, the gangsters retaliate (and if they do it while the restaurant is open the police will be there in minutes), and the Greed-spirit begins the process of eating Tyrrhenus’ soul (see “Chaos Ensues”). Run combat as usual, but unless the players are *extremely* clever, the spirit will probably escape.

If the characters sneak in after hours, roll the Greed-spirit’s Power + Finesse (eight dice) and the gangsters’ Wits + Composure (five dice) and have each of the players roll Wits + Stealth. If the spirit or *any* of the gangsters achieves more successes than *any* of the players, the characters are found out. (Of course, if they approach from different directions they might not all be fingered.) The Greed-spirit doesn’t wish to bargain. If the characters arrive this way, he orders his men to shoot them.

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If the characters enter the restaurant while it is open, the Greed-spirit is in a more delicate position. It can't simply order a firefight without jeopardizing its masquerade as Tony. It invites the characters to sit down and join the game while it considers its options. See "Poker Game".

No matter how the characters enter, if the gangsters see Tyrrenus and the Greed-spirit together at the same time, they are quite taken aback. Have the player of any character with Mage Sight active roll Wits + Occult. (The Spirit gains +1; Tyrrenus' player gains a +3 and may make this roll even though he is currently unable to use magic.) Success means that the character notices that the Greed-spirit seems to lose color and definition for a second when the gangsters see "both" Tonys. This is due to their inherent Disbelief disrupting the spirit's powers, as well as the fact that Tyrrenus' soul wants to return to its earthly home.

CHAOS ENSUES

If the characters enter the restaurant violently, or try to sneak in and are caught, the Greed-spirit shouts, "Shoot them!" and begins to consume Tyrrenus' soul. Consuming his soul takes five turns. During each turn, you roll Power + Finesse for the spirit. If the roll succeeds, the spirit gains two Essence while Tyrrenus loses one *dot* of Willpower. This loss is permanent, even if Tyrrenus later recovers his soul. If the spirit succeeds in consuming Tyrrenus' soul entirely, go to "Destruction", on the following page.

The characters can prevent this tragedy, though. While none of them has the correct Arcana to reattach Tyrrenus' soul to his body, both Morrigan and Niamh can create a temporary home for it. This is an improvised spell for both of them (Gnosis + Death for Morrigan, Gnosis + Spirit for Niamh). Because Morrigan has Death 3, she can create a container that can hold the soul indefinitely, while Niamh must re-cast the spell each turn. Any container—a jar, a wine bottle, even Tupperware—functions as a soul jar. Once the spell has been cast successfully, have Tyrrenus' player roll Resolve + Composure in a contested action against the spirit's Power + Resistance (nine dice, so Tyrrenus' player should consider spending Willpower). If Tyrrenus' player rolls as many or more successes than you do, the soul flies free of the spirit's clutches and into the soul jar.

Of course, the characters must also contend with the gangsters. There are four men present besides the Greed-spirit. See the sidebar entitled "Which Gangsters?" for more information.

Even after rescuing Tyrrenus' soul, the characters must contend with the Greed-spirit. To destroy it, they need to strip it of its clothes, its money and its support (from the gangsters). They can accomplish this last task by killing or incapacitating the gangsters, or by talking them out of siding with the

spirit. This is difficult to do during a fight, but the gangsters are frightened already. If Tyrrenus tries to convince them that he is really their cousin Tony, have his player roll Presence + Streetwise (his Specialty applies and he also gains a +1 modifier). If this roll succeeds, the gangsters stop fighting and, depending on what Tony told them and how convincing you feel his player was, might run, attack the Greed-spirit, or just watch in horror. Remember that these men are Sleepers, so any vulgar magic used in their presence incurs a +2 to the Paradox roll. If Tony convinces them to help and tells them to tear the suit off of the spirit (or even tear it so that it becomes worthless), go to Destruction.

POKER GAME

The Greed-spirit enjoys playing poker, and it always bets big (since it can't resist the possibility of gaining more wealth). If the characters join the game, they might well be able to win back Tyrrenus' soul. Doing so, however, requires putting something of equal value up against it—such as one of their own souls. Should Jack take a mind to throw Sisyphus' soul stone into the pot, warn his player that such an action will cause a degeneration roll (provided his Wisdom rating is still 5+). If he does it anyway, have the player roll three dice. Failure indicates a loss of a dot of Wisdom and requires a roll of the new Wisdom rating to avoid a derangement.

The Greed-spirit does not cheat. It does, however, use its Influence to make the other players bet unwisely. If the mages want to cheat, they can use magic to do so. The Greed-spirit cannot sense their powers because it requires the bond between itself and Tyrrenus to do so, and that bond is disrupted by the removal of Tyrrenus' soul.

MAGICAL SUGGESTIONS— CHEATING AT CARDS

- **Space:** Jack can use the Omnivision rote to see the whole room. Ogma may do so as an improvised spell. This spell allows the mage to see everyone's cards, but the Greed-spirit holds its cards up for only a few seconds when they are first dealt. A Wits + Composure roll is necessary to get a good look.

- **Fate:** Naturally, the Fate Arcanum is the most useful here. An improvised Fate 2 spell allows Jack to be dealt virtually any hand he wishes.

- **Mind:** There is no better way to read someone's "tells" than by reading his mind. Ogma and Morrigan can both do as an improvised Mind 1 spell, though Morrigan must spend Mana to cast it.

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You can simulate a hand of cards by rolling dice and assuming the highest roll wins or, if your players enjoy playing poker, you can use play money or poker chips for currency and play a few rounds. The Greed-spirit will *not* put the soul into the pot unless it has a good hand or is out of money, or someone else offers up their soul. Talk of gambling for souls with the gangsters at the table would normally cause nervous chuckles, but the strangeness of having a second Tony here is enough to frighten them off. The gangsters bow out of the game and leave the restaurant if someone offers to bet a soul (which, of course, severs their support from the Greed-spirit, nudging it closer to destruction).

If the spirit loses the soul, have Tyrrenus' player roll Resolve + Composure in a contested action against the spirit's Power + Resistance (nine dice, so Tyrrenus' player should consider spending Willpower). If Tyrrenus' player rolls as many successes as (or more than) you do, the soul flies free of the spirit's clutches and hovers around Tyrrenus. At this point, the Greed-spirit flies into a rage and grabs for the pile of money. The characters have one turn to destroy it before it regains its composure and vanishes, escaping into Twilight. They need to sever or ruin its clothes during this time and, if the gangsters are still present, either incapacitate them or talk them out of helping the spirit. (At this point, doing so is not difficult. The characters enjoy a +2 to any attempts to intimidate or convince the gangsters to leave.)

DESTRUCTION

If the Greed-spirit has succeeded in consuming Tyrrenus' soul, proceed from this point.

Read the following:

Tyrrenus collapses, convulsing, his eyes rolling back in his head. At the same time, the Greed-spirit breaks into a wicked grin... which quickly changes to a look of horror. It begins to become blurry and indistinct, like a reflection in a pool of water disturbed by a strong wind. In a few seconds, the spirit is gone, screaming, its Essence pulled apart by a force you cannot see.

Stop reading aloud.

The spirit, in consuming Tyrrenus' soul, also severed its links with the Fallen World and was sucked back into the Shadow Realm. This might serve as some small consolation to the characters: If they die, the spirits tied to them are banished as well.

If the characters have destroyed the Greed-spirit, proceed from this point.

Read the following:

Its servants, money and even clothes gone, the Greed-spirit becomes translucent. It reaches out for Tyrrenus but

its fingers are insubstantial. It tries to scream, but there is no sound as it fades away into nothing.

This scene ends when the characters have destroyed the Greed-spirit and rescued Tyrrenus' soul, when the spirit consumes his soul, or when the spirit escapes.

AFTERMATH

The characters have much to lose in this story. Not only might they lose their own lives, but Tyrrenus stands to lose his soul permanently. If this happens, he slowly wastes away, losing a dot of Wisdom per week and then a dot of Willpower per week. At the end of that time, he is hopelessly insane. While the decision should be left to the player, Tyrrenus might well commit suicide during that time.

If this tragedy comes to pass, Tyrrenus' player might take on the roll of Amelia or even Enoch to finish the chronicle. Playing Amelia has already been addressed in "A Nest of Vipers."

The characters also stand to lose Wisdom at several points during "Made Men." A quick summary of the most probable dangers to the characters' Wisdom is provided here for ease of reference. Only characters at or above the listed Wisdom rating must check for degeneration for these actions.

Wisdom Rating	Action	Dice Pool
7	Betting own soul in the card game	4 dice
7	Tyrrenus' soul is consumed	4 dice
6	Greed spirit escapes	4 dice
6	Kidnapping McManus	3 dice
5	Betting someone else's soul in the card game	3 dice
4	Killing gangsters (self defense)	3 dice
3	Torture (of anyone)	3 dice
2	Killing gangsters after they have been subdued	2 dice

SOUL MATTERS

If the characters retrieve Tyrrenus' soul, they need someone to reattach it. If their relationship with Chain is good, he can arrange for Anacaona de Xaragua to perform the spell. (Remember that we asked you to note his feelings toward the cabal at the end of "Siren's Song.") If not, the characters find he is unavailable. Sisyphus can reattach Tyrrenus' soul, but doing so uses one of Jack's three favors.

After the soul is reattached, Tyrrenus' Wisdom returns to the same level it was at the end of the Prologue to this story. If Tyrrenus performed actions during this story that would have caused his player to check for degeneration at his normal Wisdom rating, the player must do so now. All such degeneration checks must be made, starting with the one with the highest applicable Wisdom rating.

DRAMATIS PERSONAE

The only characters likely to require game traits for “Made Men” are the Greed-spirit and the gangsters.

GREED-SPIRIT

Background: Having seen what happened to the Wrath-spirit when it bonded with a mage, the Greed-spirit was unwilling to give up its autonomy by claiming Tyrrenus. Instead, it decided it had to *become* the mage by usurping his identity. For that, it needed a way to stay in the Fallen World indefinitely, as materializing every few hours was too taxing.

Using Tyrrenus’ family ties as a lure, it attacked him and, summoning all of its power, removed his soul. While carrying the soul of the mage, the spirit can not only remain materialized as long as it wishes, but it resembles Tyrrenus to casual magical perception. The spirit wasted no time in insinuating itself into Tyrrenus’ life (including the cabal), but it also used his connections to organized crime to build up a stockpile of money and loyalty. The Licavoli family (which had heretofore been languishing) was impressed with Tony’s sudden burst of ambition and will.

The spirit set about amassing power and wealth, but it knew that it needed to eliminate the other members of the cabal.

Rank: 2

Attributes: Power 4, Finesse 4, Resistance 5

Willpower: 9

Essence: 10 (15 max)

Initiative: 9

Defense: 4

Speed: 18

Size: 5

Corpus: 10

Ban: The Greed-spirit has only one ban, but it is severe. If the spirit is stripped of *everything* it has at hand—clothes, money, support and weapons—it is immediately destroyed.

Influence (Vice ••): The Greed-spirit can instill feelings of avarice. It can also intensify these feelings where they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence and roll Power + Finesse in an extended and

contested roll versus the victim’s Resolve + Composure; each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim’s body. Use the victim’s available traits (except Willpower points, which are equal to the spirit’s current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Mana Drain: The Vice-spirits can siphon away Mana from mages that resonate with their chosen urges (i.e., those who have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage’s Resolve + Gnosis. If the spirit wins, it drains three Mana from the mage and converts it into Essence. If the mage’s player rolls as many successes as you do (or more), the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks. While the Greed-spirit carries Tyrrenus’ soul, it can remain materialized for as long as it wishes and can de- and re-materialize without spending Essence and without the need for a roll.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim’s Resolve + Composure. If the spirit wins, it gains control of the victim’s body for the duration of a single scene. Use the victim’s available traits (except Willpower points, which are equal to the spirit’s current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

Soul Snatch: The Greed-spirit is able to take souls from others, but only if they freely give them or agree to give up them up on a conditional basis (including a game of chance). It was able to snatch Tyrrenus’ soul by surprise only because of the bond between him and the spirit. After

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taking a soul, it can then do with it what it will. Most spirits who have this Numen slowly devour it, gaining Essence equal to twice the victim's Willpower rating. (See "Soul Handling" at the beginning of this story.)

PAUL LICAVOLI

Background: Paul has been working as a thug and hit man for the Licavoli family for the past five years. Until recently, though, he wasn't getting the notoriety or power that he felt should come with the title "gangster." Once his cousin Tony (or rather, the Greed-spirit) began taking an active role in the family's affairs, he found himself breaking legs and shooting rivals for the Licavoli family. Paul knows all this violence and illegal activity is going to land him in jail (or a morgue), but he keeps telling himself that this is the life he always wanted.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 3, Dexterity 3, Stamina 2, Presence 3, Manipulation 2, Composure 2

Skills: Academics 1, Athletics 2, Brawl 2, Drive 3, Firearms 3 (Pistol), Empathy 1, Intimidation 2, Persuasion 2, Socialize 3, Stealth 1, Subterfuge 2, Weaponry 1

Merits: Fast Reflexes 1, Quick Draw

Willpower: 4

Morality: 4

Virtue: Hope

Vice: Greed

Initiative: 6 (with Fast Reflexes)

Defense: 3

Speed: 11

Armor: None

Health: 7

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Heavy Revolver	3(L)	35/70/140	6	Laser sight+1	11
Knife	1(L)	-	-	N/A	5

New Merits: Paul's Fast Reflexes Merit represents his combat experience and quick wits. He adds one to his Initiative Modifier.

GIOVANNI "JOHNNY" LICAVOLI

Background: Johnny is Tony's third cousin, and was actually born in Italy and brought into the US recently at the Greed-spirit's request for a good shooter. Johnny isn't impressed with most of the American Licavolis, but admits that "Tony" has the ruthlessness and vision necessary to succeed in the family's business. He is considering asking Tony to accompany him back to the Old Country, at least for a while, to "educate" him in how business *should* run.

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dexterity 3, Stamina 3, Presence 3, Manipulation 2, Composure 3

Skills: Academics 1, Athletics 2, Brawl 2, Drive 3, Firearms 4 (Pistol), Empathy 2, Intimidation 2, Persuasion 2, Socialize 3, Stealth 1, Subterfuge 2, Weaponry 2

Merits: Danger Sense, Gunslinger, Quick Draw

Willpower: 5

Morality: 3

Virtue: Faith

Vice: Lust

Initiative: 6

Defense: 3

Speed: 10

Armor: None

Health: 8

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Light Pistol	2(L)	20/40/80	17	Laser sight +1	11
Knife	1(L)	-	-	N/A	5

New Merits: Johnny's Gunslinger Merit makes him deadly in gunplay. When armed with two pistols, he can fire at two different targets in the same combat turn (one per pistol). The attack made with the weapon in his left hand suffers a -2 penalty, and the second attack suffers a -1 penalty. You may choose to have him attack once at his full dice pool and once at -3, or once at -2 and once at -1. When he is firing at two separate targets in the same turn, he forfeits his Defense for that turn. His Danger Sense Merit gives him a +2 modifier to a Wits + Composure roll to detect an impending ambush or attack.

MICHAEL ANTHONY THOMPSON

Background: Mike is only 17 and hasn't yet graduated from high school. His uncle, Peter Licavoli, has been taking him shooting at a range since he was 10 and has discovered that the boy is a crack shot. The Greed-spirit, hearing this, began training him as a hit man. Mike's mother never told him about this side of his family, and he has been spellbound by the mystique and danger of organized crime. Up until today, of course, he's never been asked to shoot anyone. The Influence of the Greed-spirit has overridden any qualms he might have had.

Attributes: Intelligence 3, Wits 2, Resolve 2, Strength 2, Dexterity 4, Stamina 2, Presence 2, Manipulation 3, Composure 2

Skills: Academics 2, Athletics 2, Brawl 1, Drive 2, Firearms 3 (Pistol), Empathy 2, Persuasion 2, Socialize 2, Stealth 1, Subterfuge 2

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Merits: Quick Draw, Striking Looks +1

Willpower: 4

Morality: 6

Virtue: Charity

Vice: Greed

Initiative: 6

Defense: 2

Speed: 11

Armor: Kevlar vest. 1 point of armor against Weaponry and Brawl attacks, 2 points against Firearms attacks. Also, bullets inflict bashing damage. A shooter can take a -3 penalty and aim for a target not protected by the vest, in which case Mike takes normal lethal damage.

Health: 7

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Light Revolver	2(L)	20/40/80	6	Laser sight+1	11

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OGMA/BENJAMIN KENT

Ogma's traits improve for "Made Men" as he gains a dot in the Mind Arcanum. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rotes:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (eight dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other

than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (eight dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (eight dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

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NAME: *OGMA/BENJAMIN KENT*

CONCEPT: *KEEPER OF SECRETS* PATH: *MAGTIGOS*

PLAYER:

VIRTUE: *PRUDENCE*

ORDER: *GUARDIANS OF THE VEIL*

CHRONICLE: *GLORIA MUNDI*

VICE: *GLUTTONY*

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (3 unskilled)

Academics (<i>PSYCHOLOGY</i>)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (1 unskilled)

Athletics (<i>THROWING</i>)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (<i>BEER & WINE</i>)	●●○○○
Streetwise	●○○○○
Subterfuge	●●○○○

MERITS

ENHANCED ITEM (<i>THROWING CARDS</i>)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (<i>BOSTON POLICE</i>)	●○○○○
STATUS (<i>GUARDIANS OF THE VEIL</i>)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	<i>3</i>
Initiative Mod	<i>5</i>
Speed	<i>9</i>
Experience	_____

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●●○○
SPACE	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
MENTAL SHIELD (MIND 2)	_____
_____	_____
_____	_____

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TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "Made Men" as he gains a dot in Composure. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rotes.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for

ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (seven dice).

- **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (six dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (CURSES)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSIGLIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "Made Men" as she gains a dot of the Socialize Skill and a Stare-downs Specialty in the Intimidation Skill. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Death* or *Matter* spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELLA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE

ORDER: ADAMANTINE
ARROW

CHRONICLE: GLORIA MUNDI

VICE: PRIDE

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
<i>FINESSE</i>	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
<i>RESISTANCE</i>	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL (-3 unskilled)

Academics	●●●●●
Computer	●●●●●
Crafts	○○○○○
Investigation	●●●●●
Medicine	●●●●●
Occult (UNDEAD)	●●●●●
Politics	○○○○○
Science (CHEMISTRY)	●●●●●

PHYSICAL (-1 unskilled)

Athletics	●●●●●
Brawl	○○○○○
Drive (OFF-ROAD)	●●●●●
Firearms	●●●●●
Larceny	●●●●●
Stealth	●●●●●
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●●●●
Expression	○○○○○
Intimidation (STARE-DOWN)	●●●●●
Persuasion	●●●●●
Socialize	●●●●●
Streetwise (CEMETERIA)	●●●●●
Subterfuge	●●●●●

MERITS

HIGH SPEECH	●○○○○
RESOURCES	●●●●●
STATUS (ADAMANTINE ARROW)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	10
Experience	_____

ARCANA

DEATH	●●●●●
MATTER	●●●●●
MIND	●○○○○
SPIRIT	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSTIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)	_____
GRIM SIGHT (DEATH 1)	_____
QUICKEN CORPSE (DEATH 3)	_____
SENSE CONSCIOUSNESS (MIND 1)	_____
UNSEEN AEGIS (MATTER 2)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "Made Men" as he gains a dot of Resolve and the Omnivision rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn.

Pattern Scourging and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE

PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●●○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	9
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●●○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSTIC

●○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)	_____
FORTUNE'S PROTECTION (FATE 2)	_____
NIGHTSIGHT (FORCES 1)	_____
TEMPORAL EDDIES (TIME 1)	_____
OMNIVISION (SPACE 1)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "Made Men" as she gains a dot in the Brawl Skill. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rite that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

• **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

• **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

• **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

• **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●●○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics <i>(SWIMMING)</i>	●●○○○
Brawl	●○○○○
Drive <i>(BOATS)</i>	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion <i>(SEDUCTION)</i>	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	<u>2</u>
Initiative Mod	<u>6</u>
Speed	<u>10</u>
Experience	_____

ARCANA

LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)	_____
MOMENTARY FLUX (TIME 1)	_____
SECOND SIGHT (SPIRIT 1)	_____
SELF HEALING (LIFE 2)	_____



THE FEAST
Gloria Mundi - Part Six

MAGE™
THE AWAKENING

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MAGE

THE AWAKENING

Written by Matthew McFarland.

Playtesters: Matt Karafa, Jeffrey Kreider, Fred Martin-Shultz, Matthew McFarland, Keith McMillin, Dawn Wiatrowski

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The Feast

Welcome to “The Feast,” the sixth installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. This story removes the characters from the Boston area and takes them to the quaint little seaside town of Waltman’s Neck, which holds a terrible secret. A rogue Thyrsus mage who goes by the shadow name Wendigo has formed around himself a faithful cult devoted to the awful practice of cannibalism. This mage holds the town completely under his sway, and he has even captured the Vice-spirit of Gluttony to do with as he pleases (as well as a handful of local spirits he has forced to act as his sentries around the town). The characters have a chance to see what the Awakened are capable of becoming if they give themselves over entirely to their own hubris and vice. The characters can also banish the Gluttony-spirit, but the challenge in this story isn’t defeating the spirit so much as *rescuing* it.

THEME AND MOOD

The theme of “The Feast” is *corruption*. “Power corrupts,” the old adage goes, and in the case of Wendigo it’s certainly true. His magical journey has left a terrible body count, and he hovers on the brink of total madness. The characters should take heed—this is what the World of Darkness does to the incautious among the Awakened.

The mood of this story is *hunger*. Although the Gluttony-spirit isn’t a spirit of hunger, it takes a back seat in this story anyway. The true enemy here is Wendigo and his nameless cult’s cannibalistic practices. Focus on meals in this story. Ask what each character orders and spend time describing the scents and flavors of the dinner that’s served to them in Scene Two. If you usually order pizza during games, try something lighter that won’t completely stuff the players. (It’s difficult to think of food as tasting good when you’re already full.)

STORYTELLING TECHNIQUE: PROPHECY AND DESTINY

Sisyphus makes an appearance in this story and demonstrates his mastery of the Time Arcanum. His power might lead the characters (and probably the players) to wonder why he simply doesn’t look into the future and warn them about dangers to come.

This is a fair question, unfortunately. Powers that allow a character in a roleplaying game to see the future are always difficult to manage. After all, if they give no information at all, they’re useless. Furthermore, it’s very much in genre for spellcasters to divine the future by staring into crystal balls or casting the bones. If they give too much information, they rob the players of the ability to truly experience the story. How, then, should you handle powers such as the Time Arcanum?

THE FUTURE IS FLUID

First, acknowledge that the characters can look into the future, but that the future is constantly changing based on what the characters do in the present. Indeed, by simply observing the future, the characters are changing it. As such, the characters cannot ever see the “objective” future, because it doesn’t become objective until it becomes the past. (And yes, that means that postcognition should be fairly objective.)

INCREASING DIFFICULTY

If a character comes to rely too much on divination, impose penalties. Future sight is covert, normally, but constantly drawing down of the laws of Arcadia (the Supernal Realm ruled in part by Time) might invite retribution from the Abyss if the character overdoes it.

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HINTS, NOT FACTS

This works better for Merits such as Dream than for actual uses of the Time Arcanum, but it still bears noting, especially if you wish to use prophecies in your chronicle. Giving a symbolic representation of what might happen makes it easy to interpret what actually *does* happen retroactively in order to fit the prophecy (something that hasn't escaped charlatan psychics and prophets in the real world). The vision or prophecy should still contain enough information to be useful, but it should be loose enough to encompass several different interpretations.

REMEMBER THE SYSTEMS

Time 2 doesn't allow detailed visions of the future, just answers to easy, yes-or-no questions. Likewise, if a mage with Time 2 knows that she has enemies with the same Arcana as her, she can weave a shield around herself to prevent spies from looking forward (or back) in time to see her activity. The magic system is clear on the permutations of Time magic, but for now, use the effects listed on the Arcana handout as a yardstick.

NEW SYSTEMS — PARADOX EXPANDED

The rules presented with "Gazing into You" offer a very brief (and perfectly serviceable) explanation of Paradox. At this stage of the chronicle, however, the characters are growing powerful enough to cause more dramatic Paradoxes, and are interacting with other mages who can do so. As such, a slightly expanded version of the Paradox rules is in order.

A Paradox might occur in the following situations:

- The mage casts a vulgar spell
- The mage casts a covert spell that a Sleeper witness believes is improbable

In any of these cases, the Storyteller makes a Paradox roll to see if the casting character has invoked a Paradox. The Paradox roll's base dice pool is determined by the caster's Gnosis.

Gnosis	Base Paradox Dice Pool
1	1 die
2	1 die
3	2 dice
4	2 dice
5	3 dice

The base dice pool is also modified by various conditions, including successive Paradox rolls. The more rolls made for Paradoxes, the higher your next dice pool becomes.

General Modifiers

Dice Modifier	Situation
+1	Each Paradox roll after the first made for the same caster within the same scene. This modifier accumulates with each roll, so the third roll made for a mage within a scene has a +2 modifier. In the case of an extended casting, this modifier applies to successive Paradox rolls made within the same <i>day</i> .
-1	The mage is casting a rote
+2	One or more Sleepers witnesses the magic (vulgar magic only)

Before Paradox dice are rolled, the caster's player can announce that his character is trying to *mitigate* the chance of a Paradox by spending Mana to ease the passage of the spell into the world. One Mana is spent per die the player wants to subtract from the Paradox dice pool. This is a reflexive action. Points cannot exceed the amount of Mana the mage is normally allowed to spend per turn, based on his Gnosis. (Tyrrhenus and Niamh can spend two points per turn, while the other characters can spend only one.) This limit includes the amount of Mana that must be spent for the spellcasting itself (for an improvised spell using a non-Ruling Arcana, for example).

Roll Results

Dramatic Failure: The mage does not invoke a Paradox and the next Paradox roll made for him in the same scene (for an instant casting) or within the same day (for an extended casting) does not suffer the usual, cumulative +1 dice modifier.

Failure: The mage does not invoke a Paradox.

Success: A Paradox occurs, regardless of the casting's success or failure (see "Casting the Spell"). The number of successes on the Paradox roll determines its severity.

Successes	Severity
1	Havoc
2	Bedlam
3	Anomaly
4	Branding
5+	Manifestation

In addition, the caster's player subtracts one die per Paradox success from his casting roll. The worse the Paradox, the greater the chance that the spell doesn't succeed, or at least doesn't succeed as well as it otherwise would have. Either way, the Paradox still takes effect.

Exceptional Success: The mage suffers a Manifestation Paradox.

BACKLASH

After the Paradox roll is made and the number of successes is revealed by the Storyteller, a caster can attempt to contain the Paradox in part or in full with his own flesh. He can choose to convert Paradox successes to bashing damage on a one-for-one basis. This effect is called a *backlash*.

A backlash is voluntary. If the mage is willing to suffer, he can eliminate any portion of the successes he wants to, or eliminate them all, as long as he has enough Health to withstand the damage. A self-sacrificing mage could even choose to use his last Health, thereby probably rendering himself unconscious.

Backlash damage cannot be healed with Awakened magic, such as with the Life 2 “Self Healing,” or with Pattern Restoration. Armor and magic do not protect against backlash damage.

PARADOX DURATION

Paradox’s duration depends on the Wisdom of the caster who invokes it. (A Havoc Paradox lasts as long as the spell that goes haywire normally would.)

Wisdom	Bedlam	Anomaly, Branding, Manifestation
10	One scene	One scene
9	One scene	One scene
8	One scene	One scene
7	One scene	One scene
6	One scene	One scene
5	One scene	One scene
4	Two hours	24 hours
3	12 hours	Two days
2	24 hours	One week
1	Two days	One month

TYPES OF PARADOX

Here we present some brief notes on the five different types of Paradoxes.

HAVOC

Choose a random target for the spell other than its intended target. If the spell affects living beings, the caster is included in the pool of targets. In addition, the player rolls Wisdom. If this roll fails, the spell reverses itself—a blessing becomes a curse, a perception spell blinds the target, etc.

BEDLAM

The character develops a derangement for the appropriate duration. These derangements are generally more dramatic than those acquired “naturally” through degeneration. An example:

Depression (mild): The invoking of a Paradox sends the mage into a bout of depression for the Paradox’s duration. He loses one Willpower point, and no Willpower points can be spent. In addition, he suffers a –1 dice penalty when contesting or countering Death magic. He suffers –1 dot to his Resistance Attribute when resisting Death magic. (See the spell description for the specific Attribute used.)

ANOMALY

Reality cracks open and something impossible takes place. The area affected is usually a radius around the caster of 20 yards per dot of the highest Arcanum used in the spell that invokes the Paradox. Anomalies are not affected by Sleeper Disbelief.

Anomalies are unpredictable. You might base the effects of an Anomaly on the caster’s Path (a Moros mage, for instance, might attract ghosts or cause objects to become brittle and breakable). Or, perhaps the Anomaly is dependant on the mage in question. (If Niamh attempts a Spirit spell and you roll an Anomaly, a haunting melody might fill the air, lulling everyone in the room and subtracting one die from all Strength and Resolve rolls.)

BRANDING

The mage’s body is afflicted by his misuse of magic. He wears the spell’s warped skein on his skin. The extent of the Branding depends on the Arcanum dots used in the spell. For instance, Tyrrenus uses Kinetic Blow and the Storyteller rolls extremely well on the Paradox roll, granting Tyrrenus a Branding. Since Kinetic Blow is a Forces 2 spell, he gains a Witch’s Mark—his eyes become faintly luminous for a duration determined by his Wisdom rating. If Sisyphus uses a Time 5 spell and the Storyteller rolls a Branding, though, the effects are much more severe. Perhaps Sisyphus grows a pair of short, sharp horns on his forehead and exudes an odor of dust and ash.

MANIFESTATION

An entity from the Abyss enters the Fallen World. It manifests somewhere within the area around the mage who invoked it, usually no farther away than 10 yards per dot of the caster’s Gnosis. It does not necessarily appear within sight. It might manifest below the mage, in the sewers, or in an unseen room beyond the nearest wall.

As with Branding, the Arcanum dots used in the offending spell determine the power of the Manifestation. At one dot, the spirit is roughly equivalent to the Gluttony-spirit—fairly weak, but capable of some annoying poltergeist-like effects. At two dots, the spirit is analogous to the spirit-sentries, with more power over the Fallen World. At three dots, the being is as powerful as the Sloth-spirit in “Gazing into You”

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(but probably more dangerous, since it is more motivated). Such spirits are powerful enough to Materialize and harm the mage directly, or even take a form he might trust and try to trick him. Manifestations of four- and five-dot spells are more powerful than any of the spirits the mages have heretofore met, and probably more on a par with Chain Parris in terms of raw power. Such beings don't return to the Abyss after a certain time, but remain until the mage either dies or finds a way to banish them.

THE FEAST

This story begins six weeks after the events of "Made Men." This might seem like a long time for the characters to wait, but the length of downtime stems from two causes. First, the events of the last story have probably shaken the cabal. Tyrrenus, in particular, needs time to compose himself and become ready for the next task that faces the cabal. He has also used the time to reaffirm his connection to the Aether, as evidenced by his increased Gnosis rating. The other characters might have suffered injuries as well, both to soul and body, which require time to heal.

The other reason for the wait is that the characters don't have an easy lead. They can, of course, spend the downtime looking for the remaining two spirits, but they don't find any trace of the Gluttony- or Pride-spirit in Quincy or the surrounding area. Magical methods of tracking or locating these spirits might reveal that they still exist, but not where or in what shape. And, of course, Adam is still missing.

If you feel like running a story in between "Made Men" and "The Feast," and you're comfortable winging it, feel free. You might take any of the facets of the characters' lives and flesh it out into a story (perhaps exploring Jack's aversion to the sound of whistling). If any of the Vice-spirits escaped, maybe the characters can track it down. Or, if the characters wish to revisit an event that occurred during one of the previous stories and you feel up to the challenge of letting them, it might be interesting to allow the characters to look into it, if only for a little while.

MANA

The characters' Mana level fluctuates during the course of the downtime. Use any of the methods presented in "A Nest of Vipers" to determine their Mana levels at the start of this story.

SCENE ONE: APERITIF

In this scene, the characters receive an anonymous plea for help in the form of a postcard sent from a town they've never heard of. Investigation of the card, magical or otherwise, reveals a connection to the Vice-spirits.

This scene consists of the information the characters can gain by researching the town and investigating the postcard, as well as detailing a visit from Sisyphus. Before beginning this scene, ask the players what their characters have been doing for the past six weeks, making it clear that attempts to find Adam and/or the Vice-spirits haven't achieved any solid results. When this scene begins, at least one character needs to be at the sanctum. Ask which character picked up the mail today and then proceed from this point.

Read the following aloud:

In amongst the usual mess of bills and junk mail is a postcard. The picture on the front is of a large fishing boat. The card is addressed to Benjamin Kent, and the postmark is from a town called "Waltman's Neck." On the card, the words "Please help me" are written in tiny lettering.

Stop reading aloud.

The characters probably want to examine this postcard, with both their mundane and magical senses. The information they can gain and the methods and Arcana they might use to gain it are listed here:

- **Mage Sight:** Scrutinizing the postcard with Mage Sight requires an Intelligence + Occult roll with a -3 modifier. Mage Sight through Spirit adds one die. Success on this roll detects lingering traces of a spiritual effect on the card. Exceptional success indicates that the being that touched the card was magical in nature, and that no particular form of magic was actually used on the card.

- **Fate:** The Interconnections rote can be used to determine that a close connection exists between Ogma and the card. Since the card was addressed to him, however, this shouldn't be any great surprise.

- **Time:** Jack or Niamh can look into the postcard's past and try to gain a sense of who wrote it. Doing so carries a -4 modifier and is an improvised spell for either of them (and requires a point of Mana from Niamh). The spell requires the player to roll a chance die unless she wishes to spend Willpower or have the character spend time chanting in High Speech. In any case, the player must state what time and date she wishes to have her character look for. Niamh can add Spirit to the spell and look for the time of the greatest concentration of spiritual energy, while Jack can add Fate to the spell to pick the right time by luck. In either case, success on the spell indicate that the character sees someone who looks like Ogma writing out the postcard hurriedly, but the figure is lean and malnourished as compared to the real Ogma's robust figure. The writer looks afraid and haggard, constantly checking over his shoulder. Niamh can verify this "person's" identity: the Gluttony-spirit.

- **Space:** Ogma can attempt to scry the writer of the postcard. Doing so is an improvised spell, and requires a point of Mana (for sympathetic casting, not for being improvised, since

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Space is one of Ogma's Ruling Arcana). This requires a roll of Space + Gnosis, subject to a -4 modifier, which reduces the roll to a chance die unless the player spends Willpower or has Ogma use the High Speech. If the roll succeeds, Ogma sees a brief glimpse of a rock wall and hears rushing water and, strangely, a dog panting. He does not see the person who wrote the postcard, however, as the spirit is in Twilight. If Niamh uses Spirit 2 to bestow Second Sight upon Ogma, he can add this effect to the scrying attempt and sees the Gluttony-spirit imprisoned. If he adds Mind to the spell, he senses a being in the darkened room. The being's thoughts are marked by misery and hunger.

- **Mundane Methods:** A roll of Intelligence + Academics (Ogma's Specialty applies) reveals that the writer of the postcard was frightened and rushed. The handwriting is similar to Ogma's, though not identical. The postmark on the card indicates it was sent three days ago.

SISYPHUS ARRIVES

After the characters have had some time to scrutinize and discuss the postcard, there comes a knock at the door. Sisyphus has dropped by for a visit with Jack. Don't run this part of the scene until Jack is present; Sisyphus knows through his Time magic when to arrive to find Jack.

This might be the first time the characters have actually met Sisyphus, or they might have seen him several times by now. In any case, he is polite to the characters, but cold and aloof toward Morrigan. (He has seen her future and is uncertain if she will be strong enough to resist the temptations that the future will offer her.) He asks Jack to use his favors so he can have his soul stone back.

The tone of this conversation depends very heavily on how Jack's player has approached Sisyphus in the past. If Jack has been polite and only come to Sisyphus with important favors, Sisyphus is likewise courteous and understanding. If Jack has been short and imperious, Sisyphus is unpleasant and demanding. Likewise, if Jack hasn't used any of his favors at all, Sisyphus is more impatient, even if Jack has been polite thus far.

Sisyphus doesn't wish to skip out on his obligation to Jack—he lost the soul stone in a card game, and fair is fair. He does remind Jack, however, that being separated from even a part of one's soul for any length of time is dangerous. If Sisyphus reattached Tyrhennus' soul in the last story, he uses that as leverage.

This conflict should be resolved by conversation, not dice rolling. Jack's player might make any number of decisions about the soul stone. Some of the possible scenarios are:

- **Jack still has favors, but gives back the stone anyway.** Sisyphus is truly humbled, and thanks Jack for his generosity and trust. He vows that he will still repay the favors.

- **Jack keeps the soul stone, but agrees to use the favors soon.** Sisyphus thanks him, but looks afraid as he leaves. If the characters ask him what he fears, he murmurs, "the future."

- **Jack keeps the soul stone and does not agree to make any effort to hasten the favors.** Sisyphus leans in to Jack and reminds him that the only authority around Boston is the Nemean's, and the Nemean prefers to let problems solve themselves. A split second later, a mirror on the wall shatters, everyone in the room finds a sliver of glass from the mirror in his or her pocket, and Sisyphus is nowhere to be found. This should indicate to the characters that Sisyphus is much more powerful than they perhaps realized.

- **Jack asks Sisyphus to go with the characters to Waltman's Neck or otherwise help with their current situations.** Sisyphus agrees, but warns Jack that the instant his favors have been used he wants the soul stone back. See the sidebar entitled "Help from Sisyphus" in Scene Three for information on what Sisyphus can do for the characters in Waltman's Neck.

- **Jack has no favors left.** If he has not given back the soul stone, Sisyphus arrives and demands it back. If Jack resists, the player must make a roll to avoid Wisdom loss, provided Jack's Wisdom hasn't fallen below 7 (the player rolls four dice). If he still persists, Sisyphus uses his Stop Time spell on Jack and snatches the stone away. If Jack isn't currently holding onto it, Sisyphus uses Acceleration on himself to grab it and flee. If this happens, Jack has gained a powerful enemy.

If Jack has already given back the stone, Sisyphus doesn't show up at all. Simply skip this part of the scene.

WALTMAN'S NECK

If the characters research the town, they find that it is roughly four hours from Boston, on the coast of Buzzard's Bay. The population of the town is just under 2,000—mostly fishermen. This information can be obtained without a roll. If the characters wish to dig deeper (perhaps visiting a library or using Ogma's police contacts), have the appropriate player roll Intelligence + Investigation as an extended action. Each roll takes one hour of research time, and the player needs five successes. When the player reaches five successes, she learns that the population of Waltman's Neck has been declining over the last few years—not uncommon for a town in economic trouble. Also, like many fishing town, Waltman's Neck draws students and other summer workers for seasonal work, but the area has a reputation as being dangerous. Many such workers don't go home again in fall (reportedly dying in boating accidents). This, again, isn't terribly uncommon in such work, and the numbers are only slightly higher in Waltman's Neck than in other towns.

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If the player rolls 10 successes, she learns that the towns surrounding Waltman's Neck have high incidences of missing persons. Waltman's Neck boasts no such anomaly.

If the characters wish to find lodging in Waltman's Neck before leaving, they discover two hotels in the area. One is a major chain located on the outskirts of town, miles from the town center. The other is called the Waltman Inn, and it sits a few blocks from the docks. The Inn has a webpage, which boasts that the establishment has been around for four generations and provides "an Old World hospitality and dining experience." The rates are reasonable, but not cheap.

This scene ends when the characters leave Quincy and travel to Waltman's Neck.

SCENE TWO: DINNER

In this scene, the characters arrive in Waltman's Neck and are immediately spotted by Wendigo's spirit sentries (though they have a chance to recognize this). During the course of their activities in the town, they are approached by Jules Bagron, who invites them to stay at his inn.

The characters can take any means of transportation they wish to Waltman's Neck, but going by car is easily the most efficient. If they wish to obtain a boat, they can dock in Waltman's Neck. When they arrive in town, proceed from this point.

Read the following aloud:

The town of Waltman's Neck doesn't bother trying to capture the feel of a quaint fishing village. In fact, the image that it calls to mind isn't rain-slicked docks or full, wriggling nets but that of a fish on the block, gasping for breath before it loses its head. The city is gray and ominous, and dark clouds are rolling in from the east. The people on the streets, however, look at you as you pass through town, meeting your gazes with eager smiles. Apparently the citizenry has some reason to be pleased to see you.

Stop reading aloud.

This scene has three main components: dealing with the spirit sentries, investigation and exploration, and meeting Jules Bagron—the proprietor of the Waltman Inn. These segments can be run in any order you like, or combined as necessary.

SPIRIT SENTRIES

The spirit sentries' traits are listed in *Dramatis Personae*. They remain bound to a given area, not more than a few blocks in diameter, and they tirelessly watch for any sign of spiritual or magical change. A single mage entering Waltman's Neck usually catches their attention, so a cabal certainly will.

As the characters are traveling, roll a spirit sentry's Power + Finesse (five dice) every time a character walks more than two blocks. If a character casts a spell, the spirit can attempt to see

the character again if it failed before, and it receives a +1 to the roll. When a spirit succeeds, it uses the Chorus Numen to alert the others. This alert soon reaches Wendigo, who in turn contacts Bagron to let him know that new victims are in town.

If the characters are together, they will almost certainly be spotted. Each mage after the first in the same area adds one die to the spirit's roll. If the characters separate, however, they stand a better chance of going unnoticed. The following spells and effects apply only if the character in question is alone (at least 100 feet away from another mage).

- **Tyrrhenus:** Using the Prime Arcanum, Tyrrhenus can make himself look like a Sleeper to magical scrutiny. If he uses this spell and stays away from the other characters, the spirits cannot see him.

- **Niamh:** Her Occultation Merit subtracts one die from the spirit's dice pool. If she wishes a more active means of shielding herself, she can use the Spirit Arcanum to render herself "invisible" to the spirits. This spell works much like Fortune's Protection or Unseen Aegis, except that the "armor" it creates works only on spirit-based powers (included the power that the sentries use to spy on the mages). Once cast, this spell lasts for one hour (one day if Niamh's player spends Mana) and, with her Occultation Merit, it imposes a -3 penalty on the spirits' attempts to see her.

- **Morrigan:** She can use Death to suppress her aura in the same way that Tyrrhenus can use Prime to change it. The difference is that she appears to have *no* aura, which is fine when hiding from spirits. Spirits don't acknowledge her as being any different from other people, since to them people fall into two categories: mages and not-mages. If another mage were to scrutinize her, though, she would stand out, as having no aura is atypical for living things (to say the least). Because Morrigan has Death 3, she can perform this effect on the other mages.

- **Jack:** Jack has no special defense against the spirits' detection powers. In fact, if he is carrying Sisyphus soul stone, add two dice to the spirits' attempts to see him.

- **Ogma:** Ogma can alter his aura with Mind, but only insofar as changing his mood. He cannot disguise himself as a Sleeper, so he has no special defense against the spirits.

If the spirits spot the characters, they use the Chorus Numen. The local Twilight immediately explodes in flurry of spiritual activity. Any character with active Mage Sight has a chance to notice this *unless* the character is in the dead spot (see p. XX). Have the appropriate players roll Wits + Occult. Mage Sight through the Spirit Arcanum adds two dice. If the roll succeeds, the character senses a sudden burst of magical activity but doesn't perceive it as coming from any particular source. It seems to be all around. Exceptional success indicates the character realizes the activity is coming from spirits or beings in Twilight. Of course, the characters have had enough experience with spirits that they might guess this anyway.

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The characters might be actively searching for spiritual Twilight presences from the moment they arrive in Waltman's Neck, given their experiences with the Vice-spirits. They might use such spells as Sense Consciousness, Second Sight or Supernal Vision to keep alert for the spirits. Any character who has such a spell active might notice the spirits before they notice her. Have the player roll Wits + Occult in a contested roll against the spirit's Power + Finesse. If the player wins, her character notices the spirit and can then take action to avoid being spotted (leaving the area, casting a spell to cloak herself, etc.). If the spirit wins, it notices the character.

While Wendigo attempts to keep the entire town under surveillance, he can keep only so many spirits under his power at a time. As a result, a few areas of town are "dead zones," areas with no spirit sentries. One such area is a small bookstore on the main street of Waltman's Neck. The bookstore doesn't get much business, and the owner spends most of his time surfing the Internet. The place is dusty and dimly lit, and while it isn't completely devoid of spirits, the sentries' territory doesn't encompass it. If the characters note the spirits watching them and pay attention to the spiritual "chatter" the surveillance causes, they might notice that everything goes quiet when they stand in front of or enter the bookstore. If the characters manage to escape their assailants in the next scene, they could use this store as a hiding place.

INVESTIGATION

The characters don't have much in the way of solid leads going into Waltman's Neck. They probably have realized that the being that sent them the postcard is spiritual in nature, and since it was sent to Ogma they might correctly surmise that the Gluttony-spirit is in the area. Given that, the characters might decide to investigate restaurants in Waltman's Neck. The town has little in the way of chain restaurants, however, which should surprise the characters given how ubiquitous such eateries are in most of the country. In fact, what few such restaurants exist sit on the outskirts of town, near the highway. These restaurants do sport a lingering resonance that any character with Mage Sight can recognize as belonging to the Gluttony-spirit, provided the player succeeds on an Intelligence + Occult roll, on which Ogma receives a +1 bonus. If Jack, Niamh or Sisyphus looks back in time at these restaurants with a way to see spirits—Niamh or Sisyphus can simply add Spirit to the spell, whereas someone would need to bestow Second Sight upon Jack—the character sees the Gluttony-spirit hovering around a corpulent family of four stuffing themselves with greasy food. The spell allows the character to view the spirit for only one turn per success, of course, but multiple castings of the spell reveal that the spirit drifted further into town.

Looking into the eateries of Waltman's Neck, however, shows a complete lack of chain restaurants. What few exist

are locally owned and operated, and if the characters ask, they find that dining out is largely considered an extravagance or something done during celebration. The characters might well find this heartening until they discover *why* the locals eat in so much.

If the cabal tries to interview locals about the missing persons phenomenon or the slightly higher-than-average fatality level of fishermen, have the appropriate player roll Presence + Persuasion – 2 (the average Composure rating of the townsfolk). If this roll fails, the person bluntly tells the characters that she has no idea what they are talking about and walks away. If the roll succeeds, the local says that she has heard that the surrounding towns have a problem with missing people, but that Waltman's Neck doesn't. The people here are proud of their town. In fact, many of the families in "the Neck" (as the locals call it) have lived here for generations. If the player rolls an exceptional success, the local mentions that the characters should take dinner at the Waltman Inn, as Jules Bagron knows more about the town than anyone else.

(Note: Not every resident of Waltman's Neck is a member of Wendigo's cult. In fact, the cult is mostly confined to fishermen and their families. As such, reading a passerby's mind has a fairly slim chance of turning up thoughts of eating people. If you as the Storyteller wish a character to get a glimpse of things to come, you might have auras lean a little too close to hunger when the townsfolk meet the characters, presuming one of the mages is looking at auras at the time.)

Talking to the local police doesn't net any new information. Many of the cops are members of the cult, however, and if the characters start asking questions that hit too close to the mark (about disappearances, fishermen fatalities, etc.) they alert both Bagron and Wendigo to the cabal's presence.

MEETING MR. BAGRON

At some point, the characters probably walk in the direction of the docks past the Waltman Inn. It's also possible that they have reservations there or have been directed there by a local resident. When the characters are together on the streets of Waltman's Neck, proceed from this point.

Read the following aloud:

Glancing to your right, you see a set of glass doors. Etched on the glass are the words "Waltman Inn—Est. 1912." Inside the lobby, you can see black-and-white photos, presumably of the town at the time the hotel was founded. The building is the best maintained you have seen since entering Waltman's Neck.

Stop reading aloud.

If the characters don't take the hint and enter, you might have Bagron be outside cleaning the doors or performing some other maintenance and invite the characters to have dinner in his restaurant. If they do walk in, they can peruse the photos for a few minutes and explore the lobby before he shows up.

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The hotel is meticulously maintained. Any character whose player succeeds on an Intelligence + Academics or Crafts roll notes that the hotel still has the original wood floors and that much of the main structure dates back to the first decade of the 20th century, though parts have been expanded since. The photos show fishing crafts in the Waltman's Neck harbor, the construction of the hotel, and important people of the era (including Bagron's great-grandfather, Gilles Bagron).

When Bagron arrives, he asks if the characters have reservations. If they don't, he politely asks if they would like a suite. If they seem hesitant, he informs them that his inn serves better food than any other restaurant in town. "And that's saying something," he adds, "because the restaurants in the Neck are great!" If they still don't agree to book a room, he tells them to stay for dinner. He tells them they can stay for free if they don't like the food, but he's sure they will.

If the characters use magic to read Bagron's intentions, they find that he really does want them to stay for dinner. (Remember, though, that most Mind magic requires a contested roll, meaning that Bagron's mind might well stay locked to the mages.) In fact, Bagron seems hungry, though *not* gluttonous. If Morrigan thinks to use the Death Arcanum on him, she realizes that he has killed other people, and often. Use of the Prime Arcanum reveals that he is not a mage, but that he has had regular contact with magic. Because the characters can so easily discover that something is wrong with Bagron, try to avoid tipping your hand. Don't portray him as sinister or even having any other agenda but getting tourists into his hotel ledger.

THE MEAL

If the characters do not agree to have dinner at the inn, skip this segment and go directly to the ambush in Scene Three.

Most of the fare on the menu is seafood, but Bagron also cooks a superb beef stew. (The "beef" actually came from a transient who ran afoul of the cult some weeks ago.) He serves wine with dinner, as well (all included in the price, if the characters ask), and Ogma can declare both the meal and the wine to be expertly prepared and chosen.

The dinner is also drugged, however. The characters might notice a strange flavor to the meal. Have the players roll Wits + Socialize in a contested action against Bagron's Wits + Crafts. Ogma's Specialty applies, and Jack and Niamh both suffer a -1 penalty because they do not possess the Socialize Skill. Bagron's Specialty applies to his roll, and he spends Willpower for a total of 10 dice. Make only one roll for Bagron and compare each player's result to it. If a player wins, the character notes the odd flavor but cannot place it. If no player's roll beats yours, the characters miss the anomaly.

Magic, of course, can easily detect the drugs. The Detect Substance rote (which Tyrrhenus possesses and Morrigan can

improvise) reveals the presence of a powerful barbiturate in the food and wine. Bagron tries to keep the conversation moving, though. He answers questions about the town's history and acknowledges the number of fishermen who drown each year. ("The sea does claim her due, that's for sure.") He also speculates on the missing persons from surrounding towns. ("We don't ever see them here in the Neck—maybe they just move west?")

The characters won't start feeling the effects of the drugs until after dinner. The drugs are meant to make them doze off and remain deeply asleep while the cultists take them to Wendigo's sanctum. When the characters are done eating and talking, inform the players that they feel tired and want to sleep, but don't mention or allude to the possibility that they might be drugged. If they think of that possibility themselves, then they can certainly act on it—see Scene Three.

This scene ends when the characters finish dinner and decide what to do next.

SCENE THREE: DESSERT

The characters come under attack by Wendigo's nameless cult. The cult knows the lay of the land and the members are armed with clubs and stun guns. They also enjoy spiritual support. The characters might well lose this fight.

The rest of this scene assumes that the characters stay at the Waltman Inn and have eaten dinner there and thus been drugged. If the characters are not at the Waltman Inn, the ambush takes place wherever they are. The cultists wait until the characters are secluded and try to lure them into a trap, perhaps with a cry for help. If they have not eaten at the Waltman, they obviously do not suffer the deleterious effects of Bagron's cooking.

AFTER-DINNER MALAISE

If the characters ate Bagron's excellent meal, they suffer the effects of powerful but slow-acting sedatives. About an hour after they've eaten, have the players roll Stamina + Resolve with a -6 modifier. If a character did not drink the wine, the modifier is only -3. A dramatic failure means the character has a bad reaction to the drugs. In addition to passing out, the character suffers three points of bashing damage. Failure on the roll indicates the character immediately passes out and cannot be awakened except by magic. Success on the roll means the character is awake, but suffers a -2 on *all* rolls and Defense. Exceptional success means the character fights off the drugs with no ill effects.

Note that success on this roll means only that the character *can* stay awake. The character still feels tired and sluggish and wants to sleep. If the characters suspect they have been drugged, Niamh can verify it with an improvised Life 1 spell (provided she isn't already asleep).

MAGICAL SUGGESTIONS— COPING WITH DRUGS

Niamh can use her Cleanse the Body rote to rid herself of the drugs' effects entirely, though the -2 modifier applies to the spellcasting roll. She can also cure the other characters with an improvised spell. Ogma can cast an improvised Mind spell *instead* of making the Stamina + Resolve roll to avoid the drugs' effects, but success, failure and exceptional success carry the same results.

ATTACK

The cultists wait until midnight to attack the characters. If they have all fallen asleep due to the drugs, the cultists simply carry them to the sanctum. Proceed to Scene Four.

If the characters are awake, the cultists attack. They use clubs and stun guns (see "Dramatis Personae") and attempt to take the characters alive. Once a character has a bashing wound in her rightmost Health box, the player must roll Stamina each turn on the character's action. This roll is reflexive. If it fails, the character falls unconscious. Wound penalties don't affect this roll, but the -2 from the drugs applies.

If the characters discovered the effects of the drugs, they might wish to confront Bagron, who is in the kitchen cleaning up. If they confront him, he pretends to be outraged and tries to storm into his pantry to check his supplies. Roll his Manipulation + Subterfuge while the players roll Wits + Subterfuge as a contested action. If a player beats his successes, the character realizes that Bagron is lying. If Bagron gets to the pantry, he puts on his leather apron and grabs his knives, and prepares for battle. He just ate, and his dinner contained flesh that Wendigo enchanted, so Bagron receives a +2 to all Strength rolls and to his Speed. Characters with Mage Sight notice that he is currently under the effect of a spell; Niamh can identify the magic as stemming from the Life Arcanum. Also, the spirit sentry in the hotel immediately alerts the others unless the characters find a way to silence it. Sisyphus can attack or command the spirit as an improvised spell, and Niamh can use an improvised spell to stop it from using the Chorus Numen. Her player must equal or exceed your successes on the roll for the Numen in order to silence the spirit. If the spirit successfully uses Chorus, Wendigo knows what is occurring and informs the cultists. They arrive in three turns—they were waiting in a nearby building.

How many cultists are present is up to you. One per character is probably plenty, with perhaps one or two more if the characters have help (such as Amelia or Sisyphus).

Don't forget, though, that anyone who ate dinner might have succumbed to the drugs, and that includes Storyteller characters. Indeed, if you wish such characters to play a purely supporting role, you might forgo their rolls to fight off the drugs and simply assume they fall asleep.

HELP FROM SISYPHUS

Sisyphus is extremely powerful and his presence in this story might seem as though it could upset the game. After all, he could just look forward in time and reveal the whole plot, and even if that doesn't happen, his mastery of Time can surely make short work of the cultists.

Before despairing, however, reread the Storytelling Technique given in "A Nest of Vipers" regarding powerful supporting characters, as well as the advice on prophecy and divination in the beginning of this story. With all that mind, here are some ways in which Sisyphus can help the characters:

- **Armor:** Sisyphus can bestow armor on the characters. Mechanically, this spell works like Fortune's Protection or Unseen Aegis, except that because he uses his Time Arcanum the character gains an Armor of 5. Characters can have only one armor spell active at once, however. The spell lasts for one hour (Sisyphus doesn't spend the Mana to keep the spell active for a day).

- **Spirits:** Sisyphus can command spirits, but doing so is an improvised spell and one for which he must spend a point of Mana. He can also attack spirits directly, but this spell is *vulgar* and risks Paradox.

- **Stop time:** Sisyphus' Stop Time rote allows him to paralyze an enemy, which can be a tremendous boon when the characters take on someone as dangerous as Bagron. This spell is *vulgar*, however, and thus risks Paradox.

- **Paradox:** Don't forget, many of Sisyphus' more impressive spells can cause a Paradox, which can make things worse for the characters, depending on the effects. Feel free to use a Paradox to give the characters a nasty turn of luck, especially if they are being demanding of Sisyphus to fix their problems.

- **Favors:** The *instant* Sisyphus has performed his third favor for Jack (and any vulgar spell counts as a favor, as does casting armor on the group) he demands his soul stone back. Provided the characters are not currently embroiled in combat, he holds the stone in his hand and concentrates, absorbing the fragment of his soul back into himself.

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ESCAPE

The cultists probably defeat the characters, but it's by no means a foregone conclusion and you don't need to force it. If they escape, the cultists pursue them to the best of their abilities (unless the characters have killed or incapacitated them). The spirits watch the characters and relay their positions to Wendigo, who keeps the cultists informed via walkie-talkie. (Jack or Tyrrenus can listen in on these conversations with an improvised Forces spell.) If the characters found the dead zone in the bookstore earlier or can do so now, they might wish to break in and hide out.

Wendigo alerts the rest of the cult in the event of an escape, and the members take to the streets searching. The cult includes a good number of policemen, including several of the higher-ranking officers. These men carry firearms as well as stun guns and nightsticks, and they have the same goal as the other cultists—capture the characters alive if possible and take them to Wendigo. Getting out of Waltman's Neck alive will be an adventure unto itself, and it still wouldn't address the problem of the Gluttony-spirit.

OFF THE BEATEN PATH

Suppose the characters decide that one spirit isn't worth this much danger and try to cut and run? Assuming they manage to get out of town without being seen and attacked by the cultists, you can proceed a few different ways:

- **No rest:** The cops in the cult inform the police of the surrounding towns that a group of criminals just fled the Neck. They allege crimes guaranteed to get the cops out of bed and searching—assaulting a police officer, child molestation, and so on. If the characters signed their names at the Waltman Inn, the cops know their true identities and can track them all the way back to Quincy.

- **Sweet freedom:** The characters escape, and the cult doesn't chase them, knowing that no one would believe them anyway. Wendigo prepares himself for retribution from the Awakened community, but any retribution is up to the cabal to exact.

- **Costly escape:** The characters escape, but remind them that they don't know why people disappear in Waltman's Neck (though they might have a fairly shrewd idea by now). Sleepers are in danger in this town, and something or someone is acting as puppeteer. Are the characters just going to sit back and let this happen? Not only that, but what if whoever runs the cult figures out the connection between Ogma and the Gluttony-spirit?

This scene ends when the characters have either all been rendered insensate or escaped the inn.

SCENE FOUR: MIDNIGHT SNACK

Finally, the characters confront Wendigo in his home, either as his prisoners or by stealth. During the course of this scene, they discover the truth about the cult (if they haven't guessed already) and can “rescue” (and in the process banish) the Gluttony-spirit.

INFILTRATION

If the characters are sneaking into Wendigo's home, continue from this point.

Wendigo's sanctum is a three-story Colonial house. The first floor has three entrances: the front door, the back door and a cellar door. All three of these doors are locked, both mundanely and magically. Cracking the mundane locks isn't especially difficult—a simple Dexterity + Larceny roll with a -2 modifier works on any of them. The magical safeguards, however are a little trickier. The magical locks have three “layers” that an intruder must bypass. Wendigo created these traps with the Imbue Item rote.

The first layer is designed to analyze the type of intruder breaking into the sanctum. This spell works like Supernal Vision, and is meant to detect mages. The spell is triggered when a character touches any of the doors with intent to open them. (Wendigo's prowess in the Fate Arcanum allows him to build these sorts of triggers into his spells). The spell automatically detects the character as a mage *unless* Tyrrenus is the one touching the door and he has used Prime to disguise his aura. In this case, roll five dice and compare the number of successes with the successes Tyrrenus' player roll when casting the spell to disguise himself. (If the player didn't write it down or doesn't remember, have him roll again but assume the roll garners at least one success.) If the player rolls more successes than you do, the lock doesn't recognize Tyrrenus as a mage and the other layers aren't activated.

The second layer is meant to strip an intruding mage of protective spells. It is triggered as soon as the first layer recognizes a mage at the door. Roll nine dice (Wendigo's pool for Counterspell Prime) and compare the number of successes with the number the player rolled when casting *every* spell currently active on her character (including Mage Sight, armor spells and other spells with duration longer than a turn such as Exceptional Luck or Sense Consciousness.) Any spells with fewer successes than you roll are immediately dispelled.

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Finally, the third layer is meant to weaken the mage. Roll (6 – mage's Stamina) dice. The mage's Stamina falls by a number of dots equal to the successes rolled, to a maximum of four dots lost. The character's Health falls by a like number. This effect lasts for one hour. This effect is also vulgar; roll two dice for the Paradox. If the result is Bedlam or Branding, the Paradox affects the character who touched the door. If the result is Havoc, it might affect any character (choose randomly). Anomaly and Manifestation work normally.

If the characters wish to break a window to gain ingress to the house, they find that all of the windows are double paned and locked (though not magically sealed—Wendigo can maintain only so many spells at once). Getting into a window quietly requires a Dexterity + Larceny roll to open the window, and then a Dexterity + Stealth roll from *each* character entering to avoid detection (apply a –2 to both of these rolls). Failure on the first roll indicates that the character cannot open the window without breaking it, while failure on the second roll means the character falls into the room with a loud crash (which brings Wendigo and the cultists running, of course).

If the characters enter the front or back doors, they are on the first floor of the house. Have the players make Wits + Stealth rolls every time the mages enter a new room. Any failed roll alerts Wendigo to their presence.

If the characters enter through the cellar door, they find a set of wooden stairs leading down. Have each player roll Wits + Composure –2. If this roll succeeds, the character notices that the stairs aren't supported well and any amount of weight will bring them crashing down. Morrigan or Tyrrenus' player might think to use the Matter Arcanum to check the stairs. If so, the character automatically notices the trap. If a character steps on the staircase, it gives way, sending the character into the basement and causing two points of bashing damage (armor prevents this damage). If Sisyphus is with the characters and someone crashes through the staircase, he can prevent it by using a Time spell to rewind time a few seconds and stop the character. This spell is vulgar, of course, so check for Paradox before resolving the spell, but if the spell succeeds, no one crashes into the basement. Instead, as the character steps forward Sisyphus grabs his shoulder and pulls him back.

Neither Morrigan nor Tyrrenus have enough expertise in the Matter Arcanum to make the stairs usable, if the players ask. The cellar stairs are a trap—Wendigo doesn't use them at all.

Wendigo is presently in the basement with three cultists and Bagron (unless the characters killed him). They are

planning their next move. The door from inside the house to the cellar is located in the kitchen, and descending the stairs without being noticed is a truly Herculean feat. Each player must roll Dexterity + Stealth – 5. Tyrrenus can use Forces to muffle the sounds the cabal makes, and Ogma or Morrigan can use the Shadow Sculpting spell (improvised for Morrigan) to cover them in darkness. Every success on either of these spells negates one penalty die to a maximum of two dice negated per spell (meaning that if Tyrrenus' player rolls three successes and Morrigan's rolls two, the penalty falls to –1). Other characters might be able to make the cabal stealthier with magic at your discretion.

WENDIGO'S HOUSE

We don't have the space here to describe every room in Wendigo's house, and the characters aren't likely to see much of it anyway. The only people who ever see the interior at the cultists and their victims, so feel free to add rooms containing tapestries made from human skin, a mantle decorated with skulls and a handwritten "cookbook" with some decidedly disturbing recipes in the kitchen. Or, if all of that is too over the top for your troupe, perhaps the house looks completely normal to the mundane eye, but carries an ambiance of fear, dread and hunger that the mages can sense.

FLIES IN THE WEB

If the characters are Wendigo's prisoners, proceed from this point.

Read the following aloud:

You wake up with a pounding headache. Your mouth feels like someone filled it with sand. Your hands are tied behind your back and your feet have been lashed together, and, of course, your weapons are gone. You try to speak and realize that you are wearing a gag.

You blink several times and your vision returns. You are lying on a cold floor in a dank room. Judging from the stone walls and floor, it seems to be a cave. You can smell sea air and note that the floor feels faintly damp. The room is dim, the only light coming from a bare bulb on the other side of the room.

The light illuminates a handful of figures—Jules Bagron, three of your assailants, and a man who towers over the others. He seems to be over seven feet tall, though that might simply be a trick of the light. He exudes a nimbus

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of magic that makes your heart beat faster and makes your stomach rumble a bit.

Stop reading aloud.

(If the characters killed Bagron, leave him out of the description of the scene. If they wounded him, mention that he doesn't exhibit those wounds any longer. The same goes for the characters' assailants.)

The characters are in an extremely compromised position. While they haven't been slaughtered yet, if they listen to the conversation Wendigo is having with Bagron, they learn that these men intend to hang them by their feet and slash their throats before stripping the meat from their bones. The only thing that has stopped them from doing so thus far is that the characters are mages, and Wendigo wishes to try to "turn" one or two them. His magic is powerful but deficient in several areas, and he would like an apprentice.

The cabal has several options at this point.

- **Attempt to escape:** The sidebar has some suggestions for how this might be accomplished magically. Escaping the bonds by wriggling free requires an extended Dexterity + Larceny roll with a -2 modifier, with each roll taking one minute. Dramatic failure on this roll draws Wendigo's attention. A failed roll inflicts a point of bashing damage as the character cuts her wrists on the bonds. When the player reaches five successes, the character's hands are free, and she can untie her feet in one turn. If the characters draw Wendigo's attention, go to "Wrath of the Wendigo."

- **Wait and listen:** If they characters do nothing but pretend to be asleep, Bagron and the other cultists eventually leave. They check the characters before doing so, but if they don't move when prodded, the cultists assume the drugs haven't worn off yet and leave. Wendigo, at that point, retreats into the cave to question the Gluttony-spirit, leaving the characters alone to free themselves. He is only gone for about five minutes, though, before he returns, so they need to be quick.

- **Talk to Wendigo:** The characters might be able to con Wendigo into thinking that they are willing to join his cult. Of course, Wendigo isn't stupid, and one character offering to join the cult sounds much more convincing than the whole cabal expressing a desire to join en masse. In any case, convincing him of these intentions requires the appropriate players to roll Manipulation + Persuasion. Niamh's Specialty and Striking Looks apply—Wendigo is a creature of depravity in more ways than one. If the roll succeeds, he cuts one character free, hands him a knife and tells him to slay one of the others. The character can do what he will from there, though one possibility is to "kill" Morrigan, who can use the Death Arcanum to counterfeit being stabbed to death.

MAGICAL SUGGESTIONS— ESCAPE AND TRICKERY

- **Death:** Morrigan can, of course, use Death 2 to corrode the bonds. This spell is vulgar, but requires only one success to snap them. Also, with Death 3 she can cause herself to appear dead, which can be useful for fooling the cultists into moving her body elsewhere or simply distracting them. To do this, she must specify a trigger that will awaken her from this state of death, otherwise she remains "dead" for an hour. Finally, Morrigan can use Death 2 to summon ghosts to her aid. The cult has been responsible for many deaths over the years, and some of those spirits want revenge. If she successfully casts a ghost summons, the restless shades untie the characters' hands in a single turn. All of these spells are improvised.

- **Fate:** Fate 1 can compensate for the penalties involved in wriggling loose of the bonds (the character may spend two turns finding the loose spots and ignore the penalty). Fate 2 can help the character find a sharp rock on the floor to help cut the bonds (extra dice to the roll to escape) or provide a distraction to keep Wendigo from noticing a mage casting a spell. (Gnosis + Fate - 2 for his Wits—success indicates that the next spell goes off unnoticed, unless it contains an easily visible effect.)

- **Forces:** Forces 1 can keep attempts to break or wriggle free of the bonds quiet. (Dramatic failures on the roll to escape count as normal failures; this effect applies to all characters.) Forces 2 could cause the electricity from the bulb to arc out and strike targets. Tyrrhenus needs four successes on the spell roll to affect all of five of the targets. (One success hits one target, two successes hits two, and three successes hits four.) Anyone hit suffers four points of bashing damage. This spell is vulgar.

- **Life:** With Life 2, Niamh can transmute the moss on the floor into a swarm of vermin (invertebrates only; roaches, spiders and other bugs are fair game). This would make for a superb distraction, but is vulgar.

- **Matter:** The Detect Substance spell can find the characters' weapons (in a bag by the basement stairs). Matter 1 can also find the entrance to the caves. Morrigan's Alter Accuracy rote can change the weight of her bonds, allowing her to use the rote's effects on the roll to escape.

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- **Mind:** With his advanced command of the Mind Arcanum, Ogma has many options. He can command a rat to chew through the bonds (this might require Niamh using Life 1 to find a rat first). He can alter his aura to make it seem as though he truly wants to join the cult, should the characters try this trick (successes add to Manipulation + Persuasion roll). He can also raise his own Mental or Social Attributes by one dot per success (maximum of +3 dots). He can telepathically communicate with the other characters, allowing them to coordinate actions, but he cannot facilitate conversation between the characters. Every conversation is one-on-one between Ogma and the target and a separate spell must be cast for each attempt. Finally, he can psychically assault a target, causing one point of bashing damage per success. All of these spells are covert and use Mind 3.

- **Prime:** Tyrrenus' Counterspell Prime rote will probably come in handy in the ensuing confrontation. Plus, with Prime 2 he can cast an armor spell that provides protection from spells targeting him but not from mundane attacks. This armor spell *does* work in conjunction with such spells, though. With Supernal Vision, he can also sense the Hallow.

- **Space:** Ogma or Jack can use Space 1 to gain a flawless perception of the room, which includes the entrance to the cave. Ogma can attempt to scry to find the Gluttony-spirit. This is an improvised spell with a -4 modifier, but success indicates that Ogma sees the Gluttony-spirit and knows the way to the cave in which it is trapped.

- **Spirit:** Niamh or Morrigan can use Spirit 1 to awaken the spirit of the bonds and coax it into helping them escape (each success adds one die to the attempt). Niamh or Sisyphus can allow a spirit to touch them, and thus open their bonds. (While the spirits in the area aren't as angry with Wendigo as the ghosts, they are tired of being used.) This spell is vulgar, however.

- **Time:** Time 1 allows a character to pull at the bonds at exactly the right moment (this grants one bonus die per success). Sisyphus is of course capable of some impressive Time magic, but he doesn't attempt such unless the characters have no better methods, since most of his spells are vulgar and he does not wish to risk Paradox.

Note: Any time a character casts a spell, roll Wendigo's Wits + Composure - 2 (he is distracted at present). If this roll succeeds, he notices the spell.

WRATH OF THE WENDIGO

When the characters enter combat with Wendigo, proceed from this point.

The characters might have to contend with Wendigo only, or Wendigo plus Bagron and several cultists. In any case, these characters fight to kill and as such, it behooves the characters to arrange the situation to best suit themselves. This might mean waiting until Bagron and the others leave before springing into action, making some Molotov cocktails to toss down the stairs into the basement or whatever other devious strategies the characters can dream up.

Traits for Wendigo, Bagron and the cultists appear in Dramatis Personae. Wendigo has already cast his Supreme Honing spell, and the traits marked with an asterisk are as follows:

Strength: 3
Dexterity: 2
Initiative: 5
Defense: 2
Speed: 10

His attack pools also increase in accordance with his Attributes.

In combat, the cultists and Bagron attack with knives, boat hooks and whatever other weapons they have at hand. Wendigo doesn't attack at first, but hangs back and uses his Counterspell Prime rote to disrupt the characters' magic. If Sisyphus is present, he casts the Acceleration rote on the characters. The spell is vulgar, and he suffers a -5 to the dice pool to cast it on all five of the characters (which means that the spell will be easier to counter, since he won't gain too many successes on the roll). Sisyphus spends Willpower on this roll. Remember that he must spend a point of Mana each turn for the characters to enjoy the benefits, so keep track of his Mana pool during this story.

If the characters begin to turn the tide, Wendigo flees down an opening in the wall to the Hallow. If the characters follow him, have the players roll Intelligence + Survival to track him accurately. Magic, of course, removes the need for this roll. The tunnels are dark, so unless the characters bring light they must grope their way blindly (Nightsight can compensate for this). If Wendigo flees, the scene ends and he drops back to his usual ratings in Strength, Dexterity and the derived traits.

THE HALLOW

Wendigo's Hallow is located in a cave off to the left of the main tunnel. The floor dips sharply away from the entrance, though. When the first character enters, have the player roll Dexterity + Athletics. If the roll fails, the character falls and winds up prone in front of Wendigo (who can immediately make an attack on that character).

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The Hallow's resonance invokes a feeling of timelessness. The characters are struck with the feeling that this cave predates them all by millions of years (which stands to reason). They have little time to consider this, though, if Wendigo is still alive.

Confronted by the entire cabal, Wendigo fights as best he can. Given a turn or two without interruption, he can reactivate Supreme Honing, shapeshift into a bat or summon up a swarm of hornets to bedevil the characters. The best solution, then is for the characters not to let him get away (and Sisyphus tells them that, if he is present).

When fighting in the Hallow, Wendigo takes advantage of the "free" point of Mana to use on spells, especially to mitigate Paradox. The characters can do so as well, of course. The cave is large enough to support all of them.

THE SPIRIT'S CAVE

Not far from the Hallow, the Gluttony-spirit is imprisoned in another cave. When the characters have entered the caves, they hear a dog whimpering. If they follow the sound, proceed from this point.

Read the following aloud:

You find a small hollow branching off from the main tunnel. A rail-thin dog sits chained to a spike driving into the rock. It growls half-heartedly at you but is too weak to be truly threatening. From inside the cave, you hear a weak voice whisper "Help me."

Stop reading aloud.

The voice is that of the Gluttony-spirit. If the characters initiate conversation (requiring an improvised Spirit 1 spell; Niamh or Sisyphus can bestow the spell on the others), it tells them it just wants to go home. It has had enough of starvation. All the characters have to do to free it is to unchain the dog and lead it away (or kill it, if they're feeling heartless).

The spirit is as good as its word. If the characters remove the dog, the spirit vanishes with a rush of wind.

This scene ends when the characters defeat Wendigo and banish the Gluttony-Spirit.

AFTERMATH

Even if the characters kill Bagron, Wendigo and the cultists, it's unlikely that they stomp out the cult altogether. They could alert the police in the neighboring towns as to the truth in Waltman's Neck, of course, which would result in the cultists eventually being brought to justice.

If they search the house, they find a larder stocked with human remains (and some similar cuts of meat at the Waltman Inn, if they go back and check) as well as a veritable treasure trove of money and valuables from previous victims. Taking this money would be both illegal and morally shaky,

however (degeneration roll from any character with Wisdom 7; roll four dice).

All in all, though, the characters are probably anxious to put as many miles as possible between themselves and Waltman's Neck. If Sisyphus is with them, he says that he will remain behind and catalog the city's magical phenomena and the effects the cult has had on the landscape, both spiritual and otherwise. (The Mysterium is always interested in this sort of thing.) If Jack still has his soul stone, he again asks that Jack return it.

DRAMATIS PERSONAE

Here we present traits and backgrounds for the Gluttony-spirit, Sisyphus, Wendigo, his spirit-sentries, Mr. Bagron, and the cannibal cultists.

GLUTTONY-SPIRIT

Background: The spirit drifted away from Boston, following gluttonous urges. These urges are so prevalent in modern Americans that it had little trouble finding the Essence it needed to sustain itself. At first, it kept to upscale dining establishments (a predilection garnered from Ogma), but ultimately wound up being shaped by the easiest sources of Essence—fast food.

The ubiquity of such establishments allowed it to travel easily (and indeed, the characters might find its trail in Scene Two) until it reached Waltman's Neck. There, it immediately attracted the attention of Wendigo's spirit sentries. Wendigo used his spiritual prowess to summon the spirit, and recognized it as a being called forth by goetic magic. He imprisoned the spirit within his sanctum, but it managed to escape once and materialize long enough to send a postcard to Ogma before Wendigo recaptured it. Now, it wastes away, unable to escape but unable to die, until the cabal arrives.

Rank: 1

Attributes: Power 1, Finesse 2, Resistance 3

Willpower: 5

Essence: 2 (10 max)

Initiative: 5

Defense: 2

Speed: 8

Size: 5

Corpus: 8

Ban: The Gluttony-spirit's ban is already being enacted. It cannot affect any being that is truly hungry, and such beings paralyze it. The dog in its prison chamber is kept starving, chaining the spirit to the area.

Influence (Vice •): The Gluttony-spirit can strengthen the desire to indulge and consume, but only when such feelings

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are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit. Note that the Gluttony-spirit *cannot* influence or create feelings of hunger. Its influence extends only to eating past satiety.

Mana Drain: The Vice-spirits can siphon away Mana from mages that resonate with their chosen urges (i.e., those who have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's player rolls as many successes as (or more than) you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

SPIRIT SENTRIES

Background: These creatures began as animal spirits, mostly birds and rodents. Wendigo slowly bound them into service, bribing some with Essence and threatening others with destruction. At any given time, about a dozen spirits patrol the city of Waltman's Neck searching for any source of Mana they can find. Most of the time, they immediately report such sources (which tend to be mages, but occasionally turn out to be foreign spirits or stranger beings still) back to Wendigo, but they have been known to simply follow such beings and try to steal their Essence.

Each of the sentries can remain in Twilight for a radius of only a few blocks. Waltman's Neck isn't a very big town, and

so a dozen spirits can patrol most of it, but even so a few "dead spots" exist where Wendigo's servants cannot venture. The characters might find one of these spots in Scene Two.

Rank: 1

Attributes: Power 3, Finesse 2, Resistance 3

Willpower: 5

Essence: 6 (10 max)

Initiative: 5

Defense: 3

Speed: Varies depending on the type of spirit; assume a Speed of 12

Size: Varies, usually 2 or 3

Corpus: Varies; usually 7 or 8

Ban: Different kinds of spirits have different bans. Rodent-spirits might be easily distracted by shiny objects, while bird-spirits might flee from the scent of burning feathers. All of the sentries, however, suffer a -1 to any roll to resist magical compulsion due to Wendigo's conditioning.

Influence (Revelation •): Each spirit sentry, regardless of what type of spirit it actually is, has the same Influence. These spirits can reveal hidden people and objects. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit. Each success imposes a -1 to all Stealth rolls and magical obfuscation in the immediate area for the remainder of the scene.

Chorus: This Numen allows the spirit to speak to any or all other sentry spirits within two miles. To activate the Numen, spend a point of Essence and then roll Power + Finesse.

Material Vision: The sentries can briefly look through into the material realm. Roll the spirit's Power + Finesse. The number of successes indicates the number of minutes the spirit can spend watching. Spirits in Twilight do not need to use this Numen to view the material world.

Wilds Sense: The spirits can automatically sense where other spirits and locations are in their immediate vicinity. If they want to find Hallows or track down spirits miles distant, however, they must use this Numen, which allows them to sense the small resonant traces left by a spirit's passage or emitted by a far-distant Hallow. Roll the spirit's Finesse + Resistance, with more successes giving more accurate information. Success suggests a vague sense of direction, while exceptional success would give accurate directions, an idea of travel time and warnings of hazards en route.

CANNIBAL CULTIST

Background: The members of Wendigo's cult are mostly fishermen, but various other citizens of Waltman's Neck also belong. They have each been subjected to Wendigo's Sanctify Oaths rote, so any attempt to coerce them magically or otherwise force them to violate the trust of the cult enables you to roll Resolve + Composure for the cultist.

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Success means the cultist is not swayed by the compulsion and may act normally. Also, if a cultist succeeds in protecting the secrecy or goals of the cult, he regains a point of spent Willpower as if he had indulged in his Vice.

Attributes: Intelligence 2, Wits 3, Resolve 1, Strength 3, Dexterity 2, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Animal Ken 1, Athletics 3, Brawl 2, Crafts (Fishing) 2, Drive (Boats) 3, Firearms 1, Intimidation 2, Medicine 1, Occult 1, Socialize 1, Stealth (Stalking) 2, Survival 1, Weaponry (Club) 2

Merits: Iron Stamina 2, Iron Stomach, Strong Back

Willpower: 4

Morality: 2

Virtue: Faith

Vice: Gluttony

Initiative: 5

Defense: 2

Speed: 10

Armor: 1 vs. bashing only (heavy clothing)

Health: 8

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Light Pistol	2(L)	20/40/80	6	N/A	5
Boat hook	2(L)	-	-	N/A	7
Club	2(B)	-	-	N/A	8
Stun Gun	N/A	-	-	See below	5

New Merits: Iron Stomach adds two dice to any Survival roll involving eating disgusting or mildly toxic substances (not actual poison, however). Strong Back adds one die to any roll involving lifting or carrying.

Stun Guns: Stun guns aren't actually guns. They consist of little more than a black grip with two metal contact probes sticking out of the top. Thrust the probes into an assailant, pull the trigger on the grip, and approximately 300,000 volts of electricity go coursing through the target's nervous system.

Stun guns do not cause actual damage. The voltage that courses through a subject plays havoc with his body, causing intense pain and severe muscle contraction. The longer one holds the stun gun to the target's body, the worse the "stun" effect becomes. To attack with a stun gun, a Dexterity + Weaponry roll is made (with the subject's Defense subtracted, though armor is ineffective). Even a single success allows for contact and sends electricity into the subject's body. Every success gained on the roll counts as a -1 penalty toward the target's next roll. If these successes exceed the target's Size (5, for the characters), he is knocked unconscious.

The wielder can continue to attack with the stun gun while keeping the contact probes connected to the target's body. Doing so requires a subsequent Dexterity + Weaponry roll,

but these rolls can ignore the target's Defense score. Note, however, that the target can attempt to pull away from the stun gun with a Strength + Brawl roll. Success allows him to escape the contact probes. If a target is knocked unconscious, the stun gun ceases to have any mechanical effect on the target. It continues to cause pain and contraction, but does not prolong the duration of the victim's unconsciousness.

JULES BAGRON

Background: Jules Bagron has been the proprietor of the Waltman Inn for the last 25 years. He was also the first inhabitant of the town to join Wendigo's cult. Now he serves as the second line of defense against magical interlopers (the first being Wendigo's spirit sentries) as well as the cult leader's lieutenant and head cook.

Description: Bagron is a heavyset man in his late 50s, but Wendigo's magic has kept him strong over the years. He is deceptively quick and is used to working with his "food" (ichthyoid and otherwise) while it is still alive. Therefore, he is deadly with his knives. While playing the role of kindly innkeeper, he dresses in blue jeans and a clean shirt. When fulfilling his duties to the cult, he wears a blood-splattered leather apron and ties a bandana around his mouth. He keeps his head shaved bald—blood is difficult to wash from hair.

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 3, Presence 2, Manipulation 3, Composure 3

Skills: Academics 2, Athletics 2, Brawl 2, Crafts (Cooking) 3, Drive (Boats) 1, Empathy 2, Intimidation 2, Persuasion 3, Occult 2, Stealth 2, Survival 1, Weaponry (Knife, Vital Spots) 3

Merits: Danger Sense, Disarm, Fast Reflexes 2, Iron Stamina 2, Iron Stomach, Quick Draw, Sleepwalker

Willpower: 6

Morality: 1

Virtue: Temperance

Vice: Gluttony

Initiative: 8 (with Fast Reflexes)

Defense: 3

Speed: 12

Armor: 1 (leather apron, front of torso and legs only)

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool
Knives	2(L)	N/A 10

New Merit: Mr. Bagron's Disarm Merit allows him to relieve an opponent of a weapon. If your successes on a Weaponry attack roll for Bagron equal or exceed the opponent's Dexterity, you can choose to have Bagron disarm the opponent *instead* of inflicting damage. The weapon lands a number of yards away equal to the successes you roll.

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SISYPHUS

Background: Sisyphus can't help but compare himself to Jack. Like him, Sisyphus is a wanderer. Like him, Sisyphus is curious. And like him, Sisyphus' greatest challenge is destiny.

Sisyphus was born Keith Baurier, and Awakened to the Path of Thistle at the tender age of 15. He left home, joined the Mysterium, and spent the next 10 years traveling the country recording what he found for his order. He became known within the order as an expert on symbolism and prophecy, as well as something of a poker addict.

It was that latter trait that wound up costing Baurier his soul stone, of course. Up until then, the mage had gone by the Shadow Name of Mimir (after the mythical advisor to the Norse god Odin). During the card game in Boston, Baurier believed that his hand was unbeatable, but as he had little money (and since the game was between mages anyway, money wasn't the currency of choice), he put his soul stone into the pot. Three of the four other mages in the game folded, but Jack, trusting his luck, stayed in—and won.

While Baurier was, of course, mortified by what had happened, he had to admit that Jack was by no means the worst mage to whom he could have lost his soul stone. Both mages agreed to stay in the Boston area until Jack had called upon Baurier (now calling himself "Sisyphus" after the Greek king who was punished in the afterlife for trying to cheat the gods) for the traditional three favors.

Description: Sisyphus is in his late 20s, so other mages tend to underestimate him, not realizing that he Awakened so young. He has a ready smile and a pleasant demeanor, but forms first impressions within seconds of meeting people and seldom if ever changes from them (a side effect of his mastery of the Time Arcanum). He dresses comfortably and is never without a digital camera, a camcorder, a tape recorder and a sketch pad, all for his work with the Mysterium.

Real Name: Keith Baurier

Path: Acanthus

Order: Mysterium

Mental Attributes: Intelligence 3, Wits 2, Resolve 3

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 3, Manipulation 2, Composure 3

Mental Skills: Academics 1, Investigation 1, Occult (Symbols) 4, Politics 1

Physical Skills: Larceny 1, Stealth 1, Survival (Traveling) 1, Weaponry 1

Social Skills: Animal Ken 1, Empathy 2, Expression 1, Persuasion 2, Streetwise 3, Subterfuge (Poker Face) 2

Merits: Destiny 2, High Speech, Status (Mysterium) 2

Willpower: 6

Wisdom: 5

Virtue: Charity

Vice: Greed

Initiative: 5

Defense: 2

Speed: 9

Health: 7

Gnosis: 3

Arcana: Fate 2, Spirit 3, Time 5

Rotes: Acceleration (Time 3), Fortune's Protection (Fate 2), Second Sight (Spirit 1), Stop Time (Time 5)

Mana/per turn: 12/3

Weapons/Attacks:

Type Damage Dice Pool

Knife 1(L) 4

Rotes and Merits:

Sisyphus' Merits are the same as the characters'. His Fortune's Protection and Second Sight rotes work the same for him as for Jack and Niamh, respectively.

Acceleration (Time •••): This spell boosts Sisyphus' Initiative, his Speed, and his ability to avoid attacks. Although the spell lasts for one hour, he gains its benefits only in those turns in which he spends one Mana reflexively, and the benefits last for that turn. (Once the duration has expired, Mana can no longer be spent to gain the benefits.) Sisyphus can cast this rote on others, but then the spell uses Time 4 (which might become important for purposes of determining the effect of a Paradox). This spell is *vulgar*.

The benefits are as follows:

- Five dice are subtracted from *any* and *all* attackers' dice pools (including ranged attacks), as Sisyphus moves much more quickly than normal and is harder to hit.

- Adds five to Initiative, which allows him to move up the initiative roster for that turn. In the following turn, he drops back down to his original position in the roster (unless he spends Mana again)

- Finally, Sisyphus' Speed is added again to his total Speed rating *five times*. Thus, when using this spell he moves at Speed 54 (9 + 9 + 9 + 9 + 9 = 45 + base Speed of 9 = 54).

Sisyphus can cast this rote on others, but then the spell uses Time 4 (which might become important for purposes of determining the effect of a Paradox). If Sisyphus casts this rote on another character, use that character's Speed for purposes of determining the increased Speed rating.

Stop Time (Time •••••): Sisyphus can suspend time around a target. The target's subjective perception shows him as existing in one moment and then, instantaneously, another later time. To onlookers, it appears as if the target is perfectly still, even if he's in mid-air. Roll Sisyphus' Intelligence + Occult + Time in a contested roll against the target's Composure + Gnosis (this resistance is reflexive). If Sisyphus wins, each

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success allows the subject to be frozen in time for one turn. The field of suspended time exists immediately around the target. If anyone or anything enters this field—that is, if the target is touched—the spell is broken and the target is restored to normal time. This spell is *Vulgar*.

WENDIGO

Background: The youngest of 10 children, Benton Duerr discovered quickly that the torments of his older siblings wouldn't cease through parental intervention. So he learned to fight back, biting, scratching and beating his brothers with whatever was at hand. That didn't stop them, of course. The boys simply ganged up on their younger brother.

Some sibling rivalries grow into loving relationships, but Benton hated his brothers for what they did to him, and they hated him for fighting back so effectively. One day after soccer practice, they jumped Benton and hog-tied him, leaving him on the muddy field as the sun set. Benton watched in horror as the animals came to stare, but he managed to free his bloodied hands from the bonds and crawl away. It wasn't safety he was crawling to, however, but power. That field had become the Primal Wilds, and Benton Duerr was Awakened.

What happened to his brothers after that is probably best left to nightmares. Benton left his home town in Canada and traveled south to the United States, and eventually joined the Adamantine Arrow. He was expelled from his cabal, and then from his order, for using his magic in too violent and brutal a manner. Knowing that the Arrow didn't want ex-members around, he disappeared, taking up residence in Waltman's Neck and forming a cult dedicated to a practice in which he'd been indulging for some time—cannibalism.

Benton had discovered, over time, that he could consume the flesh of others and gain strength from the practice. In Waltman's Neck, he found willing converts, and slowly he transformed the town into his own personal stronghold. The cult feasts on travelers and those who come to work the fishing boats in summer, but Benton—now using the Shadow Name "Wendigo" after the Native American cannibal spirit of winter—prefers the flesh of the Awakened.

Description: Wendigo stands over seven feet tall and is so solidly built that knocking him down is an exercise in futility. He has thick, brown hair and light brown, almost yellow, eyes. He walks confidently and proudly, and his voice is deep and commanding. His appearance belies the rot within, however. Although he is tough and hardy, the sinews connected to his muscles are weak and he can barely muster the strength to throw a punch. He is clumsy and scarcely has the motor control to write. His teeth are yellowed and pitted, and so he rarely smiles. Of course, these infirmities vanish after a good meal.

Note: Some traits are marked with an (*). Those traits increase when Wendigo casts certain spells. These traits are for Wendigo without magic. Also, Wendigo's low Wisdom rating adversely affects his dealings with spirits. Apply a -1 to all social rolls when dealing with spirits (though not spellcasting rolls).

Real Name: Benton Duerr

Path: Thyrsus

Order: None (formerly Adamantine Arrow)

Mental Attributes: Intelligence 2, Wits 2, Resolve 3

Physical Attributes: Strength 1*, Dexterity 1*, Stamina 5

Social Attributes: Presence 2, Manipulation 3, Composure 3

Mental Skills: Academics (Mythology) 3, Crafts (Tanning, Cooking) 3, Medicine 2, Occult (Cannibalism) 3

Physical Skills: Athletics 1, Brawl 2, Firearms 2, Stealth 3, Weaponry 3

Social Skills: Intimidation (Scary) 3, Socialize (Dinner Parties) 3

Merits: Giant, Hallow 3, Sanctum 7

Willpower: 6

Wisdom: 2

Virtue: Justice

Vice: Lust

Initiative: 4*

Defense: 1*

Speed: 7*

Health: 11

Gnosis: 2

Arcana: Fate 4, Life 4, Prime 3, Spirit 4

Rotes: Control Spirit (Spirit 3), Counterspell Prime (Prime 2), Imbue Item (Prime 3), Sanctify Oaths (Fate 4), Second Sight (Spirit 1), Self-Healing (Life 2), Supreme Honing (Life 4)

Mana/per turn: 11/2

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Pistol	2(L)	20/40/80	6	N/A	5*
Knife	2(L)	-	-	N/A	6*

Rotes and Merits:

Wendigo's Giant Merit means that his Size rating is 6 rather than 5. This adds to his Health rating. His Hallow functions like the characters'. His house and the catacombs below make up his Sanctum. Anyone attempt to break in, magically or otherwise, suffers a -2 to appropriate rolls, and Wendigo gains a +2 to Initiative while in his Sanctum.

Wendigo's Self-Healing and Second Sight rotes are identical to Niamh's, and his Counterspell Prime rote is identical to Tyrhenus'.

Control Spirit (Spirit ●●●): Wendigo can force a spirit to perform an action. Roll Presence + Intimidation + Spirit

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in a contested roll against the spirit's Resistance. A single, simple command ("Attack!" "Flee!" "Stand there!") can be issued per success. More complex commands might require multiple successes devoted to them. This spell is *Covert*.

Imbue Item (Prime ●●●): Wendigo uses this spell to imbue the flesh of his cult's victims with power. He can prepare this meat with the Supreme Honing spell (anyone who eats the meat gains the benefit of this spell for one scene), or simply add Mana to the grisly feast (this has no benefit for Sleepers, but mages who eat the flesh gain the Mana). Instances of this spell are noted in the text. This spell is *Covert*.

Sanctify Oaths (Fate ●●●●): This spell allows Wendigo to bind his cultists to secrecy and loyalty. All of the cultists in

town have undergone the ceremony, so any attempts to magically coerce them to betray the cult or Wendigo allow you to roll Resolve + Composure for the cultist. If the roll succeeds, the magical compulsion fails. This spell is *Covert*.

Supreme Honing (Life ●●●●): With this spell, Wendigo can increase his Physical Attributes. Roll Resolve + Athletics + Life and divide successes between Strength and Dexterity (Wendigo doesn't bother with Stamina). Raising these Attributes raises Speed, attack dice pools, Initiative and Defense. Changes to Wendigo's traits are noted in the text, since he has this spell active when the characters confront him. This spell is *Vulgar*, unless cast on flesh (via the Imbue Item rote) which is then consumed.

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OGMA/BENJAMIN KENT

Ogma's traits improve for "The Feast" as he gains the Imposter rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (eight dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Imposter (Mind •••):** Ogma can cloud another's perceptions to make her think he is someone else. His false image can mimic an actual person or a fictional persona Ogma creates. Roll Intelligence + Subterfuge + Mind + 1 (nine dice). The Storyteller rolls Composure + Gnosis for the target (this resistance is reflexive). If you roll more success, you fool one sense per success. If you roll three successes, Ogma creates an illusion that can fool sight, sound and touch. This spell lasts for one scene, and the Storyteller might ask you to roll Manipulation + Subterfuge to keep up a convincing charade if you mask yourself as someone specific. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (eight dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (eight dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

CONCEPT: KEEPER OF SECRETS PATH: MASTIGOS

PLAYER:

VIRTUE: PRUDENCE

ORDER: GUARDIANS OF THE VEIL

CHRONICLE: GLORIA MUNDI

VICE: GLUTTONY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Academics (PSYCHOLOGY)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (-1 unskilled)

Athletics (THROWING)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (BEER & WINE)	●●○○○
Streetwise	●○○○○
Subterfuge	●●○○○

MERITS

ENHANCED ITEM (THROWING CARDS)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	3 _____
Initiative Mod	5 _____
Speed	9 _____
Experience	_____

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●●○○
SPACE	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSTIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
MENTAL SHIELD (MIND 2)	_____
IMPOSTER (MIND 3)	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "The Feast" as he gains a dot of Gnosis. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Forces* or *Prime* spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rotes.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for ferrous metals, clean water or a particular kind of plastic,

even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (seven dice).

- **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (six dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (CURSES)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSIGLIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "The Feast" as she gains the Alter Accuracy rote. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Alter Accuracy (Matter ••):** Morrigan can improve the balance and heft of a simple item. This could, for instance, improve the accuracy of a sword, since it is easier and smoother to wield, or even make a screwdriver turn easier (its weight shifts so well it practically turns itself) or a hammer hit harder. Any object that might conceivably benefit from a more efficient or better-weighted design could serve as the target of this spell. Roll Composure + Occult + Matter (eight dice) and spend one point of Mana. The targeted object gains the "9 again" quality (re-roll results of 9 and 10) on the next dice roll made using it. Extra successes

affect successive rolls, one roll per success. Morrigan cannot choose which rolls are affected; each successive roll gains the benefit until the number of affected rolls have been used or the scene ends, whichever comes first. Note that this spell does not affect the chance die, should the object-wielder's dice pool be reduced to a chance die.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of will-workers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELLA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE

ORDER: ADAMANTINE
ARROW

CHRONICLE: GLORIA MUNDI

VICE: PRIDE

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●●●○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●●○○○
Medicine	●○○○○
Occult (UNDEAD)	●●●○○
Politics	○○○○○
Science (CHEMISTRY)	●●○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	○○○○○
Drive (OFF-ROAD)	●●○○○
Firearms	●○○○○
Larceny	●○○○○
Stealth	●●○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation (STARE-DOWN)	●○○○○
Persuasion	●○○○○
Socialize	●○○○○
Streetwise (CEMETERIES)	●○○○○
Subterfuge	●○○○○

MERITS

HIGH SPEECH	●○○○○
RESOURCES	●●●○○
STATUS (ADAMANTINE ARROW)	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	10
Experience	_____

ARCANA

DEATH	●●●○○
MATTER	●●○○○
MIND	●○○○○
SPIRIT	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSTIC

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)	_____
GRIM SIGHT (DEATH 1)	_____
QUICKEN CORPSE (DEATH 3)	_____
SENSE CONSCIOUSNESS (MIND 1)	_____
UNSEEN AEGIS (MATTER 2)	_____
ALTER ACCURACY (MATTER 2)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "The Feast" as he gains the Fast Reflexes Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn.

Pattern Scouring and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

Fast Reflexes: Jack's Space and Time magic has taught him to pay close attention to events around him, making his reactions sharper and faster.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE

PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●●○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
FAST REFLEXES	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	6
Speed	9
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●●○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSTIC

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)	_____
FORTUNE'S PROTECTION (FATE 2)	_____
NIGHTSIGHT (FORCES 1)	_____
TEMPORAL EDDIES (TIME 1)	_____
OMNIVISION (SPACE 1)	_____
_____	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "The Feast" as she gains the Cleanse the Body rote. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Cleanse the Body (Life •):** Niamh can cleanse herself of drugs, toxins or poisons. Roll Stamina + Medicine +

Life (five dice). Successes add dice to rolls for overcoming a drug or allow Niamh to ignore an equal number of points of poison damage. This spell is *Covert*.

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●●○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics <i>(SWIMMING)</i>	●●○○○
Brawl	●○○○○
Drive <i>(BOATS)</i>	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion <i>(SEDUCTION)</i>	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size _____	
Defense <u>2</u>	
Initiative Mod <u>6</u>	
Speed <u>10</u>	
Experience _____	

ARCANA

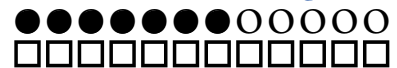
LIFE	●●○○○
SPIRIT	●●○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)	_____
MOMENTARY FLUX (TIME 1)	_____
SECOND SIGHT (SPIRIT 1)	_____
SELF HEALING (LIFE 2)	_____
CLEANSE THE BODY (LIFE 1)	_____
_____	_____
_____	_____



DESCENT
Gloria Mundi - Part Seven

MAGE™
THE AWAKENING

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MAGE

THE AWAKENING

Written by Matthew McFarland.

Playtesters: Matt Karafa, Jeffrey Kreider, Fred Martin-Shultz, Matthew McFarland, Keith McMillin, Dawn Wiatrowski

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Descent

Welcome to “Descent,” the seventh installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. In this story, the characters discover Adam’s fate (he has been murdered by fanatical apostate mages known as Banishers) and descend into a dangerous, but potentially enlightening, realm. That realm is an ancient Atlantean temple and cache of knowledge known as the Obsidian Palace, which was planted by the Mysterium and designed for use by mages of the Moros Path. For many years, the entrance to the Palace has been hidden by a mausoleum in a graveyard near the cabal’s hallow, but its location is only revealed to the characters after Adam’s murderers try (and fail) to gain access to its secrets. To further complicate matters, Adam’s goetic Pride-spirit appears to Morrigan and tries to sabotage her efforts. If Morrigan can let go of her self-importance and ambition, the characters have a chance to defeat the Pride-spirit. If not, the whole cabal faces the consequences.

THEME AND MOOD

The theme of “Descent” is *pride*. This is an important theme of **Mage** in general, but the way it manifests in this story is especially significant. Morrigan’s choices influence how the cabal will function going forward, and they might even cost the characters their lives if she makes particularly arrogant decisions. In a rare show of self-awareness, the Pride-spirit is counting on the very trait it embodies to make sure the cabal will not survive the descent into the temple. Only through patience and humility—and please note that Morrigan’s Virtue is Temperance—will the cabal survive intact.

The mood of this story is *tension*—especially that between extremes. “Descent” is a story told in blacks and whites. Characters are either dead or alive; very rarely do they stand a chance of being simply injured. Challenges are either passed or failed. Very little middle ground exists. The stark contrasts in lighting and texture in the temple help to reinforce this mood.

STORYTELLING TECHNIQUE: TABLE-TALK

It’s not at all uncommon for players to talk to each other out of character and remind one another about rules definitions, strategy, and other helpful hints. This is fine, but sometimes it crosses the line to sharing information or communicating in ways that remove roleplaying decisions from a particular player’s hands. For instance, if a player whose character is currently separated from the group encounters a man wearing a tiny silver skull earring, and one of the other players recognizes this person as her character’s enemy and issues a warning, the first player loses the opportunity to meet and interact with this adversary. Maybe the character won’t find the man to be so disagreeable, or maybe the character can learn some important weakness. But if the second player starts giving the first one information that his character doesn’t possess, he will find it very difficult to roleplay the meeting well. Even if he can ignore what the other player just told him, the experience won’t be as much fun as discovering along with his character who this mysterious stranger is.

In “Descent,” Morrigan is asked to make several decisions that affect the group. Most of the time, she is alone when these decisions come about, but that doesn’t necessarily mean that the other *players* won’t hear the same information that her player does. Before the story begins, remind the players that they should not be offering advice out of character and should not be acting on information that their characters do not possess. If you feel that it will be too much of a problem, take Morrigan’s player out of the room during moments in the story when her character is alone and receiving information that the others don’t have.

Of course, if the other characters *are* present, table-talk can still be a problem. In Scene Three of this story, for instance, Morrigan is asked to choose between life, soul, mind,

MAGE

THE AWAKENING

and fate. If Jack's player, speaking as Jack, says "Choose fate. That way it's about me, and I know I'm not dying today," then a number of interesting things have happened. From a story perspective, Jack's player is exploring the notion that Jack is destined and thus cannot be killed before his time (a dangerous thing to gamble on). From a purely mechanical perspective, Jack's player could easily use this action as an excuse to regain Willpower from his Faith Virtue.

If, however, in response to the same situation, Ogma's player says, "Pick fate. That's probably about Jack, and that way he can use his Destiny Merit to get out of whatever's happening," the mood is broken because the players are now speaking out of character. We've learned nothing about how the characters relate to one another or to their magical paths, and on top of it all, one player is trying to make decisions for two of the others!

In many troupes, players come up with a signal for when they are speaking out of character, such as grabbing one wrist, placing a hand on one's head, knocking on the table, or broaching a comment by saying "out of game" before speaking. It's not a bad idea to implement some such system for this story, if you haven't before. That way if someone starts to talk out of character in a situation where you'd rather he didn't, you'll know before he gets any words out.

Storytelling games have a strong element of problem-solving, true, but they aren't video games. The interaction between characters is what makes these games unique, so try to keep that alive as much as possible.

NEW SYSTEMS — ATLANTEAN TEMPLES & GUARDIANS

The secrets of the past have endured millennia, shielded by magical wards and more mundane obstacles. Hidden from humanity, Atlantean ruins contain long-lost knowledge and power. Remote temples are inaccessible to all but the most skilled explorers, isolated deep under the waves, inside hidden caves, or atop the highest mountain peaks. Atlantean temples remain undisturbed for a variety of reasons, not the least of which are the temple guardians bound to the secret and sacred places of the earth.

Atlantean princes, it is believed, created guardians to watch over their greatest treasures. These protectors were made with immunities to many forms of magic, especially Atlantean. (In game terms, temple guardians have formidable countermagic.) Foolish grave-robbers and scholars alike face annihilation—or worse—for approaching Atlantean temples incorrectly. Guardians are capable of altering

the minds and souls of intruders, erasing all memory of what is seen, crippling a tomb-robber's magical power, and eroding sanity.

Temple guardians can assume whatever forms their masters command of them, but most descriptions are surprisingly similar. Classically trained mages sometimes refer to Atlantean legends told by Plato, describing protectors in terms that correspond to Greek legend. Tomb-raiders tell of perfect marble statues materializing and advancing from the shadows around them. Spiritual explorers disagree, describing guardians as elemental forces—storms of wind and water. Temple guardians often assume shapes relating to their environment, whether it's a shambling mummy in an Egyptian tomb or a monstrous beast in the mountains of Tibet. Those whose minds have been shattered by such confrontations babble of blasphemous forms that defy all reason—chthonic horrors that are not limited by earthly laws of form or physiology.

It is said that certain mystical sigils and gestures allow explorers to approach Atlantean ruins safely, but few know these secret signs. Revelations are hidden in lost tomes, disclosed by Atlantean spirits that have escaped the limitations of time, or are found when a mage's Awakening takes him past the boundaries of earthly reality. The keys to temples are often as difficult to master as esoteric rites, requiring patience and sacrifice from would-be tomb-robbers.

DESCENT

This story takes place on October 30th, almost 10 weeks after the events of "The Feast." As before, this downtime is both because the characters don't have any easy leads and because they probably need time to heal after the last story. Feel free to run the characters through a story during this downtime if you feel up to the challenge, especially if any of the Vice-spirits who have appeared thus far remain unaccounted for.

When this story begins, the characters should be in the city of Quincy, but they don't necessarily have to be at the sanctum. Mages can have social lives, too, after all, so nothing says that one or more of them couldn't be attending a Halloween party. Allow the players a few minutes to establish where their characters are and what they are doing before beginning the first scene.

MANA

The characters' Mana level fluctuates during the course of the downtime. Use any of the methods presented in "A Nest of Vipers" to determine their Mana levels at the start of this story.

MAGE

THE AWAKENING

SCENE ONE: DEVIL'S NIGHT

In this scene, the characters feel a blast of magic and discover the corpses of several people in a cemetery near their sanctum. They might discover that these people were responsible for Adam's disappearance. Investigating the scene, they discover a gateway in a mausoleum that leads to a strange temple.

Have the players roll Wits + Occult. Active Mage Sight adds one die, and Mage Sight through the Death Arcanum adds an additional die, while the Spirit Arcanum subtracts one. Alternatively, you may decide that Morrigan automatically succeeds on this roll, just to cut down the chance that no one will succeed, since this event is what kick-starts this story. If this roll succeeds, the character feels a powerful but brief wave of magic wash over her. If the roll results in an exceptional success, the mage notes that the magic is similar in feel to Morrigan's. The characters can get a sense of the direction, but that varies depending on where the characters are. From the sanctum, the magic felt like it comes from the northwest. Morrigan knows of a small cemetery in that direction. She sometimes steals bodies from it and has always felt comfortable there.

Tracking the magic backward is simple enough, but the ripples are fading quickly. Fortunately, the source is only a few miles from the sanctum. The magic did indeed emanate from the cemetery. When the characters arrive at the cemetery, proceed from this point.

Read the following aloud:

The cemetery is small, only a few acres. You can't quite see from one side to the other, though, because of a few corpses of trees. As you stare out into the dark, you feel a profound sense of disquiet, as though someone just walked over your grave.

Stop reading aloud.

The cemetery is dark and the streetlights don't illuminate more than about 10 feet into the graveyard. Jack can use his Nightsight rote, of course, and Tyrrhenus can improvise an identical spell. The other characters suffer a -1 penalty on rolls involving sight unless they carry flashlights. Morrigan's player might state that Morrigan keeps flashlights in her truck for midnight grave-robbing. This is fine, but make *her* decide this rather than you suggesting it.

Gaining entry into the graveyard is simple. It's surrounded by only a two-foot wrought iron fence, which the characters can easily climb over. This cemetery is no longer in use, as it has no more space for bodies. The most recent burials took place in the 1970s. Morrigan has never seen anyone visiting the place.

When the characters enter the graveyard, have Niamh's player roll Intelligence + Occult + 1 (for her Mysterium Status). If the roll succeeds, she remembers her order in-

forming her that this cemetery had some significance for the Mysterium, but that no one has mentioned specifically what is so special about it.

The characters can wander the graveyard as they please. The information they can discover, through mundane and magical means, is presented in the following sections.

MUNDANE INVESTIGATION

The characters can look around for footprints. Have the players roll Intelligence + Investigation (-2 without Nightsight or a flashlight). Success means the characters find a series of footprints, made by a group of at least three people, that leads from the north side of the cemetery to a mausoleum. If the characters approach the fence on this side, they see a car parked on the street.

MAGE SIGHT

The graveyard is saturated with magical energy. A character standing in the graveyard can scrutinize this magic for more information. Doing so requires active Mage Sight and a roll of Intelligence + Occult (+1 for Death or Prime; -1 for Spirit). Success indicates that the character learns that someone cast a spell that covered the area, but that the spell went awry, possibly due to Paradox. The magical energy is receding and will be gone entirely in roughly 60 minutes. The character can follow the energy back to its epicenter. Doing so leads to the same mausoleum to which the footprints mentioned previously lead.

If the characters look for ghosts using Death 1, they do not see any. Morrigan can inform the other characters, though, that graveyards rarely contain ghosts since people don't usually die in them, and she has never seen ghosts in this cemetery before. If the characters look for spirits in Twilight, they do not see any. The cemetery doesn't feel inert or stagnant from a magical perspective, it's simply quiet.

THE CAR

A large sedan, about 15 years old, sits on the street beyond the north edge of the cemetery. No people are inside. If the characters peer in, they don't see anything immediately incriminating. The locks have been enchanted with a Forces spell, however, which they notice if they scrutinize the car for magic. (Doing so requires active Mage Sight and a successful Intelligence + Occult roll; Prime or Forces adds one die.) Attempting to open the doors with a slimjim or another tool, or using the key (found in the Mausoleum) triggers the spell. Electricity courses through the character's body, causing three points of bashing damage. Breaking a window and opening the door from inside dodges this spell, and Tyrrhenus can use Counterspell Prime to nullify it. Doing so requires two successes.

MAGE

THE AWAKENING

The interior of the car is clean and looks as though it has been vacuumed and shampooed repeatedly. The Detect Substance rote can find traces of blood on the seats, and Death 1 can confirm that people have died here. The glove compartment contains a map of New England, and another of Boston in particular. If the characters unfold the latter map, they find that the cemetery, the hotel in which Adam was staying (which they investigated before the events of “Made Men”) and their sanctum are all circled. In the trunk of the car, the characters find a large plastic tarp, a can of gasoline and a long coil of rope. Again, Morrigan or Ogma can use Death 1 to confirm that people have died in the trunk. If Jack or Niamh attempts to use Time magic to see what happened, they find that the car has been magically blocked. (Attempting to use Time magic hits a kind of null space during certain times.) The times they can access are mundane, simple scenes of driving the car through New England. The characters might note that they have seen this type of magic before, in Adam’s hotel room.

THE MAUSOLEUM

When the characters enter the mausoleum, proceed from this point:

Read the following aloud:

The door leading into the mausoleum is ajar, and you can tell that it was forced. Inside, five people—three men, two women—lie on the stone floor around a stone casket. Their eyes stare lifelessly upward and their mouths gape as though amazed. There are no visible signs of what killed them.

Stop reading aloud.

These five people were mages in life, members of the same cabal that kidnapped and murdered Adam. They belonged to no order and never had any contact with the Boston Consilium. They were Banishers, mages who wished to end the presence of the Awakened in the Fallen World. These particular Banishers, however, attempted to open the gateway to the Obsidian Palace (in part because their leader was under influence by the Pride-spirit) and failed miserably.

The characters can search these bodies with both mundane and magical techniques. The corpses don’t have identification, but they are carrying weapons. Three of them have guns, one has a switchblade knife, and the fifth has a small hatchet strapped to his leg. One of the women has a lead coin clutched in her hand. If a player makes a successful Intelligence + Occult (+1 for Morrigan) roll, her character realizes that lead is a metal associated with the Moros path, and necromancers often create magical tools from the metal.

Magically, the characters can learn the following information:

- **Death:** Death 1 reveals that the mages died as a result of a sudden shock to their systems. Their bodies simply couldn’t handle the strain. The shock was magical in origin

and seems to involve the Death Arcanum. If Morrigan uses Death to attempt to summon the ghosts of these mages, she receives no response. Death 1 can also be used to verify that these mages are truly dead, rather than counterfeiting death magically. If Morrigan or Ogma scrutinizes the stone casket with the Death Arcanum, they discover its true nature.

- **Prime:** Tyrrenus can use Prime to read any lingering magic in the area. He discovers that the casket is saturated with magical energy, but it isn’t a Hallow or an imbued item. (He lacks the Arcanum necessary to identify it, however.)

- **Time:** Jack or Niamh can look back in time and try to see how these people died, as long as someone can give the appropriate mage a good estimate of how long they have been dead (Intelligence + Medicine, +1 for Morrigan). The character sees the five people standing around the casket, with the woman holding out the coin. She demands entry “in the name of the Watchtower of the Lead Coin,” and then goes wide-eyed in horror. She collapses, dead, followed seconds later by her fellows.

- **Space:** If Jack or Ogma scrutinizes the casket with Space magic, he realizes that it is a portal of some kind. It is not designed to be opened with the Space Arcanum, however, and neither mage has a great enough command of Space to force it.

The casket is a gateway into the Obsidian Palace, an Atlantean temple designed ages ago by Moros mages of the Mysterium order. Only a Moros mage can unlock the temple, and although mages of other Paths can enter, they must be accompanied by a necromancer. The Palace isn’t physically located beneath the cemetery in Quincy. Entering the Palace is akin to entering the spirit world, although the Palace is a realm unto itself.

Scrutinizing the casket with Death reveals that it is a gateway to something. If Morrigan does the scrutinizing, she realizes that she can open it. Only a Moros Disciple of Death (that is, a mage with Death 3) can open the gateway to the Palace. At this point, though, all she knows is that she can open it, not where it leads. Since five people already lie dead around the gateway, it’s not too likely that the characters are going to rush to open the gateway. (But if they do so, fine, skip to Scene Two.)

THE FALSE GUARDIAN

At some point during the characters’ investigation of the temple, the Pride-spirit makes itself known to Morrigan. It tries to talk to her when she is alone, staying out of sight. If Morrigan is alone during this scene, proceed from this point:

Read the following aloud:

You hear a low, female voice say, “Are you here to claim your due, necromancer?” You see a humanoid shape standing in the shadows nearby, but it does not come forward.

Stop reading aloud.

If Morrigan alerts the other characters or uses magic on the mysterious shape, the Pride-spirit vanishes. It knows that

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it cannot stand up to the mages in its weakened state. If she talks to it, however, it claims to be a guardian of the Obsidian Palace. It can answer Morrigan's questions and will speak in front of the other characters, but not to them. It pretends that it is only permitted to speak to Moros mages.

Some of the questions the characters might ask, and their answers:

- **What happened to those people?** *"Their leader attempted to open the gateway to the Palace, but she was unworthy. The power of Death consumed her. As she was the Pathfinder, the others shared her fate."* All of this is true.

- **What is the Palace?** *"The Obsidian Palace is a temple to knowledge and patience."* True.

- **How can we enter it?** *"You, who are called Morrigan, must open the door and enter. Your fellows can follow you."* True.

- **What are you?** *"I am a guardian. I remain here in the Fallen World and protect the gateway from Sleepers."* False. To Sleepers, the casket is nothing but stone.

- **Have you seen the Pride-spirit?** *"A spirit such as the one you describe entered the Palace when the unworthy Moros opened the gateway before."* False. The Pride-spirit is trying to trick them into entering the Palace.

The spirit answers any other questions with whatever it feels they would want to hear. It praises and lauds Morrigan and doesn't acknowledge the others. If they attempt to cast spells on it or get a better look at it, it vanishes. It tries to subtly encourage them to enter the gateway, and makes up whatever riches and secrets the characters might find interesting to get them down there. One thing it might offer is information about Adam, which the characters *can* find if they descend.

Before the characters leave, the spirit warns them, "Don't look back." This warning, as it happens, is meaningless, but it sounds important and appropriate for such a journey. The spirit, of course, is trying to cover its own tracks.

THE BOSTON CONSILIUM

If the characters hit a dead end and leave the cemetery to investigate it elsewhere, other local mages can be of some help. Niamh's fellow Mysterium mages, for instance, can confirm that the cemetery is indeed significant. Should Niamh ask about it (or should she arrange to put Morrigan in touch with a Moros associate in the Mysterium), the contact states that the graveyard hides the entrance to an ancient Mysterium temple of study known as the Obsidian Palace. None of the local mages who are aware of its existence (few indeed) have visited this cemetery in recent memory, though, because getting in is especially difficult. Some sort of key is required for admission, and those who attempt to enter without a key must pass deadly tests of wit and skill. No more information is available, but Niamh's Mysterium associates urge her to investigate and get in touch again if she and her cabal manage to find out anything further.

ENTERING THE TEMPLE

Opening the gateway is an extended casting for Morrigan. Normally such a spell would require a roll of Death + Gnosis with each roll taking three hours, but since she needs to succeed for the story to progress, you can choose to waive this requirement. Likewise, the spell is normally vulgar, but you can assume that she doesn't incur any Paradox for opening the casket. Opening the gate, however, does take three hours (just assume she garners the necessary successes in one roll), so find out what the characters are going to do during that time. When the gate is open, it remains open long enough for the characters to enter. They can even bring the corpses along with them, if they wish. This serves two purposes. First, it dodges the issue of anyone showing up and finding them. Second, Morrigan can animate them as zombies, and once they are in the Obsidian Palace she can do so free from Paradox.

Once she has cast the spell opening the gate, proceed from this point.

Read the following aloud:

The casket turns black as obsidian, losing any trace of being made of stone at all. It seems to be made of pure shadow, and it spreads out like black water. It covers the floor, and you begin to move forward, downward, into the darkness. After what seems like hours of freezing blackness, you emerge into the Obsidian Palace.

Stop reading aloud.

This scene ends when the characters enter the Atlantean temple.

SCENE TWO: THE OBSIDIAN PALACE

The characters explore the temple, facing several trials and tests.

When the characters arrive at the Palace, proceed from this point.

Read the following aloud:

You see before you a set of immense stairs leading up. Everything around you seems to be made of black stone or glass, and a pale blue glow with no apparent source lights the place. You [indicate Niamh] feel decidedly uncomfortable here, though it takes a few minutes to pin down why. Nothing here has a spirit. Rock is only rock, shadow is only shadow.

Stop reading aloud.

The Obsidian Palace is connected to the Supernal Realm of Stygia, which is where Moros mages draw their power from. As such, uses of the Matter and Death Arcana gain a +1 modifier in the Palace, and uses of these Arcana are *never* considered vulgar. (That is, spells using Death and Matter don't engender Paradox here.) The Spirit Arcanum, as the

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inferior Arcana of Stygia, suffers a –1 penalty here. Explain these rules to the players, just so you don't have to repeat it every time someone casts a spell with those Arcana.

If the characters brought the corpses with them, Morrigan can raise them as zombie servants. Normally they would last for only a scene, but the zombies remain animated in the Palace for as long as Morrigan wishes. See the rules in "Made Men" for creating zombies.

When the characters have gotten their bearings and are ready to proceed, continue from this point.

Continue reading aloud:

Ascending the stairs is tricky. The bad light and the dark glass blurs the lines of perspective, making it hard to find your feet. Eventually, however, you arrive at the top of the staircase and find yourself on a vast plain. You cannot see the horizon, nor is any ceiling evident. Nothing moves before you except your own reflections in the dark glass of the floor.

As you watch, the shadows coalesce into a human form. It stands nearly 10 feet tall but possesses no features—it is an automaton of shadow and glass. It steps forward, and a deep voice rumbles forth. "Who is your Pathfinder?"

Stop reading aloud.

The characters should indicate Morrigan, of course. The shadow-being states that it is a guardian and welcomes the cabal to the Obsidian Palace. It asks the characters for the key.

Of course, the "key" in question is a phrase in High Speech, a gesture, or even a physical key that has been lost for centuries. The characters have no chance of actually providing it, and as soon as this becomes clear, the ambiance of the room changes.

Read the following aloud:

The guardian grows another several feet taller. The strange blue light intensifies, throwing the shadows all around into stark relief and casting your reflections into the floor. "No key?" the guardian booms. "Pretenders, then? Apprentices? Thieves come to take the secrets of the Alae Draconis? Very well. You will face the tests to earn your key, but know this: Without your Pathfinder your lives are forfeit. Have you any questions before you begin the tests?"

Stop reading aloud.

The guardian is patient and answers their questions to the best of its ability. It will not, however, divulge the nature of the tests nor the number (which leaves you free to add or subtract tests as you see fit). Some of the other questions the characters might ask are:

- **Why didn't the guardian in the cemetery tell us about the tests?** *"There is no guardian in the Fallen World. The Obsidian Palace is barred to those without the knowledge of Death."* The Gatekeeper has no further information about the "guardian" that the characters might have met before, which hopefully clues them in to that guardian's true identity.

- **Do we have to go forward?** *"No. You may give up at any time. But know this: If you turn away before the tests are complete, you cannot return without the key."*

- **If Morrigan dies, do we really die?** *"Yes. No one survives here without a Pathfinder."*

- **If we pass the tests, can we return at any time?** *"Any Moros can open the gateway at any time, and once you have the key you do not need to face the tests."* (Storytellers: You may or may not wish to allow the characters easy access to the temple. As such, you might wish to make the requirements for re-entry a bit more stringent.)

- **Is [detail that the false guardian told us] true?** The Gatekeeper can clarify the truth or falsehood of anything the Pride-spirit said relating to the Palace. In particular, it mentions that the temple was built by Moros of the *Alae Draconis*, the Wings of the Dragon (another name for the Mysterium). Try to work that nickname for the order into the conversation, either with the Gatekeeper or with the gargoyles later in this scene, because it will become useful during the last trial.

TESTS

You don't have to run all five of these tests. If time doesn't allow for it, or if you don't think your troupe would respond well to the trials presented here, feel free to invent some of your own or simply ignore the ones you don't like. Each of the trials has a specific purpose, and this purpose is noted at the end of the trial in question. If you design your own, try to keep the point of the test in mind.

Also, remember that the characters can give up and return to the Fallen World at any time.

FIRST TEST: THE GATEKEEPER

As soon as Morrigan acknowledges that the cabal is ready for the tests, proceed from this point.

Read the following aloud:

The guardian inclines its head slightly, and then explodes upward. Shards of glass burst from the ground as it grows to almost 20 feet in height. It swings a massive fist toward Morrigan.

Stop reading aloud.

Have the players roll for initiative and run the combat as usual. The test ends when the characters inflict enough damage to bring the guardian's Corpus to 0, or when they manage to incapacitate it. Physical attacks work normally, but the spirit has an armor rating of 3 and Defense 5, meaning that actually inflicting damage with such attacks is difficult. Morrigan can use Death 2 to disperse the shadows that comprise the creature (every success inflicts one point of damage), and Niamh can attack it directly with Spirit 3 (but remember that

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all Spirit spells suffer a –1 penalty). The Gatekeeper uses its Countermagic Numen on such spells, though.

The Gatekeeper fights to kill, and focuses on Morrigan. It probably won't be able to inflict much damage to her before the characters beat it into submission, of course. The point of the test is that the characters need to protect Morrigan, for if she dies, they all do.

SECOND TEST: THE PATH

After the characters have bested the Gatekeeper, proceed from this point.

Read the following aloud:

The guardian spirit vanquished, you see a luminous path before you, leading off into the dark. As you walk, the black glass on either side of the path shifts and roils, until you realize that it is liquid. Ahead of you is simply an expanse of that liquid, covering the path.

Stop reading aloud.

Touching the liquid is deadly. The “liquid” is the stuff of death itself, and no living creature can abide contact with it (Morrigan can sense this automatically). Morrigan can manipulate it with her command of the Death Arcanum, parting the liquid and allow the cabal to walk the path. Doing so requires a roll of Death + Gnosis. Success on this roll repels the liquid and reveals a door about 20 yards away. This means that at a dead sprint, the characters can cross the distance in a single turn. Any zombies with them can't move that fast, but the liquid does them no harm anyway. Morrigan's spell repels the liquid for three turns. If the player rolls an exceptional success, this duration doubles to six turns. At the end of this time, the liquid flows back into place and Morrigan must again attempt to repel it. Fortunately, it flows slowly enough that she can see it coming and cast her spell.

The door is circular and leads directly downward. An enormous combination lock secures it. Any character can attempt to open the door, which requires an extended roll of Wits + Larceny. Each roll represents one turn's worth of work, and five successes are required before the lock opens. Jack is obviously the best choice to open the door. Not only does he have the best dice pool, but Fate magic can be of benefit to him (the Exceptional Luck rote in particular). Morrigan must keep death at bay while the other characters attempt to open the door.

Once the door opens, the characters find a ladder going down. The ladder is slick and hard to see. Descending requires a roll of Dexterity + Athletics. Failure indicates the character falls and suffers two points of bashing damage. A character who jumps also takes this damage. Two characters can descend the ladder per turn. This is important because time is a factor—Morrigan must keep the liquid repelled long enough for everyone to climb or jump into the opening. Any zombies present aren't dexterous enough to manage the ladder, but they don't mind falling.

This trial is meant to test the Moros' skill with the Death Arcanum, as well her ability to juggle two mental tasks. (Without her cabal, after all, Morrigan would have to stave off the liquid *and* open the door.) After the last character is through the door, it slams shut.

DEATH

In this story as written, it's possible for all of the characters to die instantly. All that is required is for Morrigan to die. This might strike you—and the players—as being somewhat unfair, but consider the following:

- **Dying isn't easy:** In order to die under the Storytelling System, a character has to have his Health chart filled with aggravated damage. This means that the chart has to be filled with lethal damage, then again with aggravated (or with bashing, then lethal, then aggravated if the source of the damage is bashing). The Gatekeeper is powerful, but he probably won't have time to dish out *that* much damage. The death-liquid in the second trial is another matter, however. It kills any living creature it touches, so make sure the players understand that.

- **Teamwork:** The characters should all be working for and with each other. If they do that, they should have no trouble staying alive.

- **Don't conserve resources:** Encourage the players to spend Willpower on important rolls. Those three extra dice can easily mean the difference between life and death.

- **Remember the point:** The function of this story is to showcase Morrigan's relationship with her own Vice. Tying her life directly to the lives of the other characters should reveal that she *cannot* be ruled by her pride. The threat of death is more effective in making this point than actually killing everyone, so play this threat of death up.

THIRD TEST: THE TREASURE

When the characters have descended the ladder, proceed from this point.

Read the following aloud:

You stand in an immense, round room with a low ceiling, perhaps only seven feet high. Piles of gold and jewels blanket the floor—you can't even see the black glass in most places. The light here comes from burning sconces on the walls, and the flames cause the riches in the room to glitter hypnotically.

Stop reading aloud.

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The characters can stuff their pockets with gold nuggets if they like, but hopefully one of the players has enough common sense to wonder if that's really a good idea. The gold isn't cursed, and it is "real" gold, but collecting it doesn't really get the characters anywhere. The walls and ceiling are smooth glass and there are no doors in evidence. What's more, the door through which the characters entered is not visible from this side. The wall appears to be seamless.

A wooden door lies underneath one of the piles of gold. Finding it is simple enough; Morrigan or Tyrrhenus can simply use Matter 1 to look for an opening. Tyrrhenus could use his Detect Substance rote, but since he doesn't know what the door is made of he might be guessing for a while. If the player uses the rote to find "wood," though, he finds the door. This trial isn't meant to be life-threatening or even especially difficult. It is only meant to remind the Moros mage that riches are simple enough to come by, but that they can distract a mage from her true path.

Once the characters find the door, the need to uncover it. This takes some time, as the gold nuggets are heavy, but with all of them working it's not difficult (especially if Morrigan still has some zombie servants). The door under the gold pile opens into the floor, reveal a gigantic stone spiral staircase.

FOURTH TEST: THE STAIRCASE

When the characters begin descending the stairs, proceed from this point:

Read the following aloud:

The bright light of the golden room fades behind you, replaced by the strange blue luminescence that pervades this gloomy place. The stairs beneath you are the same black, glassy stone you are now accustomed to seeing, and you mind your steps carefully on the way down.

Strange carvings adorn the walls here. They resemble the grotesque gargoyles that grace Gothic cathedrals, but they are carved from black glass. As you descend, their leering faces turn to watch you. You realize as you pass them that they have pulled themselves free of their moorings and are creeping along the walls, their glassy talons making hideous scratching sounds.

One of them rises from the stairs in front of you and hisses, "Pathfinder?"

Stop reading aloud.

If the characters are accompanied by zombies, the gargoyle first asks why Morrigan has raised the bodies of the dead. If her answer is acceptable, the gargoyle lets the matter drop. If not, the gargoyles tear the zombies to shreds. *Acceptable answers:* "They are nothing but matter and therefore I use them as tools," "I prefer to let a dead body walk into danger rather than my companions," any other answer that demonstrates cleverness or pragmatism. *Unacceptable answers:* "To prove my power as a necromancer," "To carry me to my goal," any other answer that demonstrates hubris or laziness.

After resolving this issue or if Morrigan has no zombies with her, the gargoyle asks her to choose "life, soul, mind, or fate." When she answers, the gargoyles pounce forward and grab one of her cabalmates, pinning the character to the wall well above the floor with their clawed hands. Which character depends on her answer. If she says "life," the gargoyles grab Niamh, "soul" means they grab Tyrrhenus, "mind" means they grab Ogma and "fate" means they grab Jack. The gargoyle in front of her then bares its fangs and tells her to protect her companion. Morrigan has one action in which to prevent the gargoyle from attacking the mage. Some possibilities include:

- She could use Death to shatter the hands of the gargoyles holding her cabal-mate. Death + Gnosis - 1 (this accounts for the +1 to all Death spells; the actual negative modifier is two dice for affecting a larger area). Success crumbles their hands and allows the mage to drop back to the staircase, while the attacking gargoyle hits the wall harmlessly.

- She could simply attack the gargoyle. All physical attacks to the gargoyle suffer a -5 for its Defense and armor, and Morrigan must inflict three points of damage to knock it away and deflect its attack. She can also use Death to affect the gargoyle directly; this attack does not incur the -5 modifier.

- She could shield the character. This is an improvised Death 3 spell, and grants the character an armor rating of 3. This *replaces* any armor spell the character currently has active. He doesn't gain the benefit of both spells.

- If the zombies are still around, she could instruct them to stop the gargoyle. They aren't very fast, but they do block the creature's path and deflect the attack.

- If the other characters try to interfere, the gargoyle hisses at them to stay back. This task must be resolved by the Pathfinder. If they persist, the staircase below where the characters are standing becomes a forest of razor-sharp glass spikes, blocking their path until they complete the trial.

If the gargoyle attacks, roll seven dice for the attack. The unfortunate mage on the wall doesn't gain the benefit of his Defense, but any armor spell that he has active does apply (and thus subtracts from the gargoyle's attack). Any damage inflicted is *aggravated*, but the gargoyle makes only one attack. This still could conceivably kill a character, though. If a character dies or suffers injury, Morrigan's player must check for Wisdom loss (roll two dice if the character dies and three if not), unless her Wisdom has fallen to 3 or less over the course of the chronicle. If any damage is inflicted upon the character, Morrigan suffers as well, though not necessarily in the same way.

If Niamh suffers damage, Morrigan suffers the same amount of damage (but the damage is lethal, not aggravated).

If Tyrrhenus suffers damage, Morrigan loses a like number of Mana points.

If Ogma suffers damage, Morrigan loses a like number of Willpower points.

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If Jack suffers damage, Morrigan loses access to her newly gained Destiny Merit for the rest of **Gloria Mundi** (though the Storyteller can still use the bane dice).

This harsh test is meant to show that while the dead can be used as tools, the necromancer holds no dominion over the living, and should remember her place.

FIFTH TEST: THE LIBRARY

At the bottom of the stone staircase, the characters finally find themselves at the heart of the Obsidian Palace, where they face the final test. Proceed from this point.

Read the following aloud:

You step off the final stair into a great hall. The walls and floor here are normal gray stone rather than black glass, and the room is lit with a soothing white light. Stone tables stand every few yards, and upon each table sit books and scrolls marked with Atlantean runes. You can feel magical knowledge radiating from this room, as though the spells inscribed on those pages want to leap forth and burrow into your memories. You see a humanoid figure, wearing a simple gray robe, standing between the tables. He raises a hand and says, "Let the scholars of the Alae Draconis come forth."

As you step forward, though, you realize that you face another trial. The ground splits, and a great chasm yawns into being between you and the tables.

Stop reading aloud.

The chasm is too far to jump and the characters don't possess the necessary magic to fly (at least, as far as they know). They can cross this chasm, however, by recalling that this temple was built by the Mysterium, also called the Wings of the Dragon. Niamh, as a Mysterium mage, can simply float across the chasm, and as soon as her feet touch the ground on the other side, the chasm closes. The characters can puzzle over this as long as they like. Give them hints if they get stuck (perhaps using Tyrrenus' Dream Merit, if they want to wait the hour for him to use it) but don't just hand them the answer.

Once the characters cross the chasm, they have entered the Library. Proceed to Scene Three. (Alternatively, now would be a good time to have Morrigan see the Pride-spirit escape, if she hasn't already.)

PRIDE ESCAPES

At some point during the tests (during the second or fifth test, especially), Morrigan sees the Pride-spirit behind her on the path. The spirit waves for a moment, and then flies straight up, leaving the temple. At this point, Morrigan has a choice. She can either proceed onward and learn the secrets of the temple or give up and chase the Pride-spirit. If she chooses to go onward, she regains a point of Willpower for playing to her Vice. (She will also have to check for Wisdom loss later, but this is handled in "Aftermath.") If she chooses

to follow the spirit, she regains all spent Willpower points for playing to her Virtue.

This scene ends either when the characters pass the trials and enter the library (in which case go on to Scene Three) or give up and return to the Fallen World (in which case skip to Scene Four).

SCENE THREE: THE LIBRARY

In this scene, the characters can converse with the Guardian of the Library and learn, among other things, Adam's fate and the identities of the dead mages in the mausoleum.

When the characters cross the chasm, proceed from this point.

Read the following aloud:

The chasm rumbles shut behind you, and the man in robes steps forward. "Welcome," he says, "to the Library of the Dead." He gestures around to the tables. "You may stay as long as you like, but the books must remain here."

Stop reading aloud.

The characters can question the librarian all they like. It isn't omniscient, but it can explain the point of the tests, and it knows everything that the Banishers knew upon their deaths. It can even tell the characters who the Banishers were and why they were here. It explains their motives and that they killed Adam several months ago. (The Banishers believed that magic was a curse, the spirit says, and they were planning to destroy the Boston Consilium in a manner that would kill them as well as the mages there.) It can also tell the characters that the Banishers' leader, a Moros mage, was under the influence of a spirit that played to her hubris and arrogance when she tried to open the gateway. If they ask where that spirit is now, the librarian tells them that it is not in the Palace anymore. It can also tell them when it left, if Morrigan didn't bother to mention it to the others, which could cause a bit of friction.

If the characters ask why the Pride-spirit lured them here, the librarian opines (correctly, as it happens) that the spirit didn't feel they would survive the experience. Of course, the characters might be aware that the spirit would have also ceased to exist if Morrigan had died, but evidently the Pride-spirit chose not to believe that.

The knowledge in the library is extensive and mostly focused on rites of the Death Arcanum. The spells are written in High Speech, though, so deciphering them enough to learn them would take a great deal of time. Now that the characters have entered this gateway, though, they have the "key" (a phrase in High Speech that the librarian provides to Morrigan). Morrigan can, therefore, enter the Palace any time she wishes. Time passes at the same rate here as in the Fallen World, though, so the librarian advises the characters to be careful to watch

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how long they remain here. While no one hungers, thirsts, or sleeps in the Palace, the effects of deprivation will hit them as soon as they leave. A scholar who studies for weeks without stopping to rest or drink will probably die of dehydration the instant he returns to the Fallen World. Since Moros mages could usually convert stone to water before they gained access to this temple, this wasn't usually a problem in days of old.

The librarian is willing to converse with the characters as long as they like, but the Pride-spirit has escaped now, so the characters have some unpleasant surprises in store when they return to their sanctum. This scene ends when the characters leave the Palace. Skip Scene Four and go directly to Aftermath.

SCENE FOUR: PRIDE BURNS

In this scene, the characters choose to chase the Pride-spirit out of the temple rather than complete the trials. Run this scene only if the characters immediately decide to leave the temple upon seeing the Pride-spirit. If the characters (or, more to the point, Morrigan) decide to wait a while, skip this scene and go to Aftermath when they do leave. The Pride-spirit works quickly.

The characters reappear in the mausoleum and probably rush out into the graveyard. Proceed from this point.

Read the following aloud:

Dawn is creeping over the eastern horizon. In the first rays of sunlight, you see what looks like Morrigan running for the fence. Her form is fading—apparently the spirit is retreating into its ephemeral state.

Stop reading aloud.

The disc that Adam left for the characters in “Made Men” is probably the best bet for stopping it. Niamh can accomplish the same thing with an improvised Spirit 3 spell, however. Once the spirit is bound to the physical world, the characters can finish it off just as they have the others.

When the spirit is reduced to zero Corpus and Essence, it melts away into the dew-covered ground, screaming in frustration.

This scene ends when the characters have defeated the Pride-spirit.

AFTERMATH

If the characters finished off the Pride-spirit, then this story is over. The characters have one more challenge ahead of them, involving Adam and the circumstances of his death, but they have put to rest all of the Vice-spirits he summoned. If they have not (that is, if any spirits remain at large), they must deal with those spirits as well, but they are well-equipped to do so. Indeed, Niamh is now powerful enough to exorcise the Wrath-spirit from Amelia, if necessary, and between her spiritual prowess and the disc Adam created, the mages can bind and destroy this being.

If they bring their victory to Chain's attention, he lifts the “quarantine” on the characters and congratulates them. All five of them gain a dot of the Status Merit (Boston Consilium). (This Merit will not appear on the character sheets in the final story, however, because the characters don't necessarily receive it. Have the players write it in if they do.)

If the characters did *not* follow the Pride-spirit and instead faced the final challenge, they return to the graveyard to find the Banisher's car (and theirs, if they drove here) burning. The Pride-spirit set both vehicles ablaze upon returning to the Fallen World, knowing that the police would arrive quickly and slow the characters down. Indeed, the police and fire departments are already at the scene. Hopefully, the characters took the bodies of the Banishers with them into the Palace. If they didn't, the police have those bodies in their custody and are straining to understand why five healthy people suddenly dropped dead in a graveyard.

The characters haven't exactly broken any laws, but they can expect some thorough questioning about the car fires. (Well, technically they *were* trespassing, but the owners of the cemetery aren't interested in pressing charges—despite their curiosity about the corpses.) Ogma can help smooth things over with the cops, but a good story is necessary to avoid hours of questioning and police scrutiny for weeks thereafter.

The real trouble, though, is back at the sanctum. When they arrive, they find their house is intact, but that all of the notes Morrigan has ever made on magic, zombies, the undead and the Death Arcanum are gone. Also, the characters find that their Hollow has been weakened. Battered by the hubris Morrigan displayed when she refused to leave the Palace, the Pride-spirit absorbed as much of the Hollow as it could. It now produces only two points of Mana per day. This damage cannot be repaired (not without a Master of the Prime Arcanum, at least).

If Morrigan's Wisdom rating is still above 4, have her player roll three dice. If this roll fails, Morrigan loses a dot of Wisdom and must roll her new Wisdom rating to see if she gains a derangement. If *this* roll fails, she gains the Inferiority Complex derangement. Whenever she is subjected to a stressful situation in which the result of a single choice or dice roll can determine success or failure, she might be overcome with such self-doubt that she threatens the outcome. She might need to tell a convincing lie to get out of a dangerous situation or cut a wire to disable a bomb. The player must roll Morrigan's Resolve + Composure for her to remain composed. If the roll fails, the weight of the momentous choice is too much for Morrigan and she is flustered, doubting her ability to choose correctly or to perform adequately. Once in this state, any rolls made for the remainder of the scene—including the momentous act itself—suffer a -1 penalty. In addition, a Willpower point cannot be spent on the singular roll that inspires her bout of inferiority.

Attempts to track the Pride-spirit come to naught. It is more powerful, now, and is lying low until an opportunity to

harm the characters arises. That opportunity, of course, comes about in the next and final chapter of *Gloria Mundi*.

DRAMATIS PERSONAE

Here we present traits for the Pride-spirit and the Obsidian Gatekeeper. The gargoyles and the librarian don't need traits, as the interactions they have with the characters are either limited to conversation or already covered in the text.

PRIDE-SPIRIT

Background: By this point, the Pride-spirit is probably the last remaining Vice-spirit. It has been sorely weakened by the loss of its fellow spirits, but by its very nature, it refuses to give in. It decided to lure Morrigan and the cabal into the Obsidian Palace, reasoning that the guardians and trials would kill them. It found the cabal that murdered Adam first, however, and decided to see if it could manipulate those mages into opening the gateway, just to see how deadly the Palace was. Pleased with the results, it hopes to leave the cabal to rot in the Palace. (It is not aware that if Morrigan dies, it is destroyed.)

Rank: 1

Attributes: Power 2, Finesse 2, Resistance 3

Willpower: 5

Essence: 5 (10 max)

Initiative: 5

Defense: 2

Speed: 9

Size: 5

Corpus: 8

Ban: The Pride-spirit's ban is sweat, representing Morrigan's distaste of doing her own dirty work. Perspiration derived from physical exertion inflicts one point of damage to the spirit if the liquid touches its Corpus.

Influence (Vice •): The Pride-spirit can strengthen feelings of arrogance and bravado, but only when such feelings are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Mana Drain: The Vice-spirits can siphon away Mana from mages who resonate with their chosen urges (i.e., those who have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's player rolls as many successes as (or more than) you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

OBSIDIAN GATEKEEPER

Background: This creature, created from a powerful spell incorporating both Death and Matter, can move as swiftly as a shadow but is as tough as stone.

Rank: 2

Attributes: Power 5, Finesse 5, Resistance 5

Willpower: 10

Essence: 15 (max 15)

Initiative: 10

Defense: 5

Speed: 18

Size: 8

Corpus: 13

Influence (Glass •••): The Gatekeeper can manipulate the obsidian floor of the Palace. It can cause the floor to become jagged and sharp (Power + Finesse – target's Defense and armor to attack; damage is lethal). Also, the Gatekeeper has an armor rating of 3 against all physical attacks. (Magical attacks that target the spirit directly bypass this armor.)

Numina: Countermagic (dice pool 10). The guardian can use this Numen as reflexive countermagic against any form of magic, including covert spells. One Essence is spent, and Power + Finesse is rolled. If successes rolled for the guardian equal or exceed those for the spell, the spell is countered.

Ban: The Gatekeeper is equal parts shadow and glass. Strong light doesn't disperse it, but does shrink it, imposing a -2 on all rolls.

MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Ogma's traits improve for "Descent" as he gains a Skill Specialty in Empathy. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend a single Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (eight dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Imposter (Mind •••):** Ogma can cloud another's perceptions to make her think he is someone else. His false image can mimic an actual person or a fictional persona Ogma creates. Roll Intelligence + Subterfuge + Mind + 1 (nine dice). The Storyteller rolls Composure + Gnosis for the target (this resistance is reflexive). If you roll more success, you fool one sense per success. If you roll three successes, Ogma creates an illusion that can fool sight, sound and touch. This spell lasts for one scene, and the Storyteller might ask you to roll Manipulation + Subterfuge to keep

up a convincing charade if you mask yourself as someone specific. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (eight dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (eight dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

CONCEPT: KEEPER OF SECRETS PATH: MAGTIGOS

PLAYER:

VIRTUE: PRUDENCE

ORDER: GUARDIANS OF THE VEIL

CHRONICLE: GLORIA MUNDI

VICE: GLUTTONY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Academics (PSYCHOLOGY)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (-1 unskilled)

Athletics (THROWING)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy (EMOTION)	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (BEER & WINE)	●●○○○
Streetwise	●○○○○
Subterfuge	●●○○○

MERITS

ENHANCED ITEM (THROWING CARDS)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	3
Initiative Mod	5
Speed	9
Experience	_____

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●●○○
SPACE	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSTIC



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
MENTAL SHIELD (MIND 2)	_____
IMPOSTER (MIND 3)	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "Descent" as he gains a dot of the Investigation Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a *Forces* or *Prime* spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for

ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (seven dice).

- **Kinetic Blow (Forces ••):** With this spell, the black-jack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

Contacts (Mafia): Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

Dream: Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (six dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

High Speech: Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Iron Stamina: Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

Status (Consilium): Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

Status (Silver Ladder): Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●○○○○
Medicine	○○○○○
Occult (CURSES)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSIGLIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "Descent" as she gains a dot in the Destiny Merit. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Alter Accuracy (Matter ••):** Morrigan can improve the balance and heft of a simple item. This could, for instance, improve the accuracy of a sword, since it is easier and smoother to wield, or even make a screwdriver turn easier (its weight shifts so well it practically turns itself) or a hammer hit harder. Any object that might conceivably benefit from a more efficient or better-weighted design could serve as the target of this spell. Roll Composure + Occult + Matter (eight dice) and spend one point of Mana. The targeted object gains the "9 again" quality (re-roll results of 9 and 10) on the next dice roll made using it. Extra successes affect successive rolls, one roll per success. Morrigan cannot choose which rolls are affected; each

successive roll gains the benefit until the number of affected rolls have been used or the scene ends, whichever comes first. Note that this spell does not affect the chance die, should the object-wielder's dice pool be reduced to a chance die.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (nine dice). This spell is *Covert*.

MERITS

Destiny: Morrigan's path to Destiny is revealed during the course of this story. Her player has two dice that she can add to any roll, but they can be used only once per session. Also, the Storyteller has two "bane dice" that he can apply as a penalty during a session.

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELLA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE ORDER: ADAMANTINE

CHRONICLE: GLORIA MUNDI VICE: PRIDE ARROW

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●●●○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●●○○○
Medicine	●○○○○
Occult (UNDEAD)	●●●○○
Politics	○○○○○
Science (CHEMISTRY)	●●○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	○○○○○
Drive (OFF-ROAD)	●●○○○
Firearms	●○○○○
Larceny	●○○○○
Stealth	●●○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation (STARE-DOWN)	●○○○○
Persuasion	●○○○○
Socialize	●○○○○
Streetwise (CEMETERIES)	●○○○○
Subterfuge	●○○○○

MERITS

DESTINY	●○○○○
HIGH SPEECH	●○○○○
RESOURCES	●●●●○
STATUS (ADAMANTINE ARROW)	●○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	2 _____
Initiative Mod	5 _____
Speed	10 _____
Experience	_____

ARCANA

DEATH	●●●○○
MATTER	●●○○○
MIND	●○○○○
SPIRIT	●○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOISIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)	_____
GRIM SIGHT (DEATH 1)	_____
QUICKEN CORPSE (DEATH 3)	_____
SENSE CONSCIOUSNESS (MIND 1)	_____
UNSEEN AEGIS (MATTER 2)	_____
ALTER ACCURACY (MATTER 2)	_____

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "Descent" as he gains the Tune In rote and a dot in the Science Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend a single Mana per turn.

Pattern Scouring and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of three turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (six dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and

sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

- **Tune In (Forces •):** This spell enables Jack to listen in on a free-floating data transmission (like that of a cellular modem) and translate the electromagnetic "noise" into intelligible information. He cannot, however, understand information that was originally transmitted in another language. He could listen in on a radio broadcast without the need for any kind of receiver. Likewise, he could watch any television signal not transmitted directly through cables. This would enable Jack to spy on closed walkie-talkie channels, get free satellite pay-per-views, or even "listen in" on the datastream transmitted and received by a cellular modem if he really felt like it. (He couldn't make much sense of it, though. He would need Mind magic to interpret the noise.) At this point, Jack is incapable of actually sending any information along these channels and is restricted to eavesdropping on extant signals. Roll Intelligence + Science + Forces + 1 (five dice). This spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

Fast Reflexes: Jack's Space and Time magic has taught him to pay close attention to events around him, making his reactions sharper and faster.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●●○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●○○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
FAST REFLEXES	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	6
Speed	9
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)
FORTUNE'S PROTECTION (FATE 2)
NIGHTSIGHT (FORCES 1)
TEMPORAL EDDIES (TIME 1)
NIGHTSIGHT (FORCES 1)
OMNIVISION (SPACE 1)
TUNE IN (FORCES 1)

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "Descent" as she gains a dot of the Spirit Arcanum. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Cleanse the Body (Life •):** Niamh can cleanse herself of drugs, toxins or poisons. Roll Stamina + Medicine +

Life (five dice). Successes add dice to rolls for overcoming a drug or allow Niamh to ignore an equal number of points of poison damage. This spell is *Covert*.

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (eight dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●●○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics <i>(SWIMMING)</i>	●●○○○
Brawl	●○○○○
Drive <i>(BOATS)</i>	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion <i>(SEDUCTION)</i>	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	6
Speed	10
Experience	_____

ARCANA

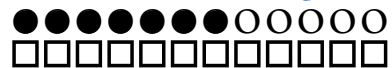
LIFE	●●○○○
SPIRIT	●●●○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)	_____
MOMENTARY FLUX (TIME 1)	_____
SECOND SIGHT (SPIRIT 1)	_____
SELF HEALING (LIFE 2)	_____
CLEANSE THE BODY (LIFE 1)	_____
_____	_____
_____	_____



FINALS WEEK
Gloria Mundi - Part Eight

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THE AWAKENING

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MAGE

THE AWAKENING

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Finals Week

Welcome to “Finals Week,” the eighth and final installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. In it, the characters become involved in the search for a magical artifact stolen during a break-in on the Harvard campus. The artifact, a mask of Hecate, was stolen by a young mage named Clint Zellner, who has only just awakened. Shortly after the theft, though, the mask ends up in the hands of one Dr. Benjamin Imes, a reluctant Seer of the Throne. How the characters react to this theft and the subsequent discovery of who has it drives the action of “Finals Week.”

This story can serve one of two purposes, depending upon whether the characters banished the Pride-spirit in “Descent.” If they did not, then this story provides closure to the matter of the Vice-spirits. If they already destroyed this spirit, then “Finals Week” opens the chronicle to new enemies, new dangers and new possibilities—to *Gloria Mundi*, the glory of the world.

THEME AND MOOD

The theme of “Finals Week” is *discovery*. The characters are on the verge of finding out what waits for them beyond their long quest. (Remember, this chronicle began in April, and this story takes place in December, so they’ve been at this for about eight months now.) Clint Zellner is just beginning his voyage of discovery into the world of the Awakened, and he needs the characters’ help. Dr. Imes is also about to make a chilling discovery—that death isn’t necessarily quiet, private, or final for mages. Discovery is an overarching theme of **Mage: The Awakening**, and it can be a very uplifting one. But remember that discovery is invasive, and that by observing something one also changes it. Discovery is a responsibility, especially when magic is involved.

The mood of this story is *frantic*. During finals week, the students waver between intense concentration, manic activity, and brain-dead decompression. The mood of this story should focus more on the first two possibilities. Characters the mages meet should be nervous and speak quickly or be disturbingly focused and brusque.

STORYTELLING TECHNIQUE: ONGOING CHRONICLES

With “Finals Week,” the **Gloria Mundi** chronicle ends. More correctly, there won’t be any more published chapters to the chronicle, but that doesn’t stop you from continuing to use the characters and events portrayed in this chronicle in whatever capacity you wish for your own stories.

A brief word on the design of **Gloria Mundi**: The framework of the chronicle gives the Storyteller and players an easily understandable, plot-driven story through which to discover and learn **Mage: The Awakening**. It also gives the players access to fleshed-out characters with enough flexibility in their backgrounds to allow for customization. For instance, we never nailed down what occupation, if any Niamh holds. We never explained why Ogma chose to work *with* the police rather than becoming a cop himself. Jack’s destiny isn’t fully detailed, and Tyrrhenus’ first exposure to the Consilium isn’t described. Those nuances make the characters richer and more “real,” and they’re also entirely up to you. In a game that the Storyteller designs from the ground up, the stories would incorporate those sorts of details, hopefully making them personal and important to the characters involved. Since we cannot know how you are choosing to portray these characters, and since we’d rather let you make as many decisions about them as possible, **Gloria Mundi** centers around the events put in motion by Adam. This outside influence allows the players to become involved no matter who they are. (And yes, that means that if you’ve waited until all chapters of the chronicle and the **Mage: The Awakening** book have become available before starting your game, you could ignore the characters put forth here and allow the players to create their own.)

Now that the chronicle is over, though, we want to encourage you to continue telling stories about the Awakened. This is, in part, why the final chapter of **Gloria Mundi** can take place with or without the presence of the Pride-

MAGE

THE AWAKENING

spirit. Whether or not the characters have resolved their initial task, the World of Darkness is a dangerous and complex place. If the characters are willing to take up the challenge of exploring it (and they should be, since passivity does not suit the Awakened), they will never want for new frontiers.

That in mind, the following are a few possible story hooks based on the characters and the events of the chronicle so far. Use them at your pleasure, and happy gaming!

- **Consilium:** The characters are now free of their magical quarantine, and this means they are, ostensibly, welcome at the Consilium again. If they venture back, however, they find that things haven't improved. The Nemean, the Hierarchy of the Consilium, is un-ambitious and unnecessarily brutal when he acts, and the plots among the local cabals are thick and Byzantine. Can the characters improve things?

- **Waltman's Neck:** Years of murder and cannibalism have made the spiritscape of this little town unpleasant and dangerous, and who knows what secrets Wendigo's house holds? Maybe the characters would like to go back and assist Sisyphus in his exploration of the town.

- **Bloody Mysteries:** Was the creature that the characters saw on the *Sir Stephen* back in "Siren's Song" actually a vampire? If the Storyteller has a copy of **Vampire: The Requiem** and would like to involve these mysterious predators, perhaps the characters could run afoul of that undead creature again. Maybe it has been following them since the ship, trying to figure out who and what they are. Maybe it has marked Niamh as its next victim, or Morrigan as a potential convert.

- **Hallows in the City:** The characters know about two Hallows in the Boston area—their own, and the one that housed the Sloth-spirit. Can they claim both Hallows and keep spirits and other mages away? Are there other Hallows with deeper secrets that they could discover?

- **Atlantean Temple:** Of course, the most obvious lingering plot point is probably the Obsidian Palace. With the information presented in **Mage: The Awakening**, you could expand that locale out to a number of stories. Consider the history behind it—who really designed it, and to what purpose? What secrets does it hold, secrets that perhaps even the Guardians don't know about? What would the Consilium do if the temple became common knowledge?

NEW SYSTEMS — SEERS OF THE THRONE

From the heavens, the Exarchs rule all. Humans are blind to the power of their magic, save for the few Awakened souls who glimpse the truth behind the façade. Now those

disparate mages attempt to re-create the world in their own image, fighting for a reality that accepts the lost magic of the past, the secret ways nearly annihilated during the Fall of Atlantis.

If any of these modern orders could gather enough power, they could attempt to dethrone the gods themselves, but would the world be better off if they succeeded? Instead of a world where magic was hidden, would humanity fear open demonstrations of their power? Or would young mages merely take the place of their elders, changing one set of secret masters for another? With so many unknowns, the Seers of the Throne often prefer the status quo to all alternatives. Many believe that if other magical orders grow in strength, those rivals will seize the heavens and soon become corrupt with power. Chaos and madness are the risks of revolution.

The Seers interpret the will of the Exarchs, the overlords of the Fallen World. In nearly every city, in every country, Seers organize in secret societies and occult orders. Each society believes that its interpretation of the masters' will is correct. In hidden gatherings, cabals scry for guidance and marching orders from the heavens, seeking any confirmation that their One True Way will guide them to the Throne, where they will sit at the right hand of kings. Most believe they work for a world in which the Exarchs' rule will be absolute and all rival orders will be destroyed. Working to dethrone the gods is futile. By working *for* them, the Seers prove they are worthy enough to ascend and join them. All evidence they find of failed magic, the corruption of power, and magical catastrophes proves that they are more worthy of enlightenment than their rivals.

Like all mages, Seers Awaken by means of a Watchtower in one of the five known Supernal Realms. It is theorized that the Exarchs initially wanted to banish all lesser mages from the Fallen World, but since they could not break the Watchtowers, they decided to suborn them to their own purposes. In this way, they set an example of turning their rivals' work to their own ends. Each cabal of Seers firmly believes it has found the one true path to ascension, united with others in a larger society called a "pylon" (a word that not only refers to a quasi-religious order, but also to a metaphorical marker along a spiritual journey). Every Seer is certain that his path is correct, believing his pylon has interpreted the omens correctly.

The Exarchs do not always speak directly to their servants, of course, but Seers sometimes experience visions or inklings in dreams that they attribute to the Exarchs. These are often cryptic or highly metaphorical, no doubt as a test of servants' wisdom. Through varied means of divination—casting tarot cards, creating mandalas of sand,

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and reading the entrails of sacrifices—Seers gain insights into where to act and what to do to further the Exarchs' power. Guidance inevitably leads them to rival orders of mages, enemies who must be suborned or destroyed on the path to power. Just as the Exarchs are believed to direct Seers' actions from afar, Seers direct minions of their own in campaigns of surveillance, investigation, and intervention.

Legend says that the Seers formed after the Fall of Atlantis, led by Atlantean mages who had sided with the Exarchs. They had not been exiled from the Awakened City, but the shattering of the Ladder and the sinking of the isle forced them into a diaspora like the rest of their kind. Formed by members from the four Atlantean orders, the Seers claim the strengths of each order (and, some say, their weaknesses). They have the fighting prowess of the Adamantine Arrow, the spycraft of the Guardians of the Veil, the lore of the Mysterium, and the ruthless will to power of the Silver Ladder. They have grown into their own over the millennia, at times fragmenting into many parts, and reuniting at others to form a unique new whole.

Seers can come from all walks of life, as long as their ways lead to the secret ceremonies that unite their order. In carefully guided sanctums, visionaries perform divinations. Using the Time Arcanum, they read portents to interpret what the gods would have them do. Using the Space Arcanum, they search for those who would defy the deities. Before a cabal of Seers moves openly against its rivals, members use scrying, shadowing, and surveillance to learn all they can. Initiates lay the groundwork for these crusades—spying on suspected rivals, shadowing them, and breaking into their homes and sanctums. Initiates steal objects that have sympathetic significance to enemies—objects that are seemingly innocuous or rarely missed—so others can use them in scrying rituals. Watchful opponents often become paranoid when this harassment begins. A beleaguered mage might even sever ties to people and places he knows (using magic to cut sympathetic threads) if he thinks Seers will use his own allies and resources against him.

FINALS WEEK

This story begins in the second week of December, six weeks after the events of “Descent.” During that time, the characters have probably either been returning to life as usual before Adam and the Vice-spirits ever entered their lives, or they are searching for the Pride-spirit so as to finish this quest. As they have no doubt noticed by now, though, finding one of the Vice-spirits that doesn't want to be found is difficult.

NIAMH AND SUMMONING SPIRITS

Now that Niamh is a Disciple of Spirit (meaning she has reached Spirit 3), the player might wish for her to try to summon the Pride-spirit. This is fine, but summoning an unwilling spirit is difficult. Niamh can't quite manage to summon the spirit, though she can, perhaps, pick up some information about its current location (that is, Harvard). Likewise, if Ogma tries to use Space to scry for the spirit (with the help of Niamh to bestow the ability to see spirits, of course), he also sees images of the school. This information can provide a reason for why news of the break-in is of interest to the characters, if you like.

It is also possible to ignore news of the break-in entirely and simply let efforts to find the spirit lead to Harvard, and then involve the characters in the theft of the mask once they arrive. This is up to you and depends largely on how proactive your players want to be. In general, though, if the players express interest in a course of action, it's best to let them follow it through and link their plans to the ongoing chronicle, rather than force them to abandon said plans in favor of the chronicle.

MANA

The characters' Mana level fluctuates during the course of the downtime. Use any of the methods presented in “A Nest of Vipers” to determine their Mana levels at the start of this story. If the Pride-spirit escaped and weakened their Hallow at the end of the last session, however, consider making them starting with a slightly lower Mana pool. Perhaps you could stipulate that no one can start with more than seven Mana, or subtract two from a die roll to determine starting Mana.

SCENE ONE: SCHOOL'S IN SESSION

In this scene, the characters hear about a strange break-in at Harvard University. If the Pride-spirit is still at large, they find evidence linking this break-in to Morrigan (and thus the spirit). If not, the break-in simply piques their interest because it involves a possibly magical artifact.

How the characters hear about the break-in is up to you, depending largely on their daily routines. The break-in gets reported in the *Boston Globe* and gets some buzz on Harvard newsgroups, but since it was a mythology professor's office and not anything truly headline-worthy, the characters have to be paying attention to see it. That said, if they are still looking for the Pride-spirit, they might be combing the media fairly carefully. If not, they can just happen to

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catch the story. Perhaps a cop mentions it to Ogma (since Ogma's a "college boy," after all). Maybe Niamh has a former lover from Harvard who sends her an email and casually mentions that there were cops on campus this morning. Try to use the break-in as a way to flesh out the character's life a little more. It feels much more organic if the character hears about the incident because of some personal connection than if she drops the paper and it falls open to the appropriate page.

In any case, the characters learn that someone broke into the office of Dr. Charles Vasil at Harvard University. Vasil was a professor of folklore and mythology, and he kept a collection of odd and exotic artifacts in his office. Someone broke into his office Monday night and stole an object (the specifics aren't reported). The police have no suspects at this time and there was no damage to the office.

This much the characters can learn from the papers. If they decide to investigate further, however, they can learn much more. The following are some of the avenues of approach they might try:

- **The Consilium:** If the characters destroyed the Pride-spirit during the last story, they have a modicum of status at the Boston Consilium and can use it to get some answers. Chain Parris can tell them that Harvard University is the domain of the Throne, as the Seers of the Throne have infiltrated many levels of the school. Chain has no idea how pervasive their influence truly is. He tells them that venturing onto campus is probably all right (and that the Seers won't try to kill other mages outright in any case), but that using vulgar magic is unwise because it might attract attention. He has no information about Vasil or what might have been stolen.

- **The Police:** Ogma can use his police connections to get more information. By simply asking around, he can learn that the object that was stolen was a mask and that, by Vasil's calculations, it was worth several thousand dollars—not inconsiderable, but not the most valuable object in the office. You might inform Ogma's player that masks have special significance to the Guardians of the Veil. The Guardians often make magical tools out of masks, cloaks, and scarves.

(Use the following only if the Pride-spirit is still at large.) If Ogma's player makes a successful Manipulation + Persuasion roll, Ogma can also learn that there was a folded piece of paper found on the floor of the office. The paper isn't available for Ogma to see, but the cop he talks to tells him it was "weird stuff, talking about raising the dead or something." This paper, of course, was a page of Morrigan's notes that the Pride-spirit stole from her after escaping from the temple.

- **Other mages:** If he is still alive and willing to help the characters (or still owes Jack a favor), Sisyphus is willing to look into the future. How much information he gives the characters depends on how much you want them to have and whether the Pride-spirit is still around. In general, though, Sisyphus' vision could alert them to the presence of Clint Zellner or that the Pride-spirit (if applicable) is hiding out on campus.

Enoch can help the characters with the mask, but not until they have more information on it (which involves going to campus). His contributions are discussed in Scene Two.

- **Dream:** Tyrrenus can use his Dream Merit for information. Again, what visions he sees will depend on the circumstances, what questions he asks and whether the Pride-spirit factors into this story. Remember that in his vision, you should include two useful pieces of information (heavily symbolized, of course).

ON CAMPUS

A few things to consider when the characters enter Harvard campus:

- The Seers of the Throne don't immediately spot them. They don't have constant magical surveillance up or anything so grandiose. Each time a character casts a vulgar spell, however, roll five dice. (If Niamh is the mage in question, subtract two dice for her Occultation Merit.) If this roll succeeds, someone notices the character's magic. All this means is that characters are marked as mages, and that later when they meet (or confront) Dr. Imes, he is better prepared.

- Niamh is beautiful, and unless she takes pains to dress in a manner that conceals her body and face (not difficult during winter in Boston), the students remember her. This isn't a problem in itself, but if the characters cause trouble, witnesses might be able to describe her better.

- Classes are not in session at present. The school is in the midst of final exams. That means that the campus varies between eerie calm and bursts of activity as students leave exams to flee campus for the winter break or study for their next test. The student union and nearby coffee shops are full of students poring over books and laptops, often with headsets or earphones to drown out nearby conversation. Everything has a feeling of focus and intensity, and characters who interrupt students to ask questions aren't really welcome. Social rolls with students and most faculty (though not Dr. Vasil) incur a -1 penalty.

The characters can talk to campus security, question Dr. Vasil, or examine the office at their pleasure. Each presents its own challenges and rewards, and the characters need a good story as to why they should be

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allowed access to any information on the case. Ogma can pretend to be a cop, but this is illegal and potentially damning for him. (He is, of course, able to use magic to make the lie stick or even the Imposter rote to create a police persona for himself.) Niamh can use her looks to her advantage in obtaining information. Any of the characters can try to convince Dr. Vasil that they also work in the field of folklore and mythology (Manipulation + Occult or Academics to make the lie convincing enough) and strike up a conversation that, naturally, leads to the break-in. The following paragraphs merely explain what information the characters can find, provided they can successfully access it.

- **Campus Security:** The campus police know that the lock on Vasil's door wasn't forced, so whoever opened it either picked it expertly or had access to a key. Unfortunately, the janitor staff carries master keys that open all of the doors in a given building, and not all of them are especially careful about keeping them safe, so it's quite possible that someone stole a key and no one noticed. (This is, in fact, what happened, although Clint Zellner used magic to accomplish the feat.) They have a copy of the paper found on the floor (if the Pride-spirit is still at large) and if the characters see it, Morrigan can verify that it's a page from her notes.

Campus security personnel don't have any plans to hunt down the thief. They aren't really equipped for an extended investigation, and the Boston PD is too busy. They do, however, note that the mask was not the most valuable thing in the office, but nothing else was even touched. The thief knew precisely what he was looking for.

Security cameras have been installed in the building since the robbery, but they were not present at the time of the break-in.

- **Dr. Vasil:** Charles Vasil is an amiable man in late 50s, and he's thinking about retiring next year. He's had tenure for more than two decades and he takes occasional sabbaticals, usually bringing back strange and interesting artifacts. He's a Sleeper who has been around the world enough to see glimmers of the supernatural, so mind-altering magic has a higher penalty than usual for affecting him. For instance, the Imposter spell grants the target a Composure + Gnosis roll; you might assume Vasil's Composure is 3 or 4. He's not a suspicious man, though, so he'll talk to the characters about the theft, provided they don't threaten him.

Vasil has no idea who would steal the mask. He's talked to students about it but never mentions its worth. (He isn't exactly clear on it anyway. He knows it's worth "a few grand" but not anything more specific than that.) He tells

the characters that it's a representation of Hecate, the Greek goddess of the crossroads, often identified as the goddess of magic or even evil. The mask is made of tempered leather and is estimated to be several centuries old. Vasil obtained it in Greece nearly 30 years ago.

If the characters ask Vasil about the paper on the floor (if the Pride-spirit is still around), he says that he read it and made a photocopy before the police arrived. In his analysis, it is the work of an intelligent but deranged individual, as it discusses the creation of zombie minions from corpses. He says that it's interesting in that it doesn't seem to correspond to any mythological or religious framework that he's ever seen (unsurprising, since Morrigan's notes are based on the teachings of the Adamantine Arrow).

- **The Office:** Getting into the office after hours requires dodging the security cameras and opening the lock on the door. Ogma's Shadow Sculpting rote can handle the cameras, and Tyrrhenus or Jack can use Forces 1 to muffle the sounds they make. A successful Dexterity + Larceny roll with a -2 modifier (or a simple Matter 2 spell) can open the door. Vasil is happy to let the characters into his office during normal hours, provided they are polite.

A simple Intelligence + Investigation roll can tell the characters what the police already know: The lock wasn't forced, the office wasn't disturbed, and nothing else was stolen. (Dust on the shelves makes that last bit obvious.) Magic, of course, is a little more illuminating.

Jack or Niamh can look back in time and see what happened, provided they look at the right time on Monday night. The theft took place just after midnight. The player might simply guess that time, or Jack can add Fate to the Time spell to look at the right time. Likewise, if Tyrrhenus bestows Supernal Vision upon Jack or Niamh (possible as an improvised spell at Prime 2), either can look for a moment during Monday night when something changed magically in the office. The mask being removed counts.

If the character successfully looks back in time, he or she sees a man in a ski mask slip into the office, grab the mask and stuff it into a backpack, and leave without so much as a glance at the other artifacts. If the Pride-spirit is still extant, the mage also sees a folded piece of paper slip from the backpack and fall to the floor. If the character is using Prime as part of the Time spell, he or she can identify the thief as a mage.

Using Supernal Vision detects traces of magical energy on the shelf where the mask sat, as though something with powerful magic had remained there long enough to leave

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an impression. With a successful Intelligence + Occult roll, Tyrrenus (or another character with Supernal Vision) notices that the mask's magical "signature" is similar to Morrigan's, which indicates it was probably created by a Moros mage.

The office contains nothing else of magical significance.

This scene ends when the characters learn about the mask and realize that magic (or the Pride-spirit) is indeed involved.

SCENE TWO: TRACKING THE MASK

This scene consists of the characters' investigations into the Mask of Hecate and who might have stolen it.

The cabal has a number of options as far as investigating the mask and its theft. The most obvious avenues of approach are detailed here, but if the players do something unexpected, run with it and allow them to discover something useful.

- **Enoch:** Assuming the characters parted with Enoch under good terms, he is able to provide some information about the Mask of Hecate. He informs the characters that the Guardians of the Veil catalogued the mask's existence in Greece many years ago, but lost track of it (presumably when Vasil purchased it). He tells them that the Mask was originally crafted by a Moros of the Guardians in order to "keep the secrets of the dead," but he isn't sure what that means. He would love to get his hands on the mask for his order, and mentions this to Ogma in private if possible.

- **Mundane Research:** The Mask of Hecate doesn't show up specifically in any books the characters are able to find, but if they research Hecate, they learn more or less what Vasil might have told them. Hecate is the Greek goddess of the crossroads, usually depicted as having three faces (a dog, a horse, and a snake) and as having two ghostly hounds as her guardians. Older books refer to her as the goddess of witchcraft, magic, or evil, while newer works simply make mention of her as a crossroads goddess. As Moros mages are largely concerned with transition, it makes sense that a Moros would take inspiration from such a figure.

Asking around at the library about students who might have been doing the same research can lead the characters to Clint Zellner, however. If they start asking the staff, have the appropriate player roll Manipulation + Persuasion. (Striking Looks might apply if Niamh

chooses someone of the right persuasion.) If successful, the librarian remembers a student researching the mask about a month ago, and thought it was odd because the student in question was a med student. The librarian doesn't remember the student's name (and he didn't check out any books) but does remember the student saying that he lives in the residence hall of Harvard Medical School.

- **Criminal Contacts:** If Tyrrenus makes use of his mob connections to see if anyone has tried to fence the mask, he learns of no such attempt.

- **Orders:** If the characters contact their orders to find out if any of them ordered a member to steal the mask, they find that none of the five orders made any such decree or even knew that the mask was in Vasil's office. All five, however, are interested in obtaining the artifact.

- **Consilium:** Going back to the Consilium with more information might benefit the characters. While Chain doesn't have any specific knowledge of the mask, he does assert that powerful magical artifacts shouldn't rest with Sleepers (since some artifacts can be activated by anyone, Sleeper or no, and are therefore dangerous in ignorant hands). If the characters have learned that a mage stole the mask and that none of the orders claim responsibility for the theft, Chain agrees to check with some of the local cabals and see if anyone was acting independently. He says that the theft doesn't sound like the work of the Seers—they probably would have done something subtler. He advises the characters to find this mage, but be careful about it.

- **Tracking the thief:** Tracking the thief using Time magic is possible, once the characters know what time to focus on. A better plan, though, might be to change the angle of approach. When looking back in Time, a mage sees things from the perspective he has in the present. Therefore, if the character is standing in the office doorway looking in and the thief leaves the office, the mage can't turn around to look. If the character positions himself so that he can see into the backpack when the thief opens it, have the player roll Wits + Composure with a -3 modifier. If the roll succeeds, the character sees a plastic card with the name of the medical residence hall on it.

Sisyphus, if he is still willing or bound to aid the characters, can use his much-greater command of Time to track the thief directly to the medical hall. When he does so, he leaves the characters alone, as he's not comfortable on Harvard campus.

Once the characters know that the thief lives in the medical residence hall, either from magical or mundane

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investigation, they can identify him fairly easily. All they have to do is find out where the med students are taking their exams, wait for the exam to let out, and use Supernal Vision to search for the mage among them. (Tyrrenus can bestow this spell on the other characters so that he doesn't have to do all the work.) Clint has shielded himself from mental intrusion (meaning any player whose character tries to identify or affect him with the Mind Arcanum must roll more than two successes). He has no knowledge of Prime, though, so he cannot hide his Awakened nature.

- **Medical Dorm:** The medical residence hall is lavish, boasting its own athletic facility and single rooms for over 300 students. Once the characters know that the mask was stolen by someone who lives here, though, they can use magic to narrow down the search. The use of Space magic has already been discussed, but if the characters are outside the dorm room, scrying *doesn't* detect the mask, inside the dorm room or otherwise. The attempt simply fails (this is because Dr. Imes has the mask now and has warded it against such attempts). Likewise, using Detect Substance to find the mask doesn't work because the mask isn't at the dorm anymore.

If the characters search for *magic*, though, they can find Clint. Any use of Mage Sight can track him down. Have the player make an extended roll of Intelligence + Occult (Mind Arcanum suffers a -2 modifier for his shield). Each roll requires 10 minutes of searching, and finding Clint requires 10 successes. After 30 minutes, though, someone calls campus security, and they ask the characters for student identification (for characters like Niamh and Jack who are young enough to be students) or simply for an explanation (for the others). The characters can probably get out of such a situation, but if campus security finds them, the Seers of the Throne definitely hear of the incident. If they do, Dr. Imes is better prepared in Scene Three.

CLINT ZELLNER

The characters might encounter Clint in his dorm room, coming out of an exam, or anywhere else they might think to find the thief. Clint doesn't immediately run if he identifies the characters as mages, but he is on his guard. He strengthens his mental shield right away (attempts to penetrate it now need at least four successes), and he responds defensively to any questions about the mask. Offers to explain what's going on or help him come to terms with his new power calm him immensely, however.

He explains that he isn't sure why he took the mask. He seems embarrassed, but states that it simply occurred to him that the mask was magical and it seemed wrong that Dr. Vasil had it. (If the characters ask how he even knew about the mask, he says that he dated a girl who took Dr. Vasil's class and accompanied her to his office once to drop off a paper.) If the Pride-spirit is still around, he describes feeling elated after he took it, as though he deserved the mask, though he no longer feels that way. If the spirit has been destroyed, he says he felt guilty almost immediately but was too afraid to return it.

(As a side note, the point here is that while the Vice-spirits were dangerous because they could exacerbate a mage's base impulses, those impulses were present to begin with and sometimes even a level-headed mage abandons common sense.)

Clint can describe his Awakening for the characters, if they are interested. He says that last term, he cracked under the strain of his schooling and tried to jump out his dorm window (a lofty three stories up). Instead of falling, however, he "landed" on the side of the building, as though gravity had shifted 90 degrees. The building also seemed to be made of iron instead of stone. Without knowing why, he started to climb, until he reached the top of the Watchtower of the Iron Gauntlet and inscribed his name, Awakening as a Mastigos.

If the Pride-spirit is still around, the characters will probably wonder how Clint got his hands on Morrigan's notes. In fact, the Pride-spirit left them in Clint's room in hopes that he would try some of the rituals described, but although Clint has some natural affinity for the Death Arcanum, he didn't have the stomach to try to raise the dead (nor does he have the magical prowess).

If they offer to put him in touch with the Consilium and begin his education, he is grateful and agrees to help them as best he can. If they are hostile, of course, he tries to use magic to escape (and probably fails miserably, given that he is outnumbered and outclassed). Using magic to harm him requires a degeneration roll for any character of Wisdom 4 or more.

Whether by intimidation or cooperation, Clint can reveal that he no longer has the mask. He noted that Dr. Benjamin Imes, his gross anatomy teacher, was a mage ("like me," he says) and that he left the mask on Dr. Imes' desk, hoping that Imes would know what to do with it. This decision, like the one to steal the mask, might have been influenced by the Pride-spirit or could simply have been the work of a confused, young mage. In any case, the characters now know who has the mask, and that he is Awakened.

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IN CASE OF PRIDE

If the characters wish to magically look for the Pride-spirit, they do not find it around Clint. They do, however, sense its lingering influence on him. Doing so requires use of Mage Sight through Mind or Spirit and a successful Intelligence + Occult roll. When they leave Clint's presence, however, or when they collectively go somewhere out of sight of Sleepers, they are attacked by two Ghost Hound spirits.

The Ghost Hounds are minor spirits under the command of the Pride-spirit, meant to implicate the owner of the mask (currently Dr. Imes) and bring the characters closer to the artifact. The Hounds attempt to kill the characters, but given the characters' long experience fighting spirits, they shouldn't be much of a challenge. The Hounds do *not* attack Morrigan under any circumstances, however. See *Dramatis Personae* for the Hounds' traits.

This scene ends when the characters learn that Dr. Imes has the mask.

SCENE THREE: HERE ENDETH THE LESSON

The characters confront Dr. Imes and witness a mage trying to tap into energies he cannot control.

The characters might choose to research Dr. Imes before confronting him. If they do so, have the appropriate player roll Intelligence + Computer (for online research) or Academics (library research). If the roll succeeds, the characters can learn most of the salient points from his background (see *Dramatis Personae*), minus any mention of magic, of course.

Contacting the orders doesn't reveal any information (as Imes doesn't belong to any of the orders). If the characters ask Chain, he warns them that this probably indicates that Imes is a Seer of the Throne.

The characters can confront Imes anywhere they like: at his home, at his office, or even the faculty parking lot. This scene, of course, will vary greatly in tone depending on this decision. If the characters confront him at his office, the gross anatomy lab (complete with corpses just waiting to be turned into zombies) is right down the hall. In his home, he has easy access to weapons and any magical objects you wish him to have. (In game terms, a magical artifact can duplicate the effect of any spell listed throughout this chronicle; Imes doesn't need to know the Arcana involved to use it.) In a parking lot, campus security is only a shout away.

Further permutations to this encounter include whether the Pride-spirit is still extant and whether the characters have drawn attention to themselves.

If the characters have been noticed by the Seers, then Imes has the mask at hand and has cast several spells upon himself, including Unseen Aegis (meaning he has an armor rating of 3) and Third Eye (meaning he will recognize the mages as such unless they have somehow masked their auras; Ogma can do this for all of the characters). If the characters confront him somewhere out of sight of Sleepers, he assumes the characters have come to assassinate him. This might seem paranoid, but consider that Imes has never met a mage of one of the Atlantean orders, and all he knows is what the Seers have told him.

If the Pride-spirit is still around, it has been subtly influencing Imes for a few weeks, and has taught him to fear its materialized form. As such, Imes doesn't respond badly to any of the characters except Morrigan (unless the characters have drawn attention to themselves). If he sees Morrigan, he immediately dons the mask.

If the characters have managed to avoid detection, though, and if the Pride-spirit isn't around (or someone other than Morrigan approaches Imes), he is not immediately hostile. He claims to know nothing about the mask, but a use of the Detect Substance rote can confirm that he has it on his person. Remember that, as a mage, Imes has a chance to notice the characters cast *any* spell. If he does, he casts Third Eye on himself to confirm their natures and then immediately activates Unseen Aegis. (If the characters seem threatening, he reverses the order of these spells.)

Imes is polite, but brusque unless the characters mention the mask, in which case he grows flustered and tries to get away. If the characters threaten him, he tries to don the mask and use its power to protect himself.

DONNING THE MASK

At some point during this scene, Imes is probably going to feel threatened enough to put the mask on. When this happens, proceed from this point.

Read the following aloud:

Imes reaches into his coat and pulls out the Mask of Hecate. His eyes grow wide as he presses it to his face, and you all feel a blast of magical power emanate from the object. The magic feels familiar, though—it bears the signature of a mage you all know well, but who you know to be dead. Adam's magic, somehow, lives on through the mask.

Stop reading aloud.

THE MASK OF HEcate

The Mask of Hecate is an extremely potent magical item. It grants the wearer the power to channel the magic of a deceased mage, provided that the wearer knows the true name and Path of the mage in question. Imes is using the mask to channel Adam. If the Pride-spirit is still around, then how he learned Adam's real name and Path is obvious—the spirit told him. If the spirit has been destroyed, then another explanation is necessary. One is that Adam actually corresponded with this Seer at some point in his career. Another is that Adam was under investigation by the Seers before he died. Perhaps the Seers have been watching the *characters* and learned of Adam through them. Come up with an explanation that would lead to further, more interesting stories, or, if you aren't intending to continue this chronicle, you could just assume it is a simple coincidence.

While wearing the mask, Imes has access to Adam's Arcana, though none of his rites. If the Pride-spirit is still around, it is hoping to convince Imes to sever the bond between it and Morrigan, thus freeing it from its connection to the mage and allowing it to roam as it will. Even if the Pride-spirit isn't around, Imes is capable of some truly impressive magic while wearing the mask (his chosen spells are noted in the text).

Imes is a fairly accomplished mage even without the mask, but while wearing it, he is truly deadly. The following is a list of some of the spells he casts through the mask.

- **Mind:** Reading the characters' minds. A psychic assault that inflicts bashing damage. Reducing a character's Mental Attributes for a scene. Locking a character in a nightmare world (his body goes catatonic). Characters oppose these spells with a Composure + Gnosis roll. Also, if a character attempts to remove the mask forcefully, she sees his flesh coming away with it. A character with Wisdom 6 or more might balk at tearing someone's face off—have the player roll Composure + Stamina to continue. Alternatively, the character can confirm that this effect is illusory with a simple Life spell (recognizing that Imes' face is intact). Anything that Ogma is capable of doing with Mind. Roll seven dice for Mind spells.

- **Space:** Teleporting from place to place. Acting first on the following turn. Anything Ogma is capable of with Space. Roll five dice for these spells.

- **Life:** Anything Niamh is capable of doing. Roll four dice.

- **Prime:** Anything Tyrrenus is capable of doing. Roll four dice.

- **Spirit:** Anything Niamh is capable of doing. Roll five dice.

These spells, of course, are in addition to his prowess with Death and Matter. If the characters choose to engage him at his office, he attempts to teleport into the gross anatomy lab and animate the bodies there to defend himself (of course, this means Morrigan can do likewise).

Paradox works normally for vulgar effects cast using the mask. Imes spends Mana to mitigate Paradox as best he can.

DEFEATING IMES

Imes doesn't fight to kill. He is merely trying to get away. If the Pride-spirit is extant, it hovers invisibly near him and uses its Influence to make him more proud and arrogant. (In this case, he stays in the fight but still doesn't try to do more than incapacitate the characters.) Of course, Second Sight can detect the spirit and Niamh's magic or Adam's disc can bind it in place, but that doesn't help with Imes.

The characters can attempt to beat him into submission, but remember that he can heal himself with the mask. If they knock him unconscious or kill him, however, proceed to "Adam's Return."

Another possibility is for Tyrrenus to counter the spell that allows Imes to channel Adam. Tyrrenus' player needs *five* successes on the Counterspell Prime rite in order to do this, but if it works, the connection is severed and Imes loses the mask's powers. He still has his own magic to fall back upon, but he won't fight if he knows he's outclassed.

The characters might try to reason with "Adam," if they believe that he is in some way possessing Imes. Imes is mostly only channeling Adam's magic, but a fragment of Adam's soul comes through the mask as well. If a character wishes to get Adam's attention, his player must succeed on a Presence + Occult roll with a -4 modifier. If this roll succeeds, some part of Adam recognizes the characters and takes control of Imes (go to Adam's Return).

Finally, the characters can remove the mask. Doing so carries problems of its own, but if they pull the mask off, Imes has nothing but his normal magic to rely upon.

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THE PRIDE-SPIRIT

The spirit tries to Influence Imes to do what it wants, but it soon discovers that Imes has his own agendas and desires and isn't interested in doing the bidding of a spirit. In fact, given that he is channeling Adam, Imes might well destroy the spirit himself without really knowing why.

The Pride-spirit shouldn't be the focus of this scene, but should add an extra element of danger. If the characters are making short work of Imes, maybe the spirit can materialize and attack them, or even possess Imes and attempt to sever the connection with Morrigan. If they are doing poorly, the spirit might attempt to possess him and thus prove a distraction. In any case, the characters should have no trouble dispatching the last of the Vice-spirits in this scene.

ADAM'S RETURN

If the characters knock Imes unconscious or managed to get through to Adam, proceed from this point.

Read the following aloud:

Imes stands, the mask still on his face. As you watch, the mask's features warp and distort as though in a funhouse mirror, and finally re-form into Adam's visage.

"I'm sorry," he says. "I'm sorry for all of this. I'm sorry that my pride cost you so much of your lives." He pauses and looks down at the ground. "And all of mine," he whispers.

He raises his head again. "I'm going now," he says flatly. "I don't know where."

Space distorts. Your minds scream in pain. The floor falls away and you see the Abode of Demons, Pandemonium, in all its twisted glory around you. And then you are back, and the mask lies on the ground next to Dr. Imes. As you approach it, the lips move, and you hear Adam's fading voice. "Sic transit Gloria Mundi," it says.

Stop reading aloud.

If the characters removed the mask or if Tyrhenus "turned it off" with Counterspell Prime, this part of the scene might not happen. If one of the characters dons the mask, you could have Adam speak through her, or perhaps the mask simply speaks without someone to wear it. Don't feel that you need to force this ending vignette to happen, but don't ignore a good opportunity for it, either. *Sic transit Gloria Mundi*, by the way, translates to "thus passes the glory of the world."

This scene ends when the characters deal with Dr. Imes, to whatever degree they need to deal with him. If the Pride-spirit is still extant, they should destroy it during this scene, as well.

AFTERMATH

At this point, the mages probably have an unconscious or dead Seer to deal with. It is possible, though, that they merely talked him into relinquishing the Mask of Hecate, and perhaps even into accompanying them to the Consilium to see how the Atlantean orders really function. Perhaps they could be responsible for bringing a former Seer into one of their orders... or paving the way for a spy to gain intelligence on the Boston Consilium.

Likewise, the characters need to deal with Clint Zellner. Will one of them (probably Ogma, since he too is a Warlock) take the young mage on as an apprentice? Is he ready for that kind of relationship with another mage? But who else would the characters trust with the boy's training?

As for the larger chronicle, the characters have finished with the Vice-spirits and picked up some allies and enemies along the way. What stories might the characters become involved with next? What should happen to the Mask of Hecate? These are questions that you and the troupe should consider. We've taken you this far—now check out **Mage: The Awakening** and create your own tales of magic!

DRAMATIS PERSONAE

Here we present revised traits for the Pride-spirit, since it has grown in power since consuming part of the characters' Hallow. Also, we present traits for Dr. Imes and Clint Zellner and the Ghost Hounds.

GHOST HOUNDS

Description: When materialized, these spirits look like large ash-gray dogs. Their eyes glimmer with witchfire and they glow a faint white.

Rank: 1

Attributes: Power 3, Finesse 2, Resistance 2

Willpower: 5

Essence: 8 (10 max)

Initiative: 4

Defense: 3

Speed: 12

Size: 4

Corpus: 6

Ban: Loud, shrill noises inflict two points of Corpus damage.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Attacks: Bite (7 dice pool, damage is lethal)

PRIDE-SPIRIT

Background: If the Pride-spirit still exists, it has grown in power and wishes to remain extant. With its increase in raw strength comes an increase in intelligence, and it realizes now that Morrigan's death will destroy it. As such, it tried to search out a mage able to sever the connection between Morrigan and it, and it found the Mask of Hecate. Whispering first to Clint and then to Dr. Imes, it intends to possess Imes and force him to cut the connection between it and Morrigan, and then kill her.

Rank: 2

Attributes: Power 4, Finesse 3, Resistance 3

Willpower: 7

Essence: 8 (15 max)

Initiative: 6

Defense: 4

Speed: 12

Size: 5

Corpus: 8

Ban: With the spirit's increase in power, its ban has changed slightly. It still suffers pain from the sweat of exertion, resulting in a -2 modifier to its next action after being touched with such liquid. This modifier is not cumulative, but it does affect successive actions. (Touching the spirit twice with sweat means that the next two actions it takes suffer a -2 penalty, not that the next action incurs a -4.)

Influence (Pride ••): The Pride-spirit can instill feelings of arrogance and bravado. It can also strengthen such feelings, but only when they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

Claim: This Numen is a more powerful version of Possession; if successful, the possession is permanent. Spend three Essence points and roll Power + Finesse in an extended and contested roll versus the victim's Resolve + Composure; each roll represents one hour. If the spirit gains 50 successes between dusk and dawn, it gains permanent control of the victim's body. Use the victim's available traits (except

Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Mana Drain: The Vice-spirits can siphon away Mana from mages that resonate with their chosen urges (in game terms, that have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's player rolls as many successes as (or more than) you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse. The spirit remains material for one hour per success. Doing so allows the spirit to make physical attacks (bashing damage), manipulate objects, and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks.

Possession: The spirit can attempt to possess a living human being and control his or her body for a short time. Spend one Essence point and roll Power + Finesse in a contested roll versus the victim's Resolve + Composure. If the spirit wins, it gains control of the victim's body for the duration of a single scene. Use the victim's available traits (except Willpower points, which are equal to the spirit's current Willpower points) and dice pools for any action the spirit wishes to take. If the mortal wins or ties the roll, the spirit fails its possession attempt. As long as the spirit has Essence points remaining, it can continue to make possession attempts against a target. If a possessed body is killed or knocked unconscious, the spirit is forced out and must possess another victim if it still wishes to act.

DR. BENJAMIN IMES

Background: Dr. Imes was a practicing surgeon at one point. Then, during the course of some complicated surgery, he Awakened. The tools fell away from his hands and his body stood there dumbly as his mind took its sojourn up the Watchtower of the Lead Coin. When he returned to consciousness, he found the patient had died and he was facing a malpractice suit. The fact that he had much greater things on his mind didn't help, and he lost his license.

The Seers of the Throne, however, found him before any of the Atlantean orders did and offered him a chance

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to teach while advancing his magical training. He might have refused if he'd known that other options existed, but by the time anyone told him about the Atlantean orders, he was a loyal servant of the Exarchs. He now acts as a spy and pawn in Harvard's medical school, looking for students who Awaken so that they can be easily recruited. As of yet, however, he hasn't noticed Clint's Awakening, largely because of the mental shields the young man instinctively raises.

Dr. Imes isn't an evil or even a very selfish man. He feels guilty and conflicted about his Awakening—did that patient die because of his enlightenment, or despite it? Could he have saved that man by *not* Awakening? He keeps these thoughts to himself, though, lest the Exarchs hear.

Description: Imes is in his late 40s. He is short and squat, and he wears a full beard and gold-rimmed glasses. He normally wears black or gray slacks and a white shirt under his lab coat, and has a habit of running his fingers along walls while walking near them.

Path: Moros

Order: Seers of the Throne

Mental Attributes: Intelligence 4, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 3, Composure 3

Mental Skills: Academics 3, Computer 1, Crafts 2, Investigation 2, Medicine (Surgery) 3, Occult 2, Science (Anatomy) 3

Physical Skills: Drive 1, Firearms 1, Stealth 2

Social Skills: Empathy (Students) 2, Expression (Oration) 2, Intimidation 1, Socialize 1, Subterfuge 2

Merits: Destiny 2, Occultation 3, Resources 2

Willpower: 5

Wisdom: 7

Virtue: Prudence

Vice: Pride

Initiative: 5

Defense: 2

Speed: 9

Health: 7

Gnosis: 2

Arcana: Death 3, Matter 3, Mind 1

Rotes: Plasticity (Matter 3); Third Eye (Mind 1); Unseen Aegis (Matter 2)

Mana/per turn: 11/2

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Pistol	2(L)	20/40/80	6	N/A	5

Rotes and Merits:

Dr. Imes does not possess any new Merits. His bane dice for his Destiny can be applied when you feel the characters need a boost. His Third Eye and Unseen Aegis rotes are identical to those used by Tyrrenus and Morrigan, respectively.

• **Plasticity:** Through the use of this spell, Imes can render any reasonably homogeneous material malleable for a time, even materials that are normally completely inflexible (such as ice, coal, or lead crystal). While a substance is under the effects of this spell, the material can be molded by hand (or with magic, if Imes chooses), creating truly fantastic shapes. He can, for example, draw amber like taffy and work it into a spider web or push an enemy's hands and feet into concrete, knead any gaps shut and leave her trapped there, as though the concrete had originally been cast that way. Roll Dexterity + Crafts + Matter (seven dice). The effect lasts for one turn, after which the matter returns to its original consistency but retains whatever shape Imes left it in. This spell is *Vulgar*.

CLINT ZELLNER

Background: Clint thought he could handle medical school, but he cracked under the pressure a few weeks ago. Unable to stand even to look at another book, but also unable to quit for fear of disappointing his family, he threw himself from his dorm window.

He tried, at least. When he jumped, instead of dying he wound up clinging to the building about halfway down. He let go, and fell, but "landed" in the same place. He then started to climb, and when he reached his window, he found Pandemonium waiting for him. He's decided to give med school another go, because he is afraid of what waits for him outside the window should he give up again.

Clint is intelligent and incisive, he's begun studying the occult in an attempt to understand what's happening to him. So far, of course, he hasn't found any real answers, but he has managed to put up a mental shield consistently, which has kept Imes from noticing his Awakened status thus far (not that he knows this).

Description: Clint is 22, and is strong and handsome. He has thick blond hair and a slight upper-class Boston accent. He dresses in fashionable, expensive clothes and is normally relaxed and confident, but he has been jumpy and distracted of late as he deals with the information overload that the Space and Mind Arcana provide.

Real Name: Clint Zellner

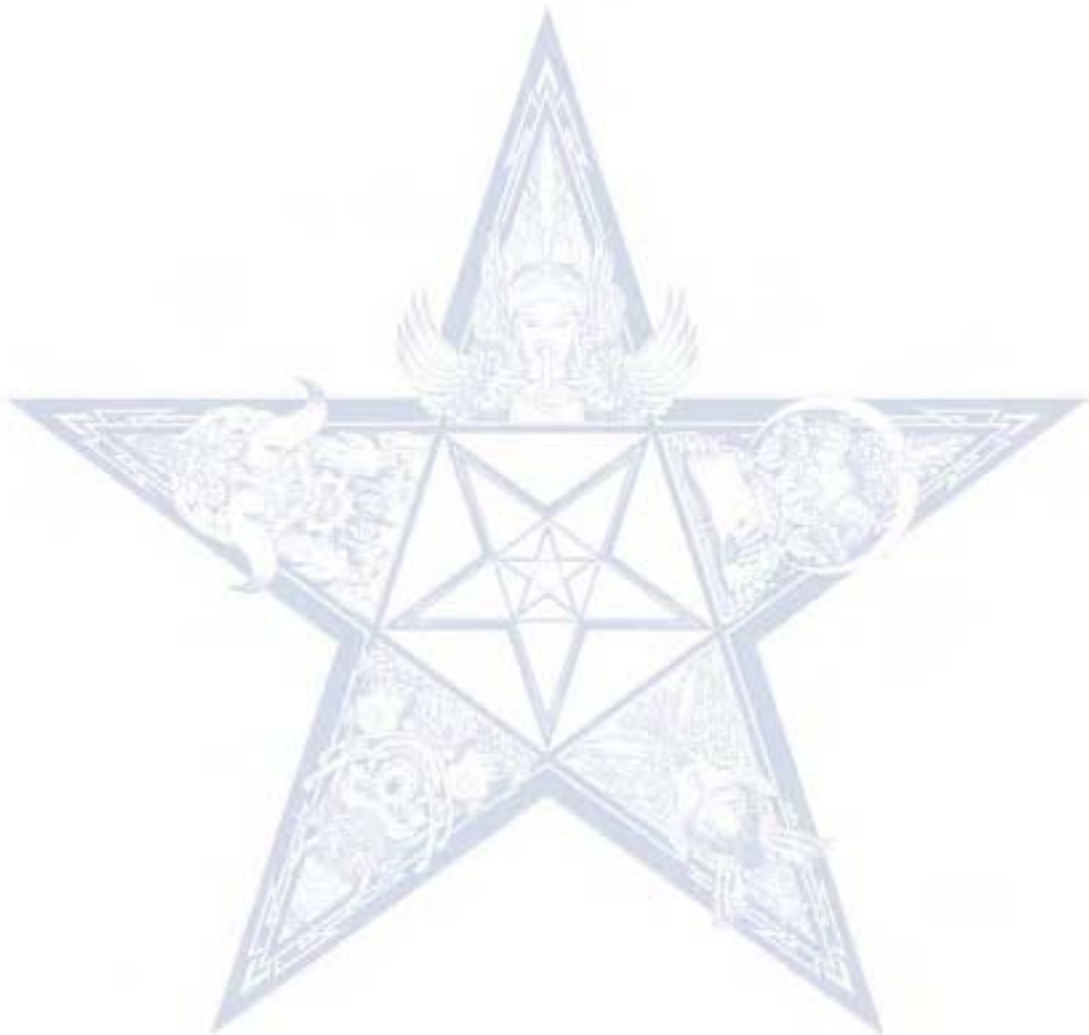
Path: Mastigos

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Order: None
Mental Attributes: Intelligence 3, Wits 2, Resolve 3
Physical Attributes: Strength 3, Dexterity 2, Stamina 3
Social Attributes: Presence 2, Manipulation 2, Composure 2
Mental Skills: Academics 2, Computer 2, Medicine 2, Occult 1, Politics 2, Science 2
Physical Skills: Athletics (Lifting) 2, Brawl 1, Drive 1
Social Skills: Empathy 2, Intimidation (Moneyed Elite) 1, Persuasion (Charming) 2, Socialize 2
Merits: Allies (Family) 1, Contacts (High Society) 1, Danger Sense, Resources 1, Striking Looks 2, Strong Back
Willpower: 5

Wisdom: 7
Virtue: Hope
Vice: Pride
Initiative: 4
Defense: 2
Speed: 10
Health: 8
Gnosis: 1
Arcana: Death 1, Mind 2, Space 1
Rotes: None
Rotes and Merits:
Clint has no new Merits and has not learned any rotes.



MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Ogma's traits improve for "Finals Week" as he gains a dot of Gnosis. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Ogma's Virtue is *Prudence*. He regains all spent Willpower whenever he refuses a tempting course of action by which he could gain significantly. His Vice is *Gluttony*. He regains one Willpower point whenever he indulges in his appetites at some risk to himself or a loved one.

MAGICAL ABILITIES

Path: Ogma is a Mastigos mage. Such mages are extremely willful, viewed as manipulative and untrustworthy.

Order: Ogma is a member of the Guardians of the Veil. He gains +1 to any magical rote that involves Investigation, Stealth, or Subterfuge.

Mana: Ogma can spend two Mana per turn.

Pattern Scouring and Restoration: Ogma can use Mana to heal himself, and conversely draw Mana from his very flesh, as an instant action. He can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one Physical Attribute by one dot (the latter effect lasts for 24 hours). Ogma can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Ogma to sense the presence of an active supernatural force.

Spellcasting: Ogma's ruling Arcana are *Mind* and *Space*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Mind or Space spell. (See the "Arcana Capabilities" sheet for possible effects.) Ogma also knows the following rites:

- **Emotional Urging (Mind ••):** Ogma can project emotions that last for one scene. He does so to encourage fear and forgetfulness in Sleepers. Roll Wits + Empathy + Mind (eight dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

- **Imposter (Mind •••):** Ogma can cloud another's perceptions to make her think he is someone else. His false image can mimic an actual person or a fictional persona Ogma creates. Roll Intelligence + Subterfuge + Mind + 1 (nine dice). The Storyteller rolls Composure + Gnosis for the target (this resistance is reflexive). If you roll more success, you fool one sense per success. If you roll three successes, Ogma creates an illusion that can fool sight, sound and touch. This spell lasts for one scene, and the Storyteller might ask you to roll Manipulation + Subterfuge to keep up a convincing charade if you mask yourself as someone specific. This spell is *Covert*.

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (eight dice) for this rote. This rote is *Covert*.

- **Shadow Sculpting (Death •):** Ogma can shape a one-yard radius area of shadows or darkness, or he can thicken its gloom, even amidst bright light for one scene. The Storyteller assesses the quality of existing shadows, ranking them from light to dark to complete darkness. Each success deepens the darkness by one degree. In complete darkness, additional successes levy penalties to perception rolls for anyone peering in. Roll Wits + Occult + Death (six dice). This spell is *Covert*.

- **Spatial Map (Space •):** Ogma mentally creates a perfectly accurate local spatial map. Every success on the roll eliminates one penalty die to a ranged attack. Roll Intelligence + Occult + Space (seven dice). This spell is *Covert*.

- **Third Eye (Mind •):** Ogma senses when others nearby use exceptional mental powers, such as telepathy, psychometry, or ESP. He can also feel the mental processes created resonance, effectively detecting its context within reality. Roll Wits + Empathy + Mind (eight dice) to cast the spell and Intelligence + Occult (five dice) to analyze what it reveals. This Mage Sight spell is *Covert*.

MERITS

Enhanced Item: Ogma carries five magically enhanced steel cards. As thrown weapons, they add two dice to his pool. Each success inflicts one point of lethal damage. Ogma also uses them to draw blood for sympathetic magic.

High Speech: Ogma knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Quick Draw: Ogma can draw and throw a card as one instant action.

Resources: At any given time, Ogma has roughly \$500 to burn.

Status (Boston Police): Ogma has access to police records and personnel, and he can enter police precincts without question. He is not licensed to carry a firearm.

Status (Guardians of the Veil): Ogma is a member of the Guardians of the Veil.

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

CONCEPT: KEEPER OF SECRETS PATH: MASTIGOS

PLAYER:

VIRTUE: PRUDENCE

ORDER: GUARDIANS OF THE VEIL

CHRONICLE: GLORIA MUNDI

VICE: GLUTTONY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●○	Strength ●○○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●●●○	Dexterity ●●●●○	Manipulation ●●●●○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Academics (PSYCHOLOGY)	●●●●○
Computer	●●●●○
Crafts	○○○○○
Investigation	●●○○○
Medicine	○○○○○
Occult	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (-1 unskilled)

Athletics (THROWING)	●●○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy (EMOTION)	●●○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	●○○○○
Socialize (BEER & WINE)	●●○○○
Streetwise	●○○○○
Subterfuge	●●○○○

MERITS

ENHANCED ITEM (THROWING CARDS)	●○○○○
HIGH SPEECH	●○○○○
QUICK DRAW	●○○○○
RESOURCES	●○○○○
STATUS (BOSTON POLICE)	●○○○○
STATUS (GUARDIANS OF THE VEIL)	●○○○○
	○○○○○
	○○○○○

FLAWS

	○○○○○
	○○○○○
	○○○○○
Size	_____
Defense	3
Initiative Mod	5
Speed	9
Experience	_____

ARCANA

DEATH	●○○○○
FATE	●○○○○
MIND	●●●○○
SPACE	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EMOTIONAL URGING (MIND 2)	_____
INTERCONNECTIONS (FATE 1)	_____
SHADOW SCULPTING (DEATH 1)	_____
SPATIAL MAP (SPACE 1)	_____
THIRD EYE (MIND 1)	_____
MENTAL SHIELD (MIND 2)	_____
IMPOSTER (MIND 3)	_____

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "Finals Week" as he gains a dot of the Mind Arcanum and the One Mind, Two Thoughts rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Tyrrhenus' Virtue is *Hope*. He regains all spent Willpower points whenever he refuses to let others give in to despair, even though doing so risks harming his own goals or wellbeing. His Vice is *Greed*. He regains one Willpower point whenever he gains something at someone else's expense. This gain must carry some risk to Tyrrhenus himself.

MAGICAL ABILITIES

Path: Tyrrhenus' path is Obrimos. Such mages see themselves as manifestations of some Divine will.

Order: He belongs to the Silver Ladder. Tyrrhenus gains +1 to any magical rote that involves Expression, Persuasion, or Subterfuge.

Mana: Tyrrhenus can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Tyrrhenus can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Tyrrhenus can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Tyrrhenus can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Tyrrhenus to sense the presence of an active supernatural force.

Spellcasting: Tyrrhenus' ruling Arcana are *Forces* and *Prime*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Forces or Prime spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rotes.

- **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult + Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

- **Detect Substance (Matter •):** This spell enables Tyrrhenus to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (seven dice).

- **Kinetic Blow (Forces ••):** With this spell, the blackjack Tyrrhenus carries can cut like a blade. Roll Strength + Weaponry + Forces (seven dice). Each success translates to one attack that scene with a blunt weapon that inflicts lethal damage instead of bashing. This spell is *Vulgar*, so casting it risks Paradox.

- **One Mind, Two Thoughts (Mind •):** This spell enables Tyrrhenus to hold two individual and wholly distinct trains of thought at once, provided neither is intensely physically demanding. He creates parallel processes within his conscious mind. While he cannot do anything that requires intense or exacting physical labor (like fixing a computer and planning out a rousing speech at the same time), one of his two actions can require extremely minimal physical exertion (like planning a speech and typing an editorial for the local paper). Roll Wits + Investigation + Mind. Tyrrhenus can hold two thoughts in mind simultaneously, allowing him to perform two separate extended-action knowledge tasks (as opposed to instant actions or extended tasks involving physical labor) at the same time.

- **Supernal Vision (Prime •):** Tyrrhenus gains a +1 dice bonus on perception and scrutiny rolls to sense Awakened magic of any kind, as well as Mana, enchanted items, and Hallows. He can also concentrate to determine if a person is Awakened or not. Roll Wits + Occult + Prime (six dice) to cast the spell and Intelligence + Occult (three dice) to analyze resonance. This Mage Sight spell is *Covert*.

- **Winds of Chance (Fate •):** Tyrrhenus can evade or attract good or ill fortune for one scene. (If he wants to find someone interesting to share a beer with on a Saturday night, such a person happens to come along.) Roll Wits + Subterfuge + Fate + 1 (seven dice). This spell is *Covert*.

MERITS

- **Contacts (Mafia):** Tony can find information about Boston's criminal underworld, although he's not tight enough with his family to get physical aid.

- **Dream:** Once per game session, Tony can lose himself in prayer. Roll his Wits + Composure (six dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

- **High Speech:** Tyrrhenus knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

- **Iron Stamina:** Tyrrhenus is resilient and hard to hurt. His wound penalties are reduced (as shown on his character sheet).

- **Status (Consilium):** Tyrrhenus is a known figure in Boston's Consilium. He can speak for the cabal and find information without being ignored or patronized.

- **Status (Silver Ladder):** Tyrrhenus is a member of the Silver Ladder.

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE CONSIGLIUM

PATH: OBRIMOS

PLAYER:

VIRTUE: HOPE

ORDER: SILVER LADDER

CHRONICLE: GLORIA MUNDI

VICE: GREED

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●●○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●○○○	Stamina ●●●○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●○○○○
Medicine	○○○○○
Occult (CURSES)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●●○○○
Brawl	●●○○○
Drive	●○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry (BLACKJACK)	●●○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●○○○○
Expression	○○○○○
Intimidation	●●○○○
Persuasion	●●○○○
Socialize	●●○○○
Streetwise (MAFIA)	●●○○○
Subterfuge	●●○○○

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSIGLIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	5
Speed	10
Experience	_____

ARCANA

FATE	●○○○○
FORCES	●●○○○
MATTER	●○○○○
MIND	●○○○○
PRIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

COUNTERSPELL PRIME (PRIME 2)
DETECT SUBSTANCE (MATTER 1)
KINETIC BLOW (FORCES 2)
ONE MIND, TWO THOUGHTS (MIND 1)
SUPERNAL VISION (PRIME 1)
WINDS OF CHANCE (FATE 1)

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "Finals Week" as she gains a dot in the Matter Arcanum. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Morrigan's Virtue is *Temperance*. She regains all spent Willpower when she resists a temptation to indulge in an excess of any behavior, whether good or bad, despite the obvious rewards it might offer. Her Vice is *Pride*. She regains one Willpower point whenever she exerts her own wants (not needs) over others at some potential risk to herself.

MAGICAL ABILITIES

Path: Morrigan is a Moros (or Necromancer), and such mages are typically interested in transformation and transition.

Order: Morrigan is a member of the Adamantine Arrow. She gains +1 to any magical rote that involves Athletics, Intimidation, or Medicine.

Mana: Morrigan can spend a single Mana per turn.

Pattern Scouring and Restoration: Like all mages, Morrigan can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Morrigan can heal one point of bashing or lethal damage by spending three Mana (over three consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Morrigan can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Morrigan to sense the presence of an active supernatural force.

Spellcasting: Morrigan's ruling Arcana are *Death* and *Matter*. To cast an improvised spell in any of these Arcana, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Death or Matter spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

- **Alter Accuracy (Matter ••):** Morrigan can improve the balance and heft of a simple item. This could, for instance, improve the accuracy of a sword, since it is easier and smoother to wield, or even make a screwdriver turn easier (its weight shifts so well it practically turns itself) or a hammer hit harder. Any object that might conceivably benefit from a more efficient or better-weighted design could serve as the target of this spell. Roll Composure + Occult + Matter (nine dice) and spend one point of Mana. The targeted object gains the "9 again" quality (re-roll results of 9 and 10) on the next dice roll made using it. Extra successes affect successive rolls, one roll per success. Morrigan cannot choose which rolls are affected; each successive roll gains the

benefit until the number of affected rolls have been used or the scene ends, whichever comes first. Note that this spell does not affect the chance die, should the object-wielder's dice pool be reduced to a chance die.

- **Exorcist's Eye (Spirit •):** Morrigan can detect a ghost or spirit possessing a terrestrial being or object. Roll Wits + Occult + Spirit (six dice). This spell is *Covert*.

- **Grim Sight (Death •):** Morrigan sees the weight of death around a person—i.e., if he has suffered the loss of many loved ones or killed many people. This sight also applies to things or places. Roll Wits + Occult + Death (eight dice) to cast the spell and Intelligence + Occult (seven dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Quicken Corpse (Death •••):** Morrigan can raise a human corpse as a zombie and force it to do her bidding. Such creatures obey Morrigan's will without pain or fatigue (or abstract thought). The Storyteller makes any rolls for zombies, assuming a 2 in any Physical Attribute and 1 in any other. Roll Presence + Persuasion + Death (six dice). This spell is *Vulgar*, so it carries the chance of a Paradox.

- **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

- **Unseen Aegis (Matter ••):** This spell subtly defend a mage. Air forms a "cushion" to blunt the inertia of an incoming fist, for instance. This spell lasts for one scene, but if you spend a point of Mana when it is cast, it lasts for one day. Using it, Morrigan has an armor rating of 2, meaning that all incoming *physical* attacks suffer an additional -2 penalty. Roll Intelligence + Occult + Matter (10 dice). This spell is *Covert*.

MERITS

Destiny: Morrigan's path to Destiny is revealed during the course of this story. Her player has two dice that she can add to any roll, but they can be used only once per session. Also, the Storyteller has two "bane dice" that he can apply as a penalty during a session.

High Speech: Morrigan knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Resources: Cecelia has easy access to \$10,000 a month.

Status (Adamantine Arrow): Morrigan is a member of the Adamantine Arrow.

MAGE

THE AWAKENING

NAME: MORRIGAN/CECELLIA ARTHUR CONCEPT: TAGMISTRESS PATH: MOROS

PLAYER: VIRTUE: TEMPERANCE ORDER: ADAMANTINE

CHRONICLE: GLORIA MUNDI VICE: PRIDE ARROW

ATTRIBUTES

<i>POWER</i>	Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
<i>FINESSE</i>	Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
<i>RESISTANCE</i>	Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

MENTAL
(-3 unskilled)

Academics ●●●●●
 Computer ●●●●●
 Crafts ○○○○○
 Investigation ●●●●●
 Medicine ●●●●●
 Occult (UNDEAD) ●●●●●
 Politics ○○○○○
 Science (CHEMISTRY) ●●●●●

PHYSICAL
(-1 unskilled)

Athletics ●●●●●
 Brawl ○○○○○
 Drive (OFF-ROAD) ●●●●●
 Firearms ●●●●●
 Larceny ●●●●●
 Stealth ●●●●●
 Survival ○○○○○
 Weaponry ○○○○○

SOCIAL
(-1 unskilled)

Animal Ken ○○○○○
 Empathy ●●●●●
 Expression ○○○○○
 Intimidation (STARE-DOWN) ●●●●●
 Persuasion ●●●●●
 Socialize ●●●●●
 Streetwise (CEMETERIES) ●●●●●
 Subterfuge ●●●●●

OTHER TRAITS

MERITS

DESTINY ●○○○○
 HIGH SPEECH ●○○○○
 RESOURCES ●●●●●
 STATUS (ADAMANTINE ARROW) ●○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

FLAWS

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 Size _____
 Defense 2
 Initiative Mod 5
 Speed 10
 Experience _____

ARCANA

DEATH ●●●●●
 MATTER ●●●●●
 MIND ●○○○○
 SPIRIT ●○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

HEALTH

●●●●●●●●○○○○○
 □□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
 □□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

10 _____ ○○○○○
 9 _____ ○○○○○
 8 _____ ○○○○○
 7 _____ ○○○○○
 6 _____ ○○○○○
 5 _____ ○○○○○
 4 _____ ○○○○○
 3 _____ ○○○○○
 2 _____ ○○○○○
 1 _____ ○○○○○

ROTES

EXORCIST'S EYE (SPIRIT 1)
 GRIM SIGHT (DEATH 1)
 QUICKEN CORPSE (DEATH 3)
 SENSE CONSCIOUSNESS (MIND 1)
 UNSEEN AEGIS (MATTER 2)
 ALTER ACCURACY (MATTER 2)

MAGE

THE AWAKENING

JACK/CODY GUNN

Jack's traits improve for "Finals Week" as he gains a second dot of Gnosis and a dot in the Occult Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

Virtue/Vice: Jack's Virtue is *Faith*. He regains all spent Willpower points whenever he is able to forge meaning from chaos and tragedy. His Vice is *Envy*. He regains one Willpower point whenever he gains something from a rival or has a hand in harming that rival's well-being.

MAGICAL ABILITIES

Path: Jack is an Acanthus mage. Such mages are often fickle and difficult to tie down.

Order: Jack is a member of the Free Council. He gains +1 to any magical rote that involves Crafts, Persuasion, or Science.

Mana: Jack can spend two Mana per turn.

Pattern Scouring and Restoration: Jack can use Mana to heal himself and conversely draw Mana from his very flesh, either as an instant action. Jack can heal one point of bashing or lethal damage by spending three Mana (over the course of two turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). Jack can both restore and scour his pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Jack to sense the presence of an active supernatural force.

Spellcasting: Jack's ruling Arcana are *Fate* and *Time*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Fate or Time spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) He knows the following rites:

- **Exceptional Luck (Fate ••):** Spend one Mana and roll Manipulation + Occult + Fate (seven dice). For each success, you may designate one roll in the scene as "lucky" and re-roll 9s as well as 10s. Spellcasting rolls cannot be designated lucky, nor can rolls of chance dice. This spell is *Covert*.

- **Fortune's Protection (Fate ••):** Jack weaves a safety net of probability about himself. Roll Composure + Athletics + Fate (six dice). If the roll succeeds, Jack has two points of armor for the rest of the scene. (For one Mana, the spell lasts for a day.) This spell is *Covert*.

- **Nightsight (Forces •):** With this spell, Jack can perceive the infrared or ultraviolet spectrum and detect electromagnetic radiation, or sonic or kinetic energy, for one scene. A sudden burst of light or other stimulus might blind or deafen him momentarily, however. Roll Wits + Composure + Forces (seven dice). This spell is *Covert*.

- **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and

sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

- **Temporal Eddies (Time •):** Jack perceives resonance by how it "snags" things moving through the timestream. He can also tell perfect time, anywhere. Roll Wits + Occult + Time (seven dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. The effects last for one scene. This Mage Sight spell is *Covert*.

- **Tune In (Forces •):** This spell enables Jack to listen in on a free-floating data transmission (like that of a cellular modem) and translate the electromagnetic "noise" into intelligible information. He cannot, however, understand information that was originally transmitted in another language. He could listen in on a radio broadcast without the need for any kind of receiver. Likewise, he could watch any television signal not transmitted directly through cables. This would enable Jack to spy on closed walkie-talkie channels, get free satellite pay-per-views, or even "listen in" on the datastream transmitted and received by a cellular modem if he really felt like it. (He couldn't make much sense of it, though. He would need Mind magic to interpret the noise.) At this point, Jack is incapable of actually sending any information along these channels and is restricted to eavesdropping on extant signals. Roll Intelligence + Science + Forces + 1 (five dice). This spell is *Covert*.

MERITS

Destiny: You have a pool of six dice per game session that you may add to any roll you make for Jack. You might choose to use all six on one roll, or split them up. Also, the Storyteller may impose penalties every game session totaling six dice on any roll she chooses, but only when Jack's *bane* is present. When the wind kicks up and causes a whistling sound, or when he hears someone whistling a tune, Jack's *bane* is present.

Fast Reflexes: Jack's Space and Time magic has taught him to pay close attention to events around him, making his reactions sharper and faster.

High Speech: Jack knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Free Council): Jack is a member of the Free Council.

Thrall: Jack won a *soul stone* in a card game from an Acanthus mage called Sisyphus. Although Jack could use the stone to harm or outright control Sisyphus, he wouldn't do so. Tradition grants Jack three favors of Sisyphus—anything within the mage's power. Once these favors are used, Jack must return the stone.

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

CONCEPT: PAWN OF FATE

PATH: ACANTHUS

PLAYER:

VIRTUE: FAITH

ORDER: FREE COUNCIL

CHRONICLE: GLORIA MUNDI

VICE: ENVY

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●●○○
<i>FINESSE</i>	Wits ●●●○○	Dexterity ●●○○○	Manipulation ●●●○○
<i>RESISTANCE</i>	Resolve ●●●○○	Stamina ●●○○○	Composure ●●●○○

SKILLS

MENTAL (-3 unskilled)

Academics	●○○○○
Computer	●○○○○
Crafts	●○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult (LUCKY CHARM)	●●○○○
Politics	○○○○○
Science	●○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	●○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	●○○○○
Stealth (CROWD)	●●○○○
Survival	●●○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	●○○○○
Empathy	●●○○○
Expression (SINGING)	●●○○○
Intimidation	●○○○○
Persuasion	●●○○○
Socialize	○○○○○
Streetwise	●●○○○
Subterfuge	●●○○○

MERITS

DESTINY	●●●○○
HIGH SPEECH	●○○○○
THRALL	●●●○○
STATUS (FREE COUNCIL)	●○○○○
FAST REFLEXES	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size	_____
Defense	2
Initiative Mod	6
Speed	9
Experience	_____

ARCANA

FATE	●●○○○
FORCES	●○○○○
SPACE	●○○○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●●○○○○○○○○○○○

WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

EXCEPTIONAL LUCK (FATE 2)
FORTUNE'S PROTECTION (FATE 2)
NIGHTSIGHT (FORCES 1)
TEMPORAL EDDIES (TIME 1)
NIGHTSIGHT (FORCES 1)
OMNIVISION (SPACE 1)
TUNE IN (FORCES 1)

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "Finals Week" as she gains a dot of the Spirit Arcanum. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

Virtue/Vice: Niamh's Virtue is *Fortitude*. She regains all spent Willpower points whenever she withstands overwhelming or tempting pressure to alter her goals. This does not include temporary distractions from her course of action, only pressure that might cause her to abandon or change her goals altogether. Her Vice is *Lust*. She regains one Willpower point whenever she satisfies her lust in a way that victimizes others.

MAGICAL ABILITIES

Path: Niamh walks the Thyrus Path. Such mages are often highly focused and intense, yet vaguely distracted as they commune with spirits.

Order: Niamh belongs to the Mysterium. She gains +1 to any magical rote that involves Investigation, Occult, or Survival.

Mana: Niamh can spend two Mana per turn.

Pattern Scouring and Restoration: Like all mages, Niamh can use Mana to heal herself and conversely draw Mana from her very flesh, either as an instant action. Niamh can heal one point of bashing or lethal damage by spending three Mana (over two consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

Unseen Sense: Roll Wits + Composure as a reflexive action for Niamh to sense the presence of an active supernatural force.

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

- **Cleanse the Body (Life •):** Niamh can cleanse herself of drugs, toxins or poisons. Roll Stamina + Medicine +

Life (five dice). Successes add dice to rolls for overcoming a drug or allow Niamh to ignore an equal number of points of poison damage. This spell is *Covert*.

- **Glimpsing the Future (Time ••):** Niamh quickly scans the immediate future and adjusts to improve her chances of success. Spend one Mana and roll Wits + Investigation + Time + 1 (seven dice). Success allows you to roll twice for a single instant action that Niamh performs in the *next* turn and take the better result. This spell is *Covert*.

- **Momentary Flux (Time •):** Niamh can judge an ongoing event, one about to take place (within the next five turns) or one that has just taken place (again, within five turns) and discover whether it will be beneficial or adverse for her. If all options are based entirely on chance, she instead gains a rough idea of the odds. This reveals only if the event will lead to good or ill *for her* in the immediate future. Roll Wits + Investigation + Time + 1 (seven dice). This spell is *Covert*.

- **Second Sight (Spirit •):** Niamh gains a +1 bonus on rolls to sense spirits and the use of their Numina. Roll Intelligence + Occult + Spirit + 1 (nine dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

- **Self-Healing (Life ••):** Niamh can heal herself (but not to others). Roll Dexterity + Medicine + Life (six dice). Each success heals one point of damage (bashing or lethal only), starting with her rightmost wound on the Health chart. This spell is normally *Covert*.

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

High Speech: Niamh knows the rudiments of Atlantean High Speech. High Speech can be spoken and comprehended only by the Awakened.

Status (Mysterium): Niamh is a member of the Mysterium.

Striking Looks: Lira is beautiful. She adds one bonus die to any Presence or Manipulation roll to entertain, seduce, distract, or otherwise get her way by using her looks. People also tend to remember her.

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: THYRGUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

<i>POWER</i>	Intelligence ●●○○○	Strength ●●○○○	Presence ●●○○○
<i>FINESSE</i>	Wits ●●○○○	Dexterity ●●●○○	Manipulation ●●○○○
<i>RESISTANCE</i>	Resolve ●●●●○	Stamina ●●○○○	Composure ●●●●○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Computer	●○○○○
Crafts	●●○○○
Investigation	●●○○○
Medicine	●○○○○
Occult	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics <i>(SWIMMING)</i>	●●○○○
Brawl	●○○○○
Drive <i>(BOATS)</i>	●●○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Intimidation	○○○○○
Persuasion <i>(SEDUCTION)</i>	●●○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

MERITS

HIGH SPEECH	●○○○○
STATUS (MYSTERIUM)	●○○○○
STRIKING LOOKS	●●○○○
OCCULTATION	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

FLAWS

_____	○○○○○
_____	○○○○○
_____	○○○○○
Size _____	
Defense <u>2</u>	
Initiative Mod <u>6</u>	
Speed <u>10</u>	
Experience _____	

ARCANA

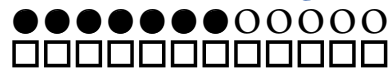
LIFE	●●○○○
SPIRIT	●●●○○
TIME	●●○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

OTHER TRAITS

HEALTH



WILLPOWER



MANA



GNOSIS



WISDOM

10	○○○○○
9	○○○○○
8	○○○○○
7	○○○○○
6	○○○○○
5	○○○○○
4	○○○○○
3	○○○○○
2	○○○○○
1	○○○○○

ROTES

GLIMPING THE FUTURE (TIME 2)	_____
MOMENTARY FLUX (TIME 1)	_____
SECOND SIGHT (SPIRIT 1)	_____
SELF HEALING (LIFE 2)	_____
CLEANSE THE BODY (LIFE 1)	_____
_____	_____
_____	_____

MAGE

THE AWAKENING

ARCANA CAPABILITIES

The following are descriptions of what the 10 Arcana can accomplish at the levels at which your characters currently possess them. These are examples and guidelines only. Feel free to dream up additional applications of these Arcana, but any use of magic beyond the rites the characters know is *improvised* magic, which is more difficult to perform. The Storyteller is the final arbiter of what your characters can accomplish with their Arcana. Vulgar effects are noted with an asterisk (*), but again, the Storyteller needs to judge whether an effect is covert or vulgar.

Remember, too, that characters can use the rites listed in their write-ups as improvised effects. For instance, Jack can use the Glimpsing the Future spell, he simply must do so as improvised magic, since (unlike Niamh) he doesn't know the rite. Likewise, all of the Arcana are capable of Mage Sight (1 dot), bestowing Mage Sight (2 dots) or creating a shield (2 dots; mechanically identical to Unseen Aegis and Fortune's Protection).

• **Death:** Discern how someone died and how long ago (•), Mage Sight (•), speak with ghosts (•), assess the strength of someone's soul (•); bestow Mage Sight (••), cause shadows to move* (••), corrode or rust material* (••), mask the cause of death (••); command a ghost* (•••), destroy a material object* (•••), enter a state of death-like stasis (•••), open a gateway into Twilight* (•••)

• **Fate:** Mitigate dice penalties (•), Mage Sight (•), cause simple good fortune (•); bestow Mage Sight (••), swear a binding oath (••), cause more overt turns of luck (••)

• **Forces:** Manipulate existing heat (•), light or sound (•), Mage Sight (•), listen to radio transmissions (•); raise an area's temperature (••), brighten or dim light (••), bestow Mage Sight (••), redirect fire or electricity from an existing source* (••)

• **Life:** Cleanse the mage's body of toxins (•), discern age, sex, and health of living things (•), Mage Sight (•), sense specific life forms nearby (•); control own metabolism and breathing (••), heal self (••), plants or animals (••), cleanse others of drugs or poison (••), bestow Mage Sight (••)

• **Matter:** Alter the conductivity of matter (•), discern an object's function (•), detect a specific substance (•), Mage Sight (•); alter the accuracy or balance of a weapon (••), bestow Mage Sight (••), change one liquid into another* (••), make a transparent surface opaque and vice versa* (••); make solid object temporarily malleable* (•••), make weapons armor-piercing (ignores 1 point of armor on next attack) (•••), repair broken objects seamlessly (•••), change one common solid substance into another* (•••)

• **Mind:** Detect nearby sentient minds (•), perform two extended actions at once (•), Mage Sight (•); alter own aura (••), mentally communicate with others in line of sight (••), improve first impressions (••), protect against mental control or attack (••), bestow Mage Sight (••); cause bashing damage with a psychic assault (•••), translate any language mentally (•••), telepathic contact with a single target (•••), mentally control animals (•••), alter other's aura (•••), mentally shield others (•••)

• **Prime:** Analyze enchanted items (•), dispel existing magic—if the mage has at least one dot in the Arcanum used to create the spell (•), Mage Sight (•); bestow Mage Sight (••), alter aura to look like a Sleeper (••), hide from other mage's Mage Sight (••)

• **Space:** Measure distance between objects (•), Mage Sight (•), see 360 degrees (•), track any item in the mage's area flawlessly (•); Sympathy is possible (••), scry a location (••), bestow Mage Sight (••), create wards against Space magic (••)

• **Spirit:** Perceive and communicate with spirits (•), Mage Sight (•); touch spirits in Twilight (••), call specific spirits or a general type of spirit (••), bestow Mage Sight (••), raise or lower Gauntlet at a Hallow* (••); command spirits (•••), perform exorcisms (•••), summon any spirit* (•••), attack or heal spirits magically* (•••), ward others against spirit powers (•••), reattached a severed soul (•••)

• **Time:** Detect temporal flow (•), act as perfect clock or stopwatch (•), discern if an immediate choice will have good or bad results (•), Mage Sight (•); see the future in a very general sense (••), automatically succeed (or fail) at one action with only two possible outcomes (••), bestow Mage Sight (••)