

DRIVING ANGRY
Gloria Mundi - Part Two

MAGE™
THE AWAKENING

Free Introductory Chronicle

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MAGE

THE AWAKENING

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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

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. Tyrrhenus 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.

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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.

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,

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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.



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NAME: OGMA/BENJAMIN KENT

PLAYER:

CHRONICLE: GLORIA MUNDI

CONCEPT: KEEPER OF SECRETS PATH: MASTIGOS

VIRTUE: PRUDENCE

VICE: GLUTTONY

ORDER: GUARDIANS
OF THE VEIL

ATTRIBUTES

POWER	Intelligence	●●●●●	Strength	●●●●●	Presence	●●●●●
FINESSE	Wits	●●●●●	Dexterity	●●●●●	Manipulation	●●●●●
RESISTANCE	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	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

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*.

- **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

POWER	Intelligence	●●○○○	Strength	●●●○○	Presence	●●●○○
FINESSE	Wits	●●●○○	Dexterity	●●○○○	Manipulation	●●○○○
RESISTANCE	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 (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)
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/CECELIA ARTHUR CONCEPT: TASKMISTRESS 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 (CEMETERY) ●●●●●
 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 SIGHT (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 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

PLAYER:

CHRONICLE: GLORIA MUNDI

CONCEPT: PAWN OF FATE

VIRTUE: FAITH

VICE: ENVY

PATH: ACANTHUS

ORDER: FREE COUNCIL

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●○○○	Presence	●●●○○
FINESSE	Wits	●●●○○	Dexterity	●●○○○	Manipulation	●●●○○
RESISTANCE	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 SPEED	●○○○○
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 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

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: THYRSUS

PLAYER:

VIRTUE: FORTITUDE

ORDER: MYSTERIUM

CHRONICLE: GLORIA MUNDI

VICE: LUST

ATTRIBUTES

POWER	Intelligence	●●○○○	Strength	●●○○○	Presence	●●○○○
FINESSE	Wits	●●○○○	Dexterity	●●○○○	Manipulation	●●○○○
RESISTANCE	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	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

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

GLIMPSE THE FUTURE (TIME 2)
MOMENTARY FLUX (TIME 1)
SECOND SIGHT (SPIRIT 1)
SELF HEALING (LIFE 2)