

A NEST OF VIPERS
Gloria Mundi - Part Three

MAGE™
THE AWAKENING

Free Introductory Chronicle

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MAGE

THE AWAKENING

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A Nest of Vipers

Welcome to the third installment of **Gloria Mundi**, the demo chronicle for **Mage: The Awakening**. The players might well have been wondering about the other mages in the Boston area and what response they might have to the power that Adam has unleashed. How do mages govern themselves? Do the characters have to fear repercussions for their roles in this drama? The characters are about to find the answers to these questions, and they might well wish they had remained ignorant.

THEME AND MOOD

The theme of “A Nest of Vipers” is *community*. A secret society such as the Awakened needs established roles for its members, and it needs to be able to rely on its members in times of crisis. The characters should come away from this story knowing that the Awakened have a community (the Consilium) but that the members of that community are flawed and fallible, despite having the power to impose their will upon reality to an alarming degree. That might terrify, infuriate, or motivate the cabal. Hopefully, it will do all of this and more.

The mood of this story is *venom*. A great deal of bad blood exists in the Boston Consilium, and the characters are going to see only a fraction of it. The presence of the Envy-spirit, though, inflames the feelings of rancor and jealousy between mages. Characters in this story should be bitter, sarcastic and acerbic. Even so, the characters should see potential in the Consilium. The mages of Boston have the power to work together and accomplish great things, provided someone sucks the poison from them first.

Note: After experiencing this story, players might come to the conclusion that Awakened society is fundamentally flawed and that they should break away from it entirely. Stress to the players, though, that this is how mages govern

themselves in *Boston*. In other cities, things are different. Even better, things could improve here if the right kind of mages become active in Consilium affairs.

STORYTELLING TECHNIQUE: STORYTELLER CHARACTERS

This story features Storyteller-controlled characters who are more powerful and knowledgeable than the players’ characters. Simply managing a stressful situation such as combat while wrangling the players’ characters *and* controlling this many supporting characters can be difficult enough. Yet when those characters are capable of doing so many things that the players’ characters aren’t, the danger of making the cabal feel outgunned, outclassed, and generally superfluous is certainly present. How, then, can the Storyteller make these other characters important to the story without overshadowing the players’ cabal or seeming completely incompetent?

Keep the following points in mind when running “A Nest of Vipers”:

- **Everybody makes mistakes:** Although the Storyteller characters are powerful, they are not infallible. Indeed, Adam is more powerful than the players’ characters, but this whole mess stems from his arrogance and hubris (or, in game terms, a few failed dice rolls). A simple lapse in judgment, a mistake in assessing a threat, and all of a character’s power can be directed toward the wrong end. Keep this in mind when portraying characters like Chain Parris and Anacaona de Xaragua. They are not omniscient, and they can act on only what information they have. Paradox, likewise, afflicts them much more keenly than the players’ characters because they have high Gnosis ratings. (This is exemplified further in Scene Three.)

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- **Hide dice rolls:** Of course, while you might want a Storyteller character to fail an important roll, the dice don't always cooperate. You could, of course, just forgo the dice rolls altogether when you need for a particular task to succeed or fail, but it's often more satisfying to roll the dice and inform the players that the supporting character in question has failed in whatever effort she was attempting. This removes the feeling that you, as Storyteller, are directing the action rather than guiding it. This tactic does require you to hide your dice rolls, however. Since some rolls should already be made in secrecy (Tyrrhenus' Dream rolls, for instance) the players shouldn't object.

- **Only one action per turn:** Supporting characters are capable of great things, but they can't do everything at once. When the action starts, have Storyteller characters take actions that facilitate the players' characters actions, rather than solving problems themselves. For instance, in Scene Three, Anacaona de Xaragua acts to make sure that the Envy-spirit does not escape, but she does not attempt to damage it. She does so because she is unclear about the details of the fight and doesn't wish to make things worse. Regardless of her motives, though, her actions prevent things from getting out of hand and leave the players' characters free to destroy the spirit.

- **Avoid incompetence:** In films and novels where the main characters are young and/or inexperienced but still called upon to solve major problems (very common in the fantasy genre), elders and leaders are often stupid, lazy, or bull-headed. This plot device works passably in such media, but in roleplaying games, disbelief on this matter can be a little harder to suspend. If you need a powerful character to avoid taking action on a topic, don't have him wink and disappear, spout cryptic nonsense about a character's destiny or ignore obvious evidence about the matter at hand. Instead, consider other reasons why he cannot simply solve the problem himself. Perhaps the supporting character has the Destiny Merit and recognizes his bane in what the characters are presenting to him. Perhaps he is bound by a sworn oath not to become involved (and tells the characters so). Perhaps he is capable of helping, but has other agendas that the characters are somehow infringing upon. Consider every character's motives and how they might conflict or interact with the players' cabal's agenda. Also, remember that people (mages included) are often capricious and short-sighted. Simple human error can be an acceptable way to keep a powerful character from solving everything in one roll. Just make sure it's plausible.

- **Characters are the stars:** No matter what the Storyteller characters are technically capable of doing, the players' characters are the most important people in the story. They should be the ones solving the problems and reaching the goals, and the supporting characters should *help them do so*. Even if they "help" by providing opposition that must be surmounted, the supporting cast is acting within its role.

NEW SYSTEM: THE DUEL ARCANE

Since time immemorial, mages have struggled against each other. The orders have long since codified and formalized their conflicts to allow the Awakened to settle their differences. Their system is known in common parlance as the "Duel Arcane" or "wizard's duel," a magical battle between mages.

The practice of the Duel Arcane dates back to the time of Atlantis and remains largely unchanged since then. All the orders recognize the validity of a challenge from a fellow mage. The ultimate purpose of the Duel Arcane is to allow mages to test their power against each other without immediately fatal results.

THE CHALLENGE

The duel begins with a formal challenge or declaration of hostilities. The challenger informs the challenged of the nature of the dispute and the challenger's demands. It might be a formal apology over a point of honor, a dispute over possession of a Hallow or Artifact, rights to a particular territory, and so forth. The challenged mage must either cede the point (thus ending the conflict peaceably) or take up the challenge, beginning the duel.

CONTEST OF WILLS

Once the challenge is offered and accepted, the dueling mages prepare for battle. They join their wills in a mystical connection, pitting their magical might directly against each other. This is often accompanied by a formal declaration of the duel, although none is actually needed. The silent intent of the mages is sufficient, and some duelists simply glare at each other across the length of the dueling field.

The initial moments when the duelists lock wills is traditionally accompanied by a series of taunts, boasts, threats, and recitations of lineage or accomplishments—all aimed at cowing one's opponent. Again, these displays are not strictly necessary; the contest of wills is what really matters.

The player of the mage with the highest initiative rolls Presence + Intimidation or his Manipulation + Subterfuge (whichever tactic the mage prefers), resisted by the opponent's Composure. Then the defender does the same, making his taunts or threats, resisted by the other mage's Composure. Whoever has the most successes unnerves his foe, and he gains a +1 die bonus on all further rolls for the duel. If neither player rolls any successes, or if they have the same number, neither side gains an advantage. Either mage may choose to break off and cede the duel at any point. Otherwise, the contest continues.

SQUARING THE CIRCLE

For the actual duel to begin, an apprentice of the Prime Arcanum (2 dots) must create the dueling circle, the space where the Duel Arcane will take place. This involves casting a rote called “Squaring the Circle” (detailed in Scene Two). Preferably, this mage is a neutral observer, not one of the combatants, although this is not necessary. A challenged person can deny the duel if he is incapable of creating the circle and no neutral mage is available to do so.

The Duel Arcane spell creates a place where the ordinary rules of reality and magic do not entirely apply. Within the dueling circle, the contestants grapple with the manifest power of their opponent’s magical will, wielding their own magical power as both sword and shield. Any mage with Mage Sight can witness the dramatic effects of a Duel Arcane, as described as follows with each Arcanum:

SWORD AND SHIELD

Each mage chooses two Arcana: one to serve as the mage’s “sword” and the other as “shield” during the duel. In some formal duels, the challenged chooses the sword Arcanum while the challenger chooses the shield Arcanum, but generally the mages are free to choose whichever Arcana they prefer. A mage cannot use the same Arcanum for both sword and shield in a Duel Arcane.

The sword and shield Arcana influence the appearance of the duel. There is no particular game benefit to choosing one Arcanum over another (except for the Arcanum’s rating). The visual effects of the sword and shield are just that, purely visual. Common elements associated with each Arcanum are as follows. Since Jack and Enoch are the only two mages involved in the Duel Arcane during this story, only the Arcana available to them have been included here. Others appear in **Mage: The Awakening**.

- **Fate:** The sword of Fate may turn back an attacker’s own sword or cause strange accidents to occur. Sometimes it appears like a net of threads, entangling the target further and further. As a shield, Fate turns attacks aside just enough for them to miss, or it grants a stroke of good luck to protect the mage in the nick of time. A successful attack may prove less effective than it first appears when Fate is involved.

- **Forces:** The Forces Arcanum is quite dynamic as a sword. The mage lashes out with blasts of energy—fire, lightning, or light—or perhaps wields a weapon made of pure force. A shield of Forces is similar, surrounding the mage in a burning cloak or blazing aura that turns aside attacks.

- **Matter:** The sword of Matter may be a literal one, a fine weapon of the mage’s choice. It might also be flying shards or columns of rock, blasts of wind or water, even fantastic things like streams of liquid metal or molten rock. The shield of Matter seems just as solid: walls or barriers rise up to protect the mage, or the shield may appear as a literal shield or suit of fine armor fortified by the power of Matter.

- **Prime:** The sword and shield of Prime are most often formed of pure, burning light, either white or prismatic with the colors of the rainbow. For some mages they take on almost material form, but still surrounded by the pure glow of their source.

- **Space:** As a sword, Space strikes with strange twists and maddening bends in space, rending open portals to strange and dangerous places, even twisting the other mage like taffy. As a shield it causes attacks to veer wildly off target, or swallows them up in warps leading into an endless void.

- **Time:** The sword of Time brings all things to dust. Often it is visible only by its effects, or as a shimmer or distortion in the air. For some it appears as a handful of glittering sand, water, or quicksilver. The shield of Time is likewise mysterious. The mage may move with superhuman speed to avoid attack. Conversely attacks may slow to a snail’s pace, easily sidestepped.

THE CONTEST

Once the dueling circle is formed and the contestants have chosen their sword and shield Arcana, the Duel Arcane begins in earnest.

The mage who *lost* the contest of wills at the start of the duel strikes first. If the mage chooses to yield first strike to the other duelist, then the other mage loses the bonus die gained from the contest of wills after the first attack is made. This can even out a duel over the long run, but is risky, especially with a more skilled opponent. Once the first attack is made, the duelists alternate between offense and defense.

The attacker rolls Gnosis + sword Arcanum, resisted by the defender’s shield Arcana. If the attacker succeeds, the defender loses one Willpower point per success. The defender can choose to forgo his attack to devote the turn to defense, in which case his shield Arcanum is doubled before applying it against the attacker’s dice pool.

RESOLUTION

The Duel Arcane continues until one of the participants chooses to yield or is reduced to zero Willpower points, or the duration of the Duel Arcane spell runs out. The

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winner of the duel—whomever has the most remaining Willpower points—regains one point of Willpower: a surge of confidence from the victory.

The loser of a Duel Arcane is expected to yield the point of contention to the victor, who is in turn expected to gracefully accept and allow the loser to depart peaceably, not pressing the advantage. Traditionally, a Duel Arcane settles a particular dispute for good. The loser should not challenge the winner over the same matter again (although others may do so). Failure to observe these rules can result in a loss of face for the mage and possible censure or mistrust from the mage's peers.

A mage who has lost a Duel Arcane is weakened—usually with no Willpower points. Taking advantage of a vanquished foe in such a weakened state is considered poor form, unless the Duel Arcane involves a question of the freedom or survival of one of the participants, in which case it's likely to be a more serious matter.

DUELS TO THE DEATH

Mages can fight a Duel Arcane past mere exhaustion of their Willpower points. If a mage chooses to fight on regardless, any additional damage from the duel is real (affecting Health points), and the duel ends when one duelist yields or dies. Duels to the death are relatively rare, but they do happen, usually in cases where a mage prefers death to surrendering to a bitter enemy. Still, many find their courage wanting, breaking off the duel and yielding before the final blow is struck.

CHEATING

Of course, mages can and do sometimes ignore the formal rules of the Duel Arcane. They attempt to cheat in order to gain an advantage in the struggle, or lure an enemy into a duel and then spring a trap.

Cheating in a Duel Arcane essentially involves doing anything other than using magic to attack or defend in the normal fashion. So a mage who casts a spell to harm, weaken, or transform an opponent, or to alter the conditions of the battlefield in some way, or does anything else, directly or indirectly, to influence the outcome of the struggle, forfeits the honor and protection of the duel. The other mage is entitled to use whatever means to settle the matter from then on. Of course, *proving* the other mage cheated can be a somewhat more difficult matter.

Generally, cheating requires the mage to give up his attack for that round of the duel in order to cast another spell or take some other action, but some carefully planned cheats, especially involving prepared spells or allies, can be done more subtly.

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This story begins one week after the events of "Driving Angry." The characters have been asked to come to Salem and explain the Vice-spirits and, more importantly, what happened to Amelia. Adam comes along with the characters (he has now had time to regain his full strength), and he makes it clear to them that he will take full responsibility for anything that has happened due to the spirits' escape. He does warn the characters, however, that the Boston Consilium isn't likely to step in and solve the problem or even care too much about it, provided it doesn't affect the members directly. Boston is a land of opportunism and dark dealings among the Awakened, and the Hierarch of the city—a member of the Silver Ladder called the Nemean—settles matters quickly and violently.

At the meeting, the characters discover that they are not meeting with the Nemean himself, but with a second-in-command named Chain Parris. Chain is curious about the affair with the spirits, but has little knowledge of such things himself. It is this deficiency that makes him vulnerable to the blandishments of the Envy-spirit when a previously unknown mage arrives to challenge Jack over a crime he has no memory of committing.

"A Nest of Vipers" ends with a harsh judgment against Adam and gives the characters the opportunity to destroy the Envy-spirit. Even if they succeed, however, the experience terrifies Chain, and the characters can expect little in the way of direct assistance from the Awakened of Boston.

AMELIA

If Amelia died during the last story, Adam assumes responsibility for her death. In this case, the proceedings in Scene One are decidedly grimmer. No question remains as to whether these spirits are life-threatening; their influence has already led to one fatality. Chain Parris accepts that Adam's actions led to Amelia's demise, but he does make it clear to the characters that he feels they should have taken her alive.

If Amelia survived the last story, she is with the characters. This lightens the mood a bit, but it does raise an additional concern. Namely, Amelia is still possessed and no one present is certain that the possession can be reversed. Also, the Wrath-spirit bonded to Amelia can attempt to reassert control if Amelia becomes angry. This possibility isn't really meant to be a threat, merely a reminder of how dangerous the spirits are. If, during the story, something happens that you feel would make Amelia angry, describe her fingers leaving burn marks as she drums them on the table. A quick admonition from the characters to "calm down" allows her to regain control, but they should never be allowed to forget what she is capable of becoming.

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MANA

The characters might have gained or lost Mana in the week since “Driving Angry” ended. How much Mana they have at the start of this story is up to you. Some suggestions:

- They start with Mana equal to their Wisdom ratings (simple, easy to remember, and provides an additional impetus to avoid unwise acts).
- They keep the same amount as when the game left off, plus 21 points from the Hallow distributed among the characters as the players see fit (places more responsibility on the players to manage their resources).
- Have each player roll a die, divide the result in half rounding up, and add three (for the Hallow’s rating). This method simulates the unpredictable nature of the World of Darkness.

SCENE ONE: WISEST OF THE WISE

In this scene, the cabal journeys to Salem and meets with the Provost of the Boston Consilium, as well as the Consilium’s enforcer. The Provost questions the characters and Adam, and listens to any recommendations they have on possible punishment for Adam.

On the way to Salem, Adam talks with the characters about what they can expect. He tells them that the Consilium in Boston is dominated by two cabals, the White Putnams (largely Christian) and the Ebon Noose (neopagan). The two cabals are unusual in that they date back to Colonial times; most cabals don’t survive the deaths of their founders. Adam is not well versed in the history of the Awakened in the region, but he has heard rumors of dark and secretive pacts between the two cabals enabling their longevity.

Adam identifies three major players in the Awakened power structure in the area: the Nemean, Chain Paris, and Anacaona de Xaragua. The Nemean is the Hierarch, a member of the Silver Ladder and a Thyrus mage (like Niamh). Adam has spoken with him, but not for many years. Although Adam is loath to speak ill of others, he admits that the Nemean is violent and quick-tempered, and that he doesn’t actively attempt to encourage unity among the Awakened of Boston. Adam warns, however, that the Nemean is a master of the Life and Spirit Arcana, so he might be helpful in the characters’ current predicaments. (The Nemean does not actually appear in this story, but the characters won’t know that until they arrive.)

Chain Parris is the leader of the White Putnams cabal, and is a member of the Mysterium order. He is an Obrimos mage

(like Tyrrenus) and is a devout Christian. His influence, however, extends to some decidedly ungodly people—the high society of Boston. Adam has never personally interacted with Chain, but from what he has heard, Chain is a surprisingly humble individual.

Finally, Anacaona de Xaragua is the Sentinel of the Consilium. She is responsible for keeping peace, which, ironically, often means she must resort to violence. Adam knows that she is a member of the Adamantine Arrow (like Morrigan) but does not know what Path she walks. He has heard that Anacaona is a violent and deadly woman, but he’s never met her.

During the trip, Adam reassures the characters that he will assume responsibility for what has happened and accept any punishment that the Consilium decides to levy. If the characters ask what kind of punishment is likely, Adam looks grim and responds that it’s been so long since he has attended a Consilium meeting that he doesn’t know what to expect.

CORMANT HOUSE: THE CONSILIUM

Boston’s Consilium can meet nearly anywhere, but the Nemean prefers Cormant House, a mansion that the Ebon Noose donated to Salem 25 years ago. The bequest (the house was willed to the town by one of the mages) specifies that the house be converted into a small museum presenting “the legitimate history of Salem and Danvers,” with the upstairs providing income as executive suites. The house stands in a small wood lot: two acres of quiet a few minutes away from the gaudy middle of town.

The museum is unpopular because its “legitimate history” barely mentions the witch trials and concentrates on architecture. In short: It’s boring, and tour guides recommended it only for completists. Cormant House’s executive board doesn’t really want to improve the place’s profile, however. As chairman, the Nemean rather likes a place that’s theoretically public, but practically unknown.

Cormant House has no enchantments except for what mages bring with them. The Nemean doesn’t care whether mages scry on each other and has threatened to kill anyone who enchants the building. In fact, he frowns on any spells in the house, though he realizes that mages will back up their desires with magic too often for him to impose a blanket rule. The Wise are encouraged to comport themselves as if they were mere Sleepers, and mages who attend the Consilium are even asked to donate a few dollars to cover renting the upstairs suites. Entering or leaving the grounds magically is considered a serious breach of etiquette.

When the characters arrive, proceed from this point.

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Read the following:

Salem, site of the infamous witch trials, has become a lodestone for the neo-pagan movement. The local high school's mascot is a broomstick-riding witch, and museums dedicated to the trials and witchcraft can be found on almost every block. The city is a tourist attraction, but even underneath the somewhat artificial veneer, you sense power as you drive through the streets. Perhaps, though, this feeling is merely anticipation at the trial that awaits you.

You turn onto a long driveway past a small sign advertising Cormant House. The sign also says the museum is closed, but of course that doesn't apply to you. As you approach the main building, you see three other vehicles already parked there. A dark-skinned, athletic woman with long hair tied back by a bandana leans against the doorjamb. She watches you coldly as you disembark. As you approach, you can see strange tattoos covering her arms. This, you surmise, must be Anacaona de Xaragua, the Sentinel.

Stop reading aloud.

Anacaona greets the characters with a chilly nod, and tells them to go upstairs to see Chain. If any of the characters ask after the Nemean, she informs them that he isn't available tonight and has left his Provost (Chain) in his stead. The players can feel free to read sinister intent into this if they like, but the truth is that the Nemean has already made up his mind about Adam and his magical practices and decided not to go to the trouble of hearing the issues.

Proceed from this point.

Read the following.

The inside of the mansion is opulent, yet cold and sterile. Every surface is free of dust, the carpet is freshly cleaned, but the lights are dim and the room is cold. It is difficult to believe that anyone ever lived here. The ambience is more reminiscent of a tomb than a home.

Ascending the stairs, you enter a conference room with a long wooden table. This room, closed to the general public, is clearly put to use more often. It is well lit, and a fresh pot of coffee percolates in a corner. Seated at the far end of the table is a man in a white suit. He stands up when you enter and smiles politely, motioning for you to sit. He wears a brass ring on one hand, the significance of which Adam mentioned in the car. This man belongs to the White Putnams cabal. He introduces himself as Chain Parris, the Provost of the Boston Consilium.

One other person is present in the room, sitting to Chain's left. He has thinning brown hair and wears a black turtleneck shirt and a pair of wire-rimmed glasses.

Stop reading aloud.

Let the characters introduce themselves to Chain. The other man at the table is a mage named Enoch. He is present to challenge Jack, but doesn't introduce himself until after the characters have been seated and the matter about

Adam has been discussed. When the characters sit down, have the players roll Wits + Subterfuge. If this roll succeeds, the characters notice Enoch scowl at Jack.

If Tyrrenus has Supernal Vision active, have his player roll Wits + Occult. If this roll succeeds, he notes that Enoch is a mage.

Have the players roll Intelligence + Politics. (Tyrrenus' Status adds an extra die to his player's roll.) If the roll succeeds, tell the players that the fact that only one member of the Consilium—Chain—is present is somewhat strange. Normally, judicial matters of this kind would call for the Hierarchy, the Provost, and several other prominent mages of the area. If anyone brings this to Chain's attention, he tells the characters that this meeting is to establish what happened and whether Adam or the cabal bears responsibility for any supernatural mistakes. If this is the case, Chain says, the Nemean has empowered him to pass judgment.

This might upset the characters, but if they press the issue, Adam tries to quiet them, reminding them that he is to blame for everything that has happened and that getting out of this situation quickly and intact is more important than quibbling on points.

If the characters ask what Enoch's business is, Chain responds that he is petitioning the Consilium on an unrelated matter (by which he means it is unrelated to the spirits, although Enoch's petition does involve the cabal). If the characters request that Enoch not be present during the hearing about the Vice-spirits, Chain concedes the point and asks Enoch to wait outside.

THE HEARING

Chain asks Adam to explain what happened, where the spirits came from and why he summoned them in the first place. You can either gloss over this explanation (since Adam recounts everything honestly and the players already know the information), or if you feel the players need a recap, take the opportunity to have Adam tell his story. Chain stops Adam when he first mentions the cabal and asks the characters to tell him what happened from their perspectives. He makes careful note of any admission of wrongdoing, especially using magic publicly, but otherwise seems to accept Adam's plea of guilty. Chain obviously disapproves of goetic magic (the practice of summoning one's "inner demons" and doing battle with them), but he doesn't seem to understand any detailed talk about spirits. He mentions offhandedly that the Nemean would be better suited to judge this testimony. Adam brightens slightly at this news. The characters might realize, as Adam has, that Chain is a reasonable enough man that he won't punish the characters if he doesn't understand the crime.

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After Adam and the characters have brought Chain up to speed, including testimony from Amelia (if she is alive), he says that he will take some time to think about the matter and let Enoch state his business in the meantime. He asks Adam to wait downstairs with Anacaona during this time.

This scene ends when Enoch is given the floor.

PERMUTATIONS

This scene can be a somewhat amiable chat between mages, or it can be a bitter series of jabs and accusations, depending upon the actions of the characters. The following are some notes for portraying the Storyteller characters in this scene:

- **Anacaona de Xaragua:** She lurks outside the door but does not butt in unless she is asked to do so. As a Thyrsus mage, she has some proficiency with Spirit mage, but *goetia* is foreign to her. If Adam explains it, she frowns and says that any mage foolish enough to make his own flaws manifest deserves whatever happens to him.

- **Enoch:** If he is present, he merely listens politely during the hearing, but he scoffs quietly at anything Jack might say. If Jack or another member of the cabal calls him on this behavior and asks him what he means by it, he merely states that he will be quiet and wait until it is his turn to speak.

- **Adam:** He is soft-spoken and polite during his confession. Adam does not try to shirk responsibility for his actions and is quick to jump in to defend the characters if they say anything that would incriminate themselves. He does not attempt to defend his actions or *goetia* in general, but he does explain it if anyone asks. His motives, he says, were pure, as he simply wished to help humanity prepare for an eventual incursion by creatures from other realms. The result, he admits, was horribly flawed.

- **Amelia:** She has probably realized by now that Adam is responsible for the spirits' escape and her possession, and during this scene can finally confirm this in any case. Amelia is still coping with the Wrath-spirit possessing her, waiting for something to empower it enough to take control again. Amelia isn't at all well-disposed toward Adam, but she appreciates that the characters risked their lives to save her (especially if they did so without injuring her). She does not say anything during the questioning, instead focusing on keeping composure.

- **Chain:** He listens politely to everything the characters and Adam have to say, asking questions where necessary to facilitate his understanding of what has happened. It is important to present him as rational and level-headed during this scene, since that enables the players to notice the difference in the next scene when the Envy-spirit starts nudging him.

SCENE TWO: THE CHALLENGE

In this scene, a Bostonian mage called Enoch accuses Jack of stealing from him and challenges him to the Duel Arcane to settle the matter. The entire duel is the work of the Envy-spirit, however, trying to weaken Jack enough to possess him.

When Enoch is given the floor, proceed from this point.

Read the following.

The man in the black turtleneck shirt stands and clears his throat. "I'll be brief," he says. "I wish to challenge the mage known as Jack to the Duel Arcane." He fixes you [Indicate Jack] with a poisonous scowl.

Chain furrows his brow. "Any particular reason?"

"He stole from me," says Enoch, his eyes never leaving Jack. "Two nights ago, I met him in a bar in Boston. We talked about an object I'd recently purchased, and he stole it from my car."

Stop reading aloud.

Jack probably wishes to dispute or deny these claims. Chain is willing to allow Jack and the rest of the cabal to question Enoch about the alleged theft. Some of the more obvious questions and their answers follow.

- **When was this?** "Two nights ago, just before midnight." (This story takes place on a Wednesday, so the theft supposedly happened on Monday.)

- **What was stolen?** "A small statue carved out of wood."

- **Why is it special?** Enoch only states that the object has "mystical properties," but he refuses to elaborate, claiming that it would give Jack too much information.

DEFENSE

The characters, of course, can probably vouch for Jack's whereabouts at the time of the theft. Likewise, Jack might be willing to allow Chain Parris to use the Mind Arcanum to verify his claims of innocence. Unfortunately, there is more at work here than meets the eye.

The Envy-spirit, like the other Vice-spirits, cannot Claim any mage except the one it imprinted itself upon (Jack). It can use its Influence, however, to create and magnify feelings of envy and bitterness. Some people are more susceptible to this effect than others, namely those who themselves suffer the Vice of Envy. Unfortunately for Jack, both Enoch and Parris fit this description.

The Envy-spirit is present in the room, linked to Enoch using its Living Fetter Numen (see the spirit's traits in the Dramatis Personae section of this story). Once Enoch has made his case, the spirit uses its Influence to engender and strengthen feelings of envy. Enoch, Chain, and Jack are the

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only three characters in the room with the Envy Vice, so they are the most susceptible.

You, as Storyteller, roll Jack's Resolve + Composure (five dice). If this roll succeeds, Jack resists the Influence and nothing happens to him. If the roll fails, however, take Jack's player aside and inform him that Jack is feeling annoyed that Enoch has the power to simply waltz into the Consilium and start issuing bogus challenges, and that some small part of Jack wishes that *he* had that kind of clout. The player might well recognize that the Envy-spirit is behind these urges, and whether or not Jack figures that out is for the player to decide. In any case, neither Chain nor Enoch resist the spirit's power successfully (though you may make hidden rolls for these characters and simply ignore any successes if you wish).

Chain, for his part, feels jealous of Enoch and Jack because they are young and relatively unimportant. The demands of his station as Provost make him weary, and he sometimes longs for the days before he accepted this position and could act with a bit more impunity. Normally, Chain would not sanction a Duel Arcane on such spurious grounds, but due to the Envy-spirit's Influence, he agrees to Enoch's challenge and orders Jack to either accept the challenge, or decline it and return the object.

Have each player roll Intelligence + Wits + 1 die (for the Order Status Merit). If this roll succeeds, the mage realizes that Jack can set the terms of the duel, since he is the one being challenged.

COMPLICATIONS

The following are some of the other wrinkles that the players might add or inquire about.

- **Terms of the duel:** Jack, as the challenged party, may insist upon time limits, which Arcana are used as sword and shield, and any other specific terms. Enoch agrees to any terms that Jack sets. He is challenging Jack only because of the Envy-spirit's trickery, and the spirit doesn't necessarily want Jack to lose. It only wants him weak.

If Jack so desires, he can cast an improvised Fate spell to determine which Arcana would best serve him in the duel. Using Fate as one of them would probably be the best choice, since Jack is more skilled than Enoch in this Arcanum.

- **Refusing to fight:** Jack could refuse the challenge. If he does so, you have a few options. You could simply skip the rest of this scene and move on to Scene Three. You could have Chain *order* Jack to accept the challenge (which every character in the room knows is a breach of protocol, and certainly tips the cabal off to the fact that something is very wrong). You could also remind Jack's player that the worst that happens in a duel is that a character feels

tired and drained afterward. There is no physical danger, and competing in the duel might give him and the cabal insight into what actually happened to Enoch in that bar. Don't reduce the affair to a roll of the dice, though, and don't actually force the duel to happen. (Chain's "order" isn't really enforceable; he's powerful, but certainly not able to command such things.) Just try to steer the player into accepting it, because it furthers the plot along and makes for an interesting scene.

- **Counter-challenge:** Jack's player might feel as though he's not getting anything out of a victory in this challenge, and might wish to issue his own challenge to Enoch. Asking for a formal apology if Enoch loses, or even magical instruction, wouldn't be out of the question. The problem here is that Chain, the officiate, has to validate the duel and isn't exactly on Jack's side at the moment. Feel free to allow Jack to counter-challenge Enoch, but don't let him come out too far ahead. On the other hand, if Jack wins the duel, he is gaining an edge on a rival in a way that harms that rival, which fulfills his Vice of Envy. This can give Jack a point of Willpower back, but also empowers the spirit further (granting it an extra point of Essence). Only give the spirit this bonus if Jack attempts to get something out of the duel, though.

- **Characters look for the spirit:** If the players have noticed that Chain Parris is a rational person up to this point, but that he has suddenly started acting peevish and bitter, they might deduce that the Envy-spirit is present. Niamh and Morrigan can use Second Sight or Exorcist's Eye (respectively) to sense or to find the spirit. The Envy-spirit, however, can use its Hidden Sickness Numen to hide from the mages. Roll the spirit's Power + Finesse (seven dice) and compare the number of successes to the players' roll for Exorcist's Eye. If the spirit wins, the characters do not notice it. If you want the players to have the option of finding the spirit at this stage in the story, just go by the dice rolls. If they find the Envy-spirit, it tries to possess Jack immediately, and you should skip to the appropriate section of Scene Three. If you wish to run the Duel Arcane and the beginning of Scene Three, just assume the spirit's Numen beats the characters' detection spells and it remains unbound.

- **Characters blame the spirit:** Blaming the Envy-spirit for the theft of Enoch's artifact might seem like a viable course of action, but unfortunately it doesn't convince the people it needs to convince (namely, Enoch and Chain). Enoch sneers at such stories, claiming that Jack is using Chain's lack of knowledge about spiritual matters to cover his crime. Chain, stung, says that the "SODDI" defense (an abbreviation sometimes derisively used in the judicial system—it stands for "Some Other Dude Done It") won't work here, and he holds Jack accountable.

THE DUEL

The rules for the Duel Arcane are listed in the beginning of this story. Anacaona draws the dueling circle and the two opponents square off. Chain does not watch the duel. He remains in the conference room to consider Adam's case.

If Jack has not specified which Arcana are to be used in the duel, Enoch chooses Matter as his sword and Time as his shield. The duel otherwise proceeds as outlined in the beginning of the story, and goes until one or the other of the mages loses all Willpower or until a predetermined time limit has elapsed.

If Jack wins this duel, Enoch is forced to concede defeat. He still believes that Jack has stolen from him, but he resigns himself to never getting it back. If Jack loses the duel, things get a little confusing. By the terms of the duel, he is now honor-bound to return the "stolen" item. Should Jack continue to proclaim his innocence, Enoch scoffs with smug superiority and ignores these protestations. He demands that the item be returned no later than one week hence. Chain will say only that he expects Jack to abide by the terms of the duel. If Jack still persists, Enoch might be willing to accept something else of Jack's, provided it is of equal value. What that something else might be is up to the whims and vagaries of your roleplaying.

This scene ends when the duels ends and the characters retire to the conference room again to hear Chain's verdict on Adam.

SCENE THREE: JUDGMENT

Finally, Chain levies his judgment upon Adam at the same time that the Envy-spirit tries to possess Jack. The characters have a chance to destroy the spirit, but they must act quickly, before the spirit vanishes into the Shadow Realm.

The characters reassemble in the conference room. Enoch stays to hear the verdict unless the characters wish him to leave, in which case he does so (and therefore his involvement with this story ends). Anacaona stands at the door to the conference room.

Read the following.

Chain peers over all of you with a look bordering on contempt. "What you did was nothing short of hubris, Adam," he says. Adam nods humbly. "The fact that you managed to rope a cabal into helping you clean up your mess doesn't absolve you of making the mess in the first place"

Stop reading aloud.

If the characters take exception to this, Chain snaps at them to be quiet. If Amelia is present, she starts to shift uncomfortably in her chair. A character with Mage Sight

active through the Spirit Arcanum notices the Wrath-spirit that possesses her stirring. She is trying to keep control of herself. Don't allow the characters to pause for too long, though, before continuing.

Read the following.

Chain continues. "You need to rejoin our society, Adam. Obviously you need some supervision." Adam frowns, but he does not speak. "Therefore, I order you to forge a soul stone, which will become the property of this Consilium until such time as all of these spirits are banished or destroyed." [If Enoch is present,] Enoch and Anacaona de Xaragua both stare at Chain in shock.

Stop reading aloud.

Have each player roll Intelligence + Occult. If the roll succeeds, the character knows that this sentence is not only harsh, but dangerous to Adam. A soul stone, such as the one Jack won in the card game (thus granting him the Thrall Merit), allows one mage to hold great power over another. Not only that, but forging a soul stone is a sin against Wisdom, making it risky to Adam's sanity to even attempt it.

Allow the players only enough time for this information to sink in, and then have Jack's player roll Resolve + Composure in a opposed roll against the Envy-spirit's Power + Finesse (seven dice). You must also spend a point of Essence for the spirit. If you roll more successes than the player, the Envy-spirit possesses Jack. If not, the spirit fails to possess him. In either case, Chain does not notice the spirit's activities, nor do any of the other Storyteller characters. Have the players roll Wits + Occult (active Mage Sight through Mind or Spirit grants a +1). If this roll succeeds, the character feels a powerful rush of magic from Jack's general direction.

Exorcist's Eye can detect the spirit as soon as it possesses Jack, of course.

A number of different things can happen at this point.

- If the spirit failed to possess Jack: Jack knows what happened, and probably raises an alarm. The spirit immediately attempts to escape back into the Shadow Realm. Anacaona de Xaragua can prevent this from happening for a few turns. She raises her hands and the room seems to grow smaller and more confined (a character with Mage Sight active realizes that she has cast a spell involving Space and Spirit, stopping any ephemeral creature from leaving the area). The players now have three turns before the spirit can flee. Proceed to "Grappling with Envy."

- If the spirit possessed Jack but was discovered: It runs for the door and tries to push past Anacaona to escape. The Sentinel, much better suited to fisticuffs than Jack, throws him back into the room. Proceed with Grappling with Envy.

- If the spirit possessed Jack but remains hidden: Jack can attempt to fight the possession. As in "Gazing into You," doing so requires the player to spend a point of Willpower

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(which is why the spirit went to such great lengths to weaken Jack's will before attempting possession) and roll Resolve + Composure in a contested action against the spirit's Power + Finesse. If Jack runs out of Willpower, he cannot fight the possession anymore—his will is broken, and he must rely on the other characters to free him. It bears noting, though, that Jack's Virtue (Faith) can save him. If he can find meaning and purpose in what has happened tonight, he regains all his Willpower points and can thus fight the spirit. If the player wishes to attempt this, ask him to explain what purpose or meaning Jack can salvage from all of this. Any reasonable explanation should suffice, but don't suggest this course of action to the player.

If Jack's will is broken and the player doesn't think to use Jack's Virtue to regain Willpower (or if he has already done so during this story, since a Virtue can only be used once per session), you have a few options. If the characters do nothing, Chain dismisses them but requests that Adam stay behind to begin the process of forging the soul stone. Amelia, likewise, still has business with the Consilium, so she remains at Cormant House for the time being. The Envy-spirit stays quiet and waits for the next opportunity to escape. Take Jack's player aside and explain what has happened, and request that he portray Jack with an emphasis on his Vice. Hopefully the other players will catch on and investigate. If they don't, you might consider allowing them to roll Intelligence + Subterfuge to recognize that something is different about their companion. In any case, when they finally do initiate conflict with the spirit, proceed to "Grappling with Envy" (though you might have to change some details depending on the circumstances of the fight).

PREVENTING THE SPIRIT'S ESCAPE

The Envy-spirit doesn't wish to be destroyed, and as soon as it realizes it is outgunned, it will vanish into the Shadow Realm. It can do this as a reflexive action, meaning that unless the characters have some way of anchoring the spirit, it will flee as soon as it is discovered. As discussed previously, Anacaona de Xaragua can use her magic to prevent the spirit from escaping, but only for three turns (which *should* be enough).

The characters can also tempt the spirit into staying by playing to its nature. Brandishing any valuable object entices the spirit to stay and attempt to take the price. In this case, roll the spirit's Resistance (five dice) with a negative modifier commensurate with the enticement. Money might be worth a -1, while a soul stone or some equally valuable mystical prize might reduce the spirit to a chance die. If the roll fails, the spirit must make at least one attempt to grab the object before it can flee.

The characters can also use some of the same tactics on the spirit (if it isn't possessing Jack) that they might have used on the Sloth-spirit. Namely, Niamh can use Spirit 2 to summon the Envy-spirit back. (Pit her Gnosis + Spirit in a contested roll against the spirit's Resistance. If Niamh's player wins, the spirit must remain in the area.) Ogma can use Space 2 to lock the spirit into the general area, preventing it from discorporating willingly (Space + Gnosis) for one turn.

If the spirit is still possessing Jack, the characters don't have to worry about it escaping. It will not willingly relinquish its control over him.

GRAPPLING WITH ENVY

If the spirit is still possessing Jack, the mages are faced with much the same dilemmas as when they fought Amelia. The difference is that while Wrath's ban prevented it from backing down from a fight, Envy is perfectly capable of running. It is not capable, however, of letting go of Jack. As such, it's fully willing to leap out a window, jump into the path of a bullet or any other self-destructive behavior in order to kill Jack out of pure spite. (If the spirit can't have him, no one else can either.) For the same reason, the spirit doesn't hold back in combat. It always uses an *all-out attack*, meaning that you add two dice to its Brawl attacks but it does not benefit from any Defense. (the players roll their characters' full dice pools when hitting "Jack.")

If the spirit is free, the characters must first lock it into the area. If the spirit cannot flee, it Materializes as an exact duplicate of Jack and attempts to tackle him, trying to confuse the characters. (It knows this ruse won't fool magical scrutiny, but it hopes to get close enough to a door in the melee that it can escape the room.) It can sense when magical effects keeping it bound run out, though, and the instant it can flee, it does so. In the interim, it attempts to use its Drain Mana Numen on Jack (or Enoch or Chain, if the circumstances of the fight allow it).

The spirit begins this scene with seven Essence. (It had more, but used some Influencing Chain and Enoch). Possessing or attempting to possess Jack requires one Essence point, and Materializing costs the spirit three Essence. The characters can strip its Essence away by exploiting its ban—the spirit cannot abide charity. Anything of value freely offered to the spirit as a gesture of charity siphons one Essence away.

The Envy-spirit begins this scene with 10 Corpus, and reducing this value is a little more difficult. If the spirit Materializes, it suffers damage to its Corpus by normal physical attacks. If the spirit is possessing Jack, it jealously absorbs anything that happens to him, helpful or harmful. That means that any damage the characters inflict upon Jack's body doesn't harm him, but is transferred directly to the spirit. (If someone hits

Jack, give the attacker's player a reflexive Wits + Composure roll to notice that Jack seems unharmed.)

If the spirit is free, though, it isn't as easy to destroy. In order to weaken the spirit, you can have Adam or Anacaona de Xaragua attack it directly or force it to Materialize (see "Storyteller Characters"), or you can have Chain's Paradox inflict Corpus damage on the spirit as well force it to become visible.

STORYTELLER CHARACTERS

Up to four other characters might be present during this fight: Anacaona, Chain, Adam, and Enoch. The following are suggestions for ways in which they can help the characters without upstaging them.

- **Adam:** He can use Space to lock the spirit in place, Spirit to damage it or command it to Materialize, or Mind to help Jack fight off possession.
- **Anacaona de Xaragua:** She can use Spirit in the same ways as Adam, and she can physically restrain Jack or the Materialized spirit. Her traits are not provided, but you roll seven dice for improvised Spirit spells. She can also use the Life Arcanum to heal anyone injured in the fight.
- **Enoch:** This is not his fight, and he is probably weakened from the duel. He backs into a corner and tries not to get hurt. If Jack took pains to explain what happened, even if Enoch didn't believe him before, he now begins to see the truth and can use the Matter Arcanum to lock doors or strengthen windows to keep the spirit from escaping (if it's Materialized or possessing Jack).
- **Chain:** Badly out of his depth when fighting spirits, Chain makes a bad mistake when the fight begins...

CHAIN'S PARADOX

On the first turn of combat, Chain acts last (don't roll initiative for him). Confused by what he is seeing and frustrated by the events of the evening, he casts a vulgar Prime spell designed to damage the spirit with a blast of magical energy. The spell would have worked, but it triggers a Paradox, creating an affect called an Anomaly. White, jagged lightning arcs from the walls to the ceiling, finally grounding itself near Chain and knocking him backward. Magical effects go haywire in the room—any existing magical effect is immediately canceled (including Mage Sight and armor spells). The spirit, however, immediately becomes visible and solid for two turns (the Anomaly created a sort of magical "shell" for it, which, unfortunately for the spirit, allows other characters to hit it).

If the characters don't need this benefit and you feel they would suffer too greatly from the Anomaly, simply describe the visual effects (the lightning and so on) but do not apply the magical ones.

RESOLUTION

If the characters reduce the spirit to 0 Corpus without reducing Essence to 0 first, proceed from this point.

Read the following.

The spirit implodes, growing thinner and smaller unless all that is left is a ripple of green light. Celebration is premature, however. Adam shakes his head and warns, "It's not destroyed. It's only weakened. It's returned to the Spirit Realms until it can gain enough strength to come back for you, Jack."

The other mages in the room look at each other nervously. Chain stares at the floor, hands shaking. No one wants to say it, but a battle was lost tonight.

Stop reading aloud.

Any character with Wisdom 7 runs the risk of losing a dot here. Use the same system given in "Gazing into You," and remember that anyone who loses Wisdom must also check for a derangement.

If the characters reduce the spirit's Essence to zero before stripping it of all of its Corpus, proceed from this point.

Read the following:

The spirit shrieks, making a high-pitched sound almost like a whistling wind. It grabs out for whoever is nearby, as though trying to anchor itself, but then melts away into nothingness. Adam smiles and opens his mouth to speak, but Amelia cuts him off. "The Wrath-spirit weakened," she says excitedly. "I felt it when that one disappeared."

Adam nods. "It makes sense. All of the spirits were part of a greater being at one point. Destroying one should weaken the rest."

Stop reading aloud.

(Obviously, if Amelia died in "Driving Angry" you'll need to alter the preceding paragraph.)

After the characters have either dealt with failure or realized victory, continue from this point.

Read the following:

Chain is staring at the floor, hands shaking. "These spirits... They're following you?" He lifts his eyes to the cabal, and his expression is one of fear and shame. "You need to destroy these things," he says. "Adam, I rescind my judgment on you for the time being. You need to help this cabal with this matter. I reserve the right to levy judgment again when this is over and done."

"And after we talk to the Nemean," Anacaona adds.

Chain nods. "Yes. I should have insisted he be present for this. I'm well out of my element in this matter, and I should have admitted that." He straightens up and looks Tyrhenus square in the eye. "Tyrhenus, you and your cabal are hereby ordered to avoid contact with others of the Awakened community except as absolutely necessary to find and combat these spirits. I recommend not leaving Quincy, but obviously these spirits can act independently of you, so you might need to follow them. Do not come to Salem, however, without clearing it with a member of the Consilium first."

Stop reading aloud.

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This scene ends when the spirit is gone and Chain makes his proclamation.

AFTERMATH

At the end of this story, the characters have seen a bit of the politics and venom endemic to Awakened society and might well be glad for Chain's order of "quarantine." Hopefully they see the wisdom (or at least intent) behind this order, but in any case, the Consilium certainly has the power to enforce it. The characters are still charged with finding and destroying the Vice-spirits, but are largely on their own. In addition, the following topics should merit some consideration before the next story.

THE ENVY-SPIRIT

If the Envy-spirit escaped, you might choose to have it reappear in a later story, perhaps just long enough to whistle at Jack (thus activating his bane dice) or engage in some other sabotage against him. Remember that this spirit is capable of taking Jack's form and is willing to pretend to be him, which should serve as a reminder of how dangerous these spirits are (and acts as foreshadowing for a future story, as it happens).

AMELIA

If Amelia is alive, her role in the chronicle can be as extensive or as limited as the Storyteller wishes. She can remain with the cabal, acting as support and using her magic to benefit them as necessary. She can remain with the Consilium, perhaps working with the Silver Ladder to help the characters or lobbying for the Consilium to help the cabal.

Another, more drastic possibility is that one of the characters might take her on as a character. If one of the other mages dies during the chronicle, or if Jack's player decides that he should leave Boston (now that the Envy-spirit is gone), the player might wish to play Amelia instead. The fact that the Wrath-spirit still inhabits her body, of course, provides an interesting wrinkle to the character, and this can affect the chronicle as much or as little as you feel necessary. Maybe every time Amelia gains Mana, the spirit tries to exert itself. Maybe the spirit must wait until Amelia actually feels angry, or perhaps it can draw power from anyone feeling enraged in Amelia's vicinity. In any case, the rest of Gloria Mundi assumes that the players are portraying the five characters they have been heretofore been controlling (but occasional mentions are made of Amelia).

ADAM

Adam has his strength back, but discovers that he cannot summon the spirits using his magic. He is happy to teach the characters and help them with their quest, but he has other concerns as well (namely, his house recently burned down).

If the characters trapped the Sloth-spirit during the first story, Adam has now regained enough strength to banish it back to the Shadow Realm whence it came. When he does so, Amelia again feels the Wrath-spirit possessing her weaken a bit.

DRAMATIS PERSONAE

Several new characters are introduced in this story. We've provided write-ups and, where necessary, game traits for them here.

CHAIN PARRIS

Background: Jonathan "Chain" Parris cuts a handsome figure through upscale Massachusetts, a laughing man who's always just to the left of the spotlight at politically charged weddings, regattas, and similar events. There's no need to invite him to events; the proper people just know that he should be there. He stands out among the idle rich because of his simple, healthy lifestyle.

Chain and his friends are the people to see when trouble calls, but they won't hide bodies or let an ugly state of affairs persist. When a certain rich rapist haunted debutante parties, concerned parents brought it up with Chain—nobody identified the man they found floating face down in Martha's Vineyard as the culprit. Five years later, lawyers unsealed the rapist's will to find that he'd given everything to women's charities and churches. Nobody had to suffer anything as ugly as a trial.

The White Putnams keep the communal organization of their Puritan ancestors, but they hold Chain in high regard because of his heritage. On the other hand, they resent what they've come to see as his overweening self-loathing and a tendency to buckle under when the "damned heathen Noose" imposes on them.

Description: Chain is a handsome 30-year-old man, though his wide grin and slick mid-Atlantic speaking voice seem a bit oily. His Sleeper peers respect his unfashionable affectations like the thin sideburns and his sun-bleached, shoulder length hair. Depending on the season, he wears white or pale gray suits. He always wears the brass ring of the White Putnams and keeps a plain wooden crucifix under his tailored shirt. He has blue eyes and a bronzed face.

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Storytelling Hints: Chain believes that humility is essential to his spiritual integrity, especially when so many members are surrounded by wealth. Other Christian mages often live in much more humble circumstances, so perhaps they can afford to be bombastic in their righteousness, but the rich carry an extra burden. It's his job to remind everyone of that, most of all himself. This in no way impairs his ability to scheme and tug on the ties he has with the region's elite. He simply directs it toward nobler goals than many. It's rumored that these ties are why the Nemean tolerates his position as Provost.

Real Name: Jonathan Parris

Path: Obrimos

Order: Mysterium

Mental Attributes: Intelligence 4, Wits 3, Resolve 4

Physical Attributes: Strength 3, Dexterity 2, Stamina 3

Social Attributes: Presence 4, Manipulation 5, Composure 3

Mental Skills: Academics (Boston History) 4, Investigation 4, Medicine 2, Occult 4, Politics (High Society) 4

Physical Skills: Drive 2, Brawl 2, Firearms 3

Social Skills: Intimidation 4, Persuasion 4, Socialize (High Society) 4, Subterfuge 4

Merits: Contacts (High Society, Politics), Hallow (shared with White Putnams) 2, High Speech, Occultation 3, Resources 4, Sanctum (shared with White Putnams) 2, Status (Consilium 4, Order 2)

Willpower: 7

Wisdom: 6

Virtue: Charity

Vice: Envy

Initiative: 5

Defense: 2

Speed: 10

Health: 8

Gnosis: 4

Arcana: Forces 3, Mind 2, Prime 3, Space 2, Time 3

Rotes: Chain knows a great number of rotes. Specific instances in which he can help the characters are noted in the text.

Mana/per turn: 13/4

ENOCH

Background: Born in a small Massachusetts called Tolliver, Enoch was a seminary student at one point. He talks about his experiences in seminary seldom, and only to those he trusts. Enoch admits that he Awakened during his time in school, and his steps onto the Path of Thistle shattered his belief in God and indeed any deliberate order to the universe. "Throw a jigsaw puzzle into the air," he sometimes says. "The falling pieces are the world we know."

Despite—or perhaps because of—his somewhat bleak outlook on life, Enoch dedicated himself to finding the secrets of the past. His work led him to join the Guardians of the Veil, although his goals within the order are much less "hands-on" than Ogma's. Whereas Ogma helps Sleepers to rationalize or forget the supernatural events that they see, Enoch tries to discover the truth about events that have already happened.

Enoch does not belong to a fixed cabal, although he claims nominal membership in one further west. He travels to Boston often, however, usually to trade for mysterious artifacts or obscure bits of information. It was on such a fact-finding trip that he ran afoul of the Envy-spirit (disguised as Jack).

Description: Enoch is a Caucasian man of medium height in his late 30s. He has thinning light brown hair and dark brown eyes. He dresses for the occasion but tries to stay nondescript. No matter what he wears, he always has a gold pocket-watch on his person.

Storytelling Hints: Normally, Enoch is reasonable and reserved, even morose for an Acanthus. The influence of the Envy-spirit, however, has made him aggressive and a bit belligerent.

Real Name: Marvin Cornett

Path: Acanthus

Order: Guardians of the Veil

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 2, Composure 4

Mental Skills: Academics (New England) 2, Investigation 3, Crafts 1, Medicine 1, Occult (Relics) 3, Politics 1

Physical Skills: Athletics 2, Drive 1, Larceny 1

Social Skills: Intimidation 1, Persuasion (Bluff) 3, Socialize 1, Streetwise (Fence) 2

Merits: High Speech, Iron Stamina 1, Resources 2, Status (Guardians of the Veil) 1

Willpower: 7

Wisdom: 7

Virtue: Hope

Vice: Envy

Initiative: 6

Defense: 2

Speed: 9

Health: 7

Gnosis: 2

Arcana: Fate 1, Matter 2, Prime 1, Time 2

Rotes: Detect Substance (Matter 1); Find the Hidden Hoard (Matter 1); Flip of the Coin (Time 2); Interconnections (Fate 1); Supernal Vision (Prime 1)

Mana/per turn: 11/2

Rotes and Merits: Enoch's Merits are identical to those that the characters possess. His Supernal Vision and Intercon-

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tions rites are the same as those used by Tyrrhenus and Ogma, respectively. His other three rites are described here.

- **Detect Substance (Matter 1):** This spell enables Enoch to discern the presence of a given sort of material in his immediate vicinity. He could decide to search for ferrous metals, clean water or a particular kind of plastic, even a unique object known to him. Among other things, this spell can reveal if a person is carrying a handgun (by looking for gunpowder) or is wearing a wire (by examining for copper wiring on the torso). Roll Wits + Composure + Matter (9 dice).

- **Find the Hidden Hoard (Matter 1):** Enoch can find secret compartments within inanimate matter, discovering hidden doors, safes and vaults. Roll Wits + Crafts + Matter (5 dice).

- **Flip of the Coin (Time 2):** Enoch can glance forward and check the outcome of a simple undertaking, one with only two major variables (heads or tails; cutting the red wire instead of the green one). This sense works only in circumstances when the consequences of the action's outcome are immediate (someone wins the coin toss; the bomb blows up). Even one success accrued in the casting of this spell enables him to automatically succeed (or fail if he wishes) at an uncontested action with only two possible outcomes and immediate consequences for success or failure. (In this case "uncontested" could mean a coin toss or bucking up for evens or odds, despite the fact that there are two participants, since no one can normally exert effort to win.) Note that this rite cannot be used in relation to combat, since a fight is contested (opponents exert effort to win) and the variables are more than simple success or failure. (One can win but at the cost of major wounds, or the fight can result in a draw or surrender.) Spend one Mana and roll Wits + Investigation + Time (8 dice).

ANACAONA DE XARAGUA

Real Name: Odette Gauthier

Path: Thyrsus

Order: Adamantine Arrow

Background: Boston's mages fear Anacaona de Xaragua (pronounced Ksa-RA-gua) in a particular way: a passive kind of itch that makes them ask themselves whether any given thing might offend the Sentinel they call "Mademoiselle Scorpion," "Anaconda," or "the Ax."

She Awakened in Haiti almost 27 years ago and used her talents to catapult her family out of poverty, but at a price. *Bocors* associated with Jean-Claude Duvalier's "National Security Volunteers" (no more than vicious Tonton Macoutes paramilitary thugs with a new name) attempted to recruit and indoctrinate her. After surviving a bloody confrontation that cost her the lives of her three brothers, she arranged to send herself and her parents to America. These events drove

Anacaona away from Vodoun symbolism. Instead, she uses Caribbean native traditions to translate the Supernal Art. This changed her magical style and drove her to acquire a master's degree in Anthropology.

Her academic pursuits did nothing to soften the nearly ruthless expedience she applies to life and magic. She was curious about Salem because of Tituba and John Indian, Arawak islanders tied to the witch trials, but in the end, an astral dream journey inspired her to move there. She has not volunteered any further details, but the experience was intense enough for her to force her way into the Ebon Noose. She claimed a place as the cabal's enforcer, but the Ebon Noose's senior mages suspect that she ultimately wants to lead them.

Description: Anacaona's intense gaze complements a dark-skinned, athletic physique. Her coiled hair is long; she usually wears a bandanna to keep it out of her eyes. Her arms are tattooed with stylized depictions of two Arawak *zemis* (gods). Yocahu, the Creator, adorns her right arm; Jurakán, god of night and devastation, her left.

Storytelling Hints: De Xaragua carries out most of her duties with aloof disinterest. She is skilled at appearing respectful and concerned, however, especially when it comes to the Noose's ties to Salem's neo-pagans, people to whom she feels no connection whatsoever. Despite this, and speculations about her ambitions, she tirelessly promotes the cabal's interests. Anacaona de Xaragua may be cold and unpleasant at times, but she's put her life on the line for other mages on numerous occasions. As Boston's primary Sentinel, she sometimes uses the Hierarch's reputation for quick anger to intimidate others, but she is more than capable of using a withering stare and confident posture to cow others.

ADAM

Adam's background is given in "Gazing into You." His updated traits appear here.

Real Name: Paul Kresham

Path: Mastigos

Order: None (formerly Free Council)

Mental Attributes: Intelligence 3, Wits 3, Resolve 4

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 2, Manipulation 3, Composure 4

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

Physical Skills: Athletics 2, Brawl 2, Drive 2

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

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

Willpower: 8

Wisdom: 6

Virtue: Hope
Vice: None
Initiative: 7
Defense: 3
Speed: 10
Health: 7
Gnosis: 4
Arcana: Life 2, Mind 5, Prime 2, Space 3, Spirit 3
Rotes: Adam knows a great number of rotes. The effects he can use to benefit the characters are noted in the text.
Mana/per turn: 13/4

ENVY-SPIRIT

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

Rank: 2
Attributes: Power 3, Finesse 4, Resistance 5
Willpower: 8
Essence: 7 (15 max)
Initiative: 9
Defense: 4
Speed: 17
Size: 5
Corpus: 10

Ban: Anything of value, monetary or sentimental, freely offered to the spirit drains it of one Essence. Truly grandiose offers (hundreds of dollars, irreplaceable objects) might drain more, but this is risky, as the spirit might destroy these objects out of spite. In addition, the spirit cannot willingly release its chosen mage (Jack) from possession.

Influence (Vice ••): The Envy-spirit can instill feelings of jealousy, bitterness, and spite. It can also intensify these feelings where they are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

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

Willpower points) and dice pools for any action the spirit wishes to take. If the spirit fails to accumulate 50 successes within the required period of time, the attempt fails. If a possessed body is killed, the spirit is forced out and must possess another victim if it still wishes to act.

Hidden Sickness: Once the spirit has used Living Fetter or Possession, it can hide itself from magical scrutiny. Roll the spirit's Power + Finesse (7 dice) in a contested roll against the spell used to find it (usually Mage Sight or Exorcist's Eye). If you roll as many or more successes than the mage's player, the spirit remains hidden.

Living Fetter: The Envy-spirit can anchor itself inside a living person, thus enabling it to stay in Twilight for long periods of time. The system is the same as for Possession, but the target does not know that he has been fettered.

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

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

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

MAGE

THE AWAKENING

OGMA/BENJAMIN KENT

Ogma's traits improve for "A Nest of Vipers" as he gains the Mental Shield rote. For ease of reference, we present here a player summary of all his abilities and an updated character sheet.

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

MAGICAL ABILITIES

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

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

Mana: Ogma can spend a single Mana per turn.

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

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

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

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

- **Interconnections (Fate •):** Ogma can read the sympathetic connections between things and sense manipulations of destiny and their causes. This includes any supernatural effect that could result in a person's destiny unfolding other

than how it "should." Roll Intelligence + Investigation + Fate + 1 (seven dice) for this spell. This spell is *Covert*.

- **Mental Shield (Mind ••):** Ogma learned this spell to more easily protect himself from mental control and possession. While this rote is active, the Storyteller subtracts two dice from spells or supernatural powers that attempt to mentally control, detect, or influence Ogma. Roll Resolve + Occult + Mind (7 dice) for this rote. This rote is *Covert*.

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

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

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

MERITS

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

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

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

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

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

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

MAGE

THE AWAKENING

NAME: OGMA/BENJAMIN KENT

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	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

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

ROTES

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

MAGE

THE AWAKENING

TYRRHENUS/ANTHONY LICAVOLI

Tyrrhenus' traits improve for "A Nest of Vipers" as he improves his Occult Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

MAGICAL ABILITIES

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

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

Mana: Tyrrhenus can spend a single Mana per turn.

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

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

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

• **Counterspell Prime (Prime ••):** Tyrrhenus can counter spells that he cannot cast, and he can counter covert spells without identifying their components. Roll Resolve + Occult

+ Prime (five dice) and spend 1 Mana. If you achieve the most successes, the caster's spell fails. This spell is *Covert*.

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

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

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

MERITS

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

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

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

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

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

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

MAGE

THE AWAKENING

NAME: TYRRHENUS/ANTHONY LICAVOLI CONCEPT: LIAISON TO THE 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 (CURSE)	●●○○○
Politics	●○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

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

SOCIAL (1 unskilled)

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

MERITS

CONTACTS (MAFIA)	●○○○○
DREAM	●●○○○
HIGH SPEECH	●○○○○
IRON STAMINA	●○○○○
STATUS (CONSILIUM)	●○○○○
STATUS (SILVER LADDER)	●○○○○
	○○○○○
	○○○○○

FLAWS

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

ARCANA

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

OTHER TRAITS

HEALTH

●●●●●●●●●●○○○○
□□□□□□□□□□□□

WILLPOWER

●●●●●○○○○○○○○
□□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○○

WISDOM

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

ROTES

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

MAGE

THE AWAKENING

MORRIGAN/CECELIA ARTHUR

Morrigan's traits improve for "A Nest of Vipers" as she improves her Drive Skill. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

MAGICAL ABILITIES

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

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

Mana: Morrigan can spend a single Mana per turn.

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

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

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

Capabilities" sheet for possible improvised spell effects.) She knows the following rites.

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

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

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

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

MERITS

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

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

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

MAGE

THE AWAKENING

NAME: MORRIGAN/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

Jack's traits improve for "A Nest of Vipers" as he improves his Persuasion Skill. For ease of reference, we present here a player summary of all his abilities and an updated character sheet.

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

MAGICAL ABILITIES

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

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

Mana: Jack can spend a single Mana per turn.

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

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

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

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

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

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

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

MERITS

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

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

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

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

MAGE

THE AWAKENING

NAME: JACK/CODY GUNN

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 CHARM)	●○○○○
Politics	○○○○○
Science	○○○○○

PHYSICAL (1 unskilled)

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

SOCIAL (1 unskilled)

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

MERITS

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

FLAWS

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

ARCANA

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

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●○○○○○○○
□□□□□□□□□□

MANA

□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

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

ROTES

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

MAGE

THE AWAKENING

NIAMH/LIRA HENNESSY

Niamh's traits improve for "A Nest of Vipers" as she gains the Occultation Merit. For ease of reference, we present here a player summary of all her abilities and an updated character sheet.

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

MAGICAL ABILITIES

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

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

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

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

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

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See

the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following rites:

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

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

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

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

MERITS

Occultation: Anyone using magical means to detect Niamh or analyze her magical resonance suffers a one-die penalty.

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

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

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

MAGE

THE AWAKENING

NAME: NIAMH/LIRA HENNESSY

CONCEPT: SIREN

PATH: 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	●●○○○
OCCULTATION	●○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

FLAWS

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

ARCANA

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

OTHER TRAITS

HEALTH

●●●●●●●●○○○○○
□□□□□□□□□□□

WILLPOWER

●●●●●●●●○○○○○
□□□□□□□□□□□

MANA

□□□□□□□□□□

GNOSIS

●○○○○○○○○○○○○○

WISDOM

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

ROTES

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