THE FEAST
Gloria Mundi - Part Six
MAGE™
THE AWAKENING
Free Introductory Chronicle
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The Feast

Welcome to "The Feast," the sixth installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. This story removes the characters from the Boston area and takes them to the quaint little seaside town of Waltman's Neck, which holds a terrible secret. A rogue Thyrsus mage who goes by the shadow name Wendigo has formed around himself a faithful cult devoted to the awful practice of cannibalism. This mage holds the town completely under his sway, and he has even captured the Vice-spirit of Gluttony to do with as he pleases (as well as a handful of local spirits he has forced to act as his sentries around the town). The characters have a chance to see what the Awakened are capable of becoming if they give themselves over entirely to their own hubris and vice. The characters can also banish the Gluttony-spirit, but the challenge in this story isn't defeating the spirit so much as *rescuing* it.

Theme and Mood

The theme of "The Feast" is *corruption*. "Power corrupts," the old adage goes, and in the case of Wendigo it's certainly true. His magical journey has left a terrible body count, and he hovers on the brink of total madness. The characters should take heed—this is what the World of Darkness does to the incautious among the Awakened.

The mood of this story is *hunger*. Although the Gluttony-spirit isn't a spirit of hunger, it takes a back seat in this story anyway. The true enemy here is Wendigo and his nameless cult's cannibalistic practices. Focus on meals in this story. Ask what each character orders and spend time describing the scents and flavors of the dinner that's served to them in Scene Two. If you usually order pizza during games, try something lighter that won't completely stuff the players. (It's difficult to think of food as tasting good when you're already full.)

Storytelling Technique: Prophecy and Destiny

Sisyphus makes an appearance in this story and demonstrates his mastery of the Time Arcanum. His power might lead the characters (and probably the players) to wonder why he simply doesn't look into the future and warn them about dangers to come.

This is a fair question, unfortunately. Powers that allow a character in a roleplaying game to see the future are always difficult to manage. After all, if they give no information at all, they're useless. Furthermore, it's very much in genre for spellcasters to divine the future by staring into crystal balls or casting the bones. If they give too much information, they rob the players of the ability to truly experience the story. How, then, should you handle powers such as the Time Arcanum?

The Future is Fluid

First, acknowledge that the characters can look into the future, but that the future is constantly changing based on what the characters do in the present. Indeed, by simply observing the future, the characters are changing it. As such, the characters cannot ever see the "objective" future, because it doesn't become objective until it becomes the past. (And yes, that means that postcognition should be fairly objective.)

Increasing Difficulty

If a character comes to rely too much on divination, impose penalties. Future sight is covert, normally, but constantly drawing down of the laws of Arcadia (the Supernal Realm ruled in part by Time) might invite retribution from the Abyss if the character overdoes it.

Hints, Not Facts

This works better for Merits such as Dream than for actual uses of the Time Arcanum, but it still bears noting, especially if you wish to use prophecies in your chronicle. Giving a symbolic representation of what might happen makes it easy to interpret what actually *does* happen retroactively in order to fit the prophecy (something that hasn't escaped charlatan psychics and prophets in the real world). The vision or prophecy should still contain enough information to be useful, but it should be loose enough to encompass several different interpretations.

Remember the Systems

Time 2 doesn't allow detailed visions of the future, just answers to easy, yes-or-no questions. Likewise, if a mage with Time 2 knows that she has enemies with the same Arcana as her, she can weave a shield around herself to prevent spies from looking forward (or back) in time to see her activity. The magic system is clear on the permutations of Time magic, but for now, use the effects listed on the Arcana handout as a yardstick.

New Systems — Paradox Expanded

The rules presented with "Gazing into You" offer a very brief (and perfectly serviceable) explanation of Paradox. At this stage of the chronicle, however, the characters are growing powerful enough to cause more dramatic Paradoxes, and are interacting with other mages who can do so. As such, a slightly expanded version of the Paradox rules is in order.

A Paradox might occur in the following situations:

- The mage casts a vulgar spell
- The mage casts a covert spell that a Sleeper witness believes is improbable

In any of these cases, the Storyteller makes a Paradox roll to see if the casting character has invoked a Paradox. The Paradox roll's base dice pool is determined by the caster's Gnosis.

Gnosis	Base Paradox Dice Pool
1	1 die
2	1 die
3	2 dice
4	2 dice
5	3 dice

The base dice pool is also modified by various conditions, including successive Paradox rolls. The more rolls made for Paradoxes, the higher your next dice pool becomes.

General Modifiers

Dice Modifier	Situation
+1	Each Paradox roll after the first made for the same caster within the same scene. This modifier accumulates with each roll, so the third roll made for a mage within a scene has a +2 modifier. In the case of an extended casting, this modifier applies to successive Paradox rolls made within the same *day*.
–1	The mage is casting a rote
+2	One or more Sleepers witnesses the magic (vulgar magic only)

Before Paradox dice are rolled, the caster's player can announce that his character is trying to *mitigate* the chance of a Paradox by spending Mana to ease the passage of the spell into the world. One Mana is spent per die the player wants to subtract from the Paradox dice pool. This is a reflexive action. Points cannot exceed the amount of Mana the mage is normally allowed to spend per turn, based on his Gnosis. (Tyrrhenus and Niamh can spend two points per turn, while the other characters can spend only one.) This limit includes the amount of Mana that must be spent for the spellcasting itself (for an improvised spell using a non-Ruling Arcana, for example).

Roll Results

Dramatic Failure: The mage does not invoke a Paradox and the next Paradox roll made for him in the same scene (for an instant casting) or within the same day (for an extended casting) does not suffer the usual, cumulative +1 dice modifier.

Failure: The mage does not invoke a Paradox.

Success: A Paradox occurs, regardless of the casting's success or failure (see "Casting the Spell"). The number of successes on the Paradox roll determines its severity.

Successes	Severity
1	Havoc
2	Bedlam
3	Anomaly
4	Branding
5+	Manifestation

In addition, the caster's player subtracts one die per Paradox success from his casting roll. The worse the Paradox, the greater the chance that the spell doesn't succeed, or at least doesn't succeed as well as it otherwise would have. Either way, the Paradox still takes effect.

Exceptional Success: The mage suffers a Manifestation Paradox.

Backlash

After the Paradox roll is made and the number of successes is revealed by the Storyteller, a caster can attempt to contain the Paradox in part or in full with his own flesh. He can choose to convert Paradox successes to bashing damage on a one-for-one basis. This effect is called a *backlash*.

A backlash is voluntary. If the mage is willing to suffer, he can eliminate any portion of the successes he wants to, or eliminate them all, as long as he has enough Health to withstand the damage. A self-sacrificing mage could even choose to use his last Health, thereby probably rendering himself unconscious.

Backlash damage cannot be healed with Awakened magic, such as with the Life 2 "Self Healing," or with Pattern Restoration. Armor and magic do not protect against backlash damage.

Paradox Duration

Paradox's duration depends on the Wisdom of the caster who invokes it. (A Havoc Paradox lasts as long as the spell that goes haywire normally would.)

Wisdom	Bedlam	Anomaly, Branding, Manifestation
10	One scene	One scene
9	One scene	One scene
8	One scene	One scene
7	One scene	One scene
6	One scene	One scene
5	One scene	One scene
4	Two hours	24 hours
3	12 hours	Two days
2	24 hours	One week
1	Two days	One month

Types of Paradox

Here we present some brief notes on the five different types of Paradoxes.

Havoc

Choose a random target for the spell other than its intended target. If the spell affects living beings, the caster is included in the pool of targets. In addition, the player rolls Wisdom. If this roll fails, the spell reverses itself—a blessing becomes a curse, a perception spell blinds the target, etc.

Bedlam

The character develops a derangement for the appropriate duration. These derangements are generally more dramatic than those acquired "naturally" through degeneration. An example:

Depression (mild): The invoking of a Paradox sends the mage into a bout of depression for the Paradox's duration. He loses one Willpower point, and no Willpower points can be spent. In addition, he suffers a –1 dice penalty when contesting or countering Death magic. He suffers –1 dot to his Resistance Attribute when resisting Death magic. (See the spell description for the specific Attribute used.)

Anomaly

Reality cracks open and something impossible takes place. The area affected is usually a radius around the caster of 20 yards per dot of the highest Arcanum used in the spell that invokes the Paradox. Anomalies are not affected by Sleeper Disbelief.

Anomalies are unpredictable. You might base the effects of an Anomaly on the caster's Path (a Moros mage, for instance, might attract ghosts or cause objects to become brittle and breakable). Or, perhaps the Anomaly is dependant on the mage in question. (If Niamh attempts a Spirit spell and you roll an Anomaly, a haunting melody might fill the air, lulling everyone in the room and subtracting one die from all Strength and Resolve rolls.)

Branding

The mage's body is afflicted by his misuse of magic. He wears the spell's warped skein on his skin. The extent of the Branding depends on the Arcanum dots used in the spell. For instance, Tyrrhenus uses Kinetic Blow and the Storyteller rolls extremely well on the Paradox roll, granting Tyrrhenus a Branding. Since Kinetic Blow is a Forces 2 spell, he gains a Witch's Mark—his eyes become faintly luminous for a duration determined by his Wisdom rating. If Sisyphus uses a Time 5 spell and the Storyteller rolls a Branding, though, the effects are much more severe. Perhaps Sisyphus grows a pair of short, sharp horns on his forehead and exudes an odor of dust and ash.

Manifestation

An entity from the Abyss enters the Fallen World. It manifests somewhere within the area around the mage who invoked it, usually no farther away than 10 yards per dot of the caster's Gnosis. It does not necessarily appear within sight. It might manifest below the mage, in the sewers, or in an unseen room beyond the nearest wall.

As with Branding, the Arcanum dots used in the offending spell determine the power of the Manifestation. At one dot, the spirit is roughly equivalent to the Gluttony-spirit—fairly weak, but capable of some annoying poltergeist-like effects. At two dots, the spirit is analogous to the spirit-sentries, with more power over the Fallen World. At three dots, the being is as powerful as the Sloth-spirit in "Gazing into You"

(but probably more dangerous, since it is more motivated). Such spirits are powerful enough to Materialize and harm the mage directly, or even take a form he might trust and try to trick him. Manifestations of four- and five-dot spells are more powerful than any of the spirits the mages have heretofore met, and probably more on a par with Chain Parris in terms of raw power. Such beings don't return to the Abyss after a certain time, but remain until the mage either dies or finds a way to banish them.

The Feast

This story begins six weeks after the events of "Made Men." This might seem like a long time for the characters to wait, but the length of downtime stems from two causes. First, the events of the last story have probably shaken the cabal. Tyrrhenus, in particular, needs time to compose himself and become ready for the next task that faces the cabal. He has also used the time to reaffirm his connection to the Aether, as evidenced by his increased Gnosis rating. The other characters might have suffered injuries as well, both to soul and body, which require time to heal.

The other reason for the wait is that the characters don't have an easy lead. They can, of course, spend the downtime looking for the remaining two spirits, but they don't find any trace of the Gluttony- or Pride-spirit in Quincy or the surrounding area. Magical methods of tracking or locating these spirits might reveal that they still exist, but not where or in what shape. And, of course, Adam is still missing.

If you feel like running a story in between "Made Men" and "The Feast," and you're comfortable winging it, feel free. You might take any of the facets of the characters' lives and flesh it out into a story (perhaps exploring Jack's aversion to the sound of whistling). If any of the Vice-spirits escaped, maybe the characters can track it down. Or, if the characters wish to revisit an event that occurred during one of the previous stories and you feel up to the challenge of letting them, it might be interesting to allow the characters to look into it, if only for a little while.

Mana

The characters' Mana level fluctuates during the course of the downtime. Use any of the methods presented in "A Nest of Vipers" to determine their Mana levels at the start of this story.

Scene One: Aperitif

In this scene, the characters receive an anonymous plea for help in the form of a postcard sent from a town they've never heard of. Investigation of the card, magical or otherwise, reveals a connection to the Vice-spirits.

This scene consists of the information the characters can gain by researching the town and investigating the postcard, as well as detailing a visit from Sisyphus. Before beginning this scene, ask the players what their characters have been doing for the past six weeks, making it clear that attempts to find Adam and/or the Vice-spirits haven't achieved any solid results. When this scene begins, at least one character needs to be at the sanctum. Ask which character picked up the mail today and then proceed from this point.

Read the following aloud:

In amongst the usual mess of bills and junk mail is a postcard. The picture on the front is of a large fishing boat. The card is addressed to Benjamin Kent, and the postmark is from a town called "Waltman's Neck." On the card, the words "Please help me" are written in tiny lettering.

Stop reading aloud.

The characters probably want to examine this postcard, with both their mundane and magical senses. The information they can gain and the methods and Arcana they might use to gain it are listed here:

• **Mage Sight:** Scrutinizing the postcard with Mage Sight requires an Intelligence + Occult roll with a –3 modifier. Mage Sight through Spirit adds one die. Success on this roll detects lingering traces of a spiritual effect on the card. Exceptional success indicates that the being that touched the card was magical in nature, and that no particular form of magic was actually used *on* the card.

• **Fate:** The Interconnections rote can be used to determine that a close connection exists between Ogma and the card. Since the card was addressed to him, however, this shouldn't be any great surprise.

• **Time:** Jack or Niamh can look into the postcard's past and try to gain a sense of who wrote it. Doing so carries a –4 modifier and is an improvised spell for either of them (and requires a point of Mana from Niamh). The spell requires the player to roll a chance die unless she wishes to spend Willpower or have the character spend time chanting in High Speech. In any case, the player must state what time and date she wishes to have her character look for. Niamh can add Spirit to the spell and look for the time of the greatest concentration of spiritual energy, while Jack can add Fate to the spell to pick the right time by luck. In either case, success on the spell indicate that the character sees someone who looks like Ogma writing out the postcard hurriedly, but the figure is lean and malnourished as compared to the real Ogma's robust figure. The writer looks afraid and haggard, constantly checking over his shoulder. Niamh can verify this "person's" identity: the Gluttony-spirit.

• **Space:** Ogma can attempt to scry the writer of the postcard. Doing so is an improvised spell, and requires a point of Mana (for sympathetic casting, not for being improvised, since

Space is one of Ogma's Ruling Arcana). This requires a roll of Space + Gnosis, subject to a –4 modifier, which reduces the roll to a chance die unless the player spends Willpower or has Ogma use the High Speech. If the roll succeeds, Ogma sees a brief glimpse of a rock wall and hears rushing water and, strangely, a dog panting. He does not see the person who wrote the postcard, however, as the spirit is in Twilight. If Niamh uses Spirit 2 to bestow Second Sight upon Ogma, he can add this effect to the scrying attempt and sees the Gluttony-spirit imprisoned. If he adds Mind to the spell, he senses a being in the darkened room. The being's thoughts are marked by misery and hunger.

• **Mundane Methods:** A roll of Intelligence + Academics (Ogma's Specialty applies) reveals that the writer of the postcard was frightened and rushed. The handwriting is similar to Ogma's, though not identical. The postmark on the card indicates it was sent three days ago.

Sisyphus Arrives

After the characters have had some time to scrutinize and discuss the postcard, there comes a knock at the door. Sisyphus has dropped by for a visit with Jack. Don't run this part of the scene until Jack is present; Sisyphus knows through his Time magic when to arrive to find Jack.

This might be the first time the characters have actually met Sisyphus, or they might have seen him several times by now. In any case, he is polite to the characters, but cold and aloof toward Morrigan. (He has seen her future and is uncertain if she will be strong enough to resist the temptations that the future will offer her.) He asks Jack to use his favors so he can have his soul stone back.

The tone of this conversation depends very heavily on how Jack's player has approached Sisyphus in the past. If Jack has been polite and only come to Sisyphus with important favors, Sisyphus is likewise courteous and understanding. If Jack has been short and imperious, Sisyphus is unpleasant and demanding. Likewise, if Jack hasn't used any of his favors at all, Sisyphus is more impatient, even if Jack *has* been polite thus far.

Sisyphus doesn't wish to skip out on his obligation to Jack—he lost the soul stone in a card game, and fair is fair. He does remind Jack, however, that being separated from even a part of one's soul for any length of time is dangerous. If Sisyphus reattached Tyrrhenus' soul in the last story, he uses that as leverage.

This conflict should be resolved by conversation, not dice rolling. Jack's player might make any number of decisions about the soul stone. Some of the possible scenarios are:

• **Jack still has favors, but gives back the stone anyway.** Sisyphus is truly humbled, and thanks Jack for his generosity and trust. He vows that he will still repay the favors.

• **Jack keeps the soul stone, but agrees to use the favors soon.** Sisyphus thanks him, but looks afraid as he leaves. If the characters ask him what he fears, he murmurs, "the future."

• **Jack keeps the soul stone and does not agree to make any effort to hasten the favors.** Sisyphus leans in to Jack and reminds him that the only authority around Boston is the Nemean's, and the Nemean prefers to let problems solve themselves. A split second later, a mirror on the wall shatters, everyone in the room finds a sliver of glass from the mirror in his or her pocket, and Sisyphus is nowhere to be found. This should indicate to the characters that Sisyphus is much more powerful than they perhaps realized.

• **Jack asks Sisyphus to go with the characters to Waltman's Neck or otherwise help with their current situations.** Sisyphus agrees, but warns Jack that the instant his favors have been used he wants the soul stone back. See the sidebar entitled "Help from Sisyphus" in Scene Three for information on what Sisyphus can do for the characters in Waltman's Neck.

• **Jack has no favors left.** If he has not given back the soul stone, Sisyphus arrives and demands it back. If Jack resists, the player must make a roll to avoid Wisdom loss, provided Jack's Wisdom hasn't fallen below 7 (the player rolls four dice). If he still persists, Sisyphus uses his Stop Time spell on Jack and snatches the stone away. If Jack isn't currently holding onto it, Sisyphus uses Acceleration on himself to grab it and flee. If this happens, Jack has gained a powerful enemy.

If Jack has already given back the stone, Sisyphus doesn't show up at all. Simply skip this part of the scene.

Waltman's Neck

If the characters research the town, they find that it is roughly four hours from Boston, on the coast of Buzzard's Bay. The population of the town is just under 2,000—mostly fishermen. This information can be obtained without a roll. If the characters wish to dig deeper (perhaps visiting a library or using Ogma's police contacts), have the appropriate player roll Intelligence + Investigation as an extended action. Each roll takes one hour of research time, and the player needs five successes. When the player reaches five successes, she learns that the population of Waltman's Neck has been declining over the last few years—not uncommon for a town in economic trouble. Also, like many fishing town, Waltman's Neck draws students and other summer workers for seasonal work, but the area has a reputation as being dangerous. Many such workers don't go home again in fall (reportedly dying in boating accidents). This, again, isn't terribly uncommon in such work, and the numbers are only slightly higher in Waltman's Neck than in other towns.

If the player rolls 10 successes, she learns that the towns surrounding Waltman's Neck have high incidences of missing persons. Waltman's Neck boasts no such anomaly.

If the characters wish to find lodging in Waltman's Neck before leaving, they discover two hotels in the area. One is a major chain located on the outskirts of town, miles from the town center. The other is called the Waltman Inn, and it sits a few blocks from the docks. The Inn has a webpage, which boasts that the establishment has been around for four generations and provides "an Old World hospitality and dining experience." The rates are reasonable, but not cheap.

This scene ends when the characters leave Quincy and travel to Waltman's Neck.

Scene Two: Dinner

In this scene, the characters arrive in Waltman's Neck and are immediately spotted by Wendigo's spirit sentries (though they have a chance to recognize this). During the course of their activities in the town, they are approached by Jules Bagron, who invites them to stay at his inn.

The characters can take any means of transportation they wish to Waltman's Neck, but going by car is easily the most efficient. If they wish to obtain a boat, they can dock in Waltman's Neck. When they arrive in town, proceed from this point.

Read the following aloud:

The town of Waltman's Neck doesn't bother trying to capture the feel of a quaint fishing village. In fact, the image that it calls to mind isn't rain-slicked docks or full, wriggling nets but that of a fish on the block, gasping for breath before it loses its head. The city is gray and ominous, and dark clouds are rolling in from the east. The people on the streets, however, look at you as you pass through town, meeting your gazes with eager smiles. Apparently the citizenry has some reason to be pleased to see you.

Stop reading aloud.

This scene has three main components: dealing with the spirit sentries, investigation and exploration, and meeting Jules Bagron—the proprietor of the Waltman Inn. These segments can be run in any order you like, or combined as necessary.

Spirit Sentries

The spirit sentries' traits are listed in Dramatis Personae. They remain bound to a given area, not more than a few blocks in diameter, and they tirelessly watch for any sign of spiritual or magical change. A single mage entering Waltman's Neck usually catches their attention, so a cabal certainly will.

As the characters are traveling, roll a spirit sentry's Power + Finesse (five dice) every time a character walks more than two blocks. If a character casts a spell, the spirit can attempt to see the character again if it failed before, and it receives a +1 to the roll. When a spirit succeeds, it uses the Chorus Numen to alert the others. This alert soon reaches Wendigo, who in turn contacts Bagron to let him know that new victims are in town.

If the characters are together, they will almost certainly be spotted. Each mage after the first in the same area adds one die to the spirit's roll. If the characters separate, however, they stand a better chance of going unnoticed. The following spells and effects apply only if the character in question is alone (at least 100 feet away from another mage).

- **Tyrrhenus:** Using the Prime Arcanum, Tyrrhenus can make himself look like a Sleeper to magical scrutiny. If he uses this spell and stays away from the other characters, the spirits cannot see him.
- **Niamh:** Her Occultation Merit subtracts one die from the spirit's dice pool. If she wishes a more active means of shielding herself, she can use the Spirit Arcanum to render herself "invisible" to the spirits. This spell works much like Fortune's Protection or Unseen Aegis, except that the "armor" it creates works only on spirit-based powers (included the power that the sentries use to spy on the mages). Once cast, this spell lasts for one hour (one day if Niamh's player spends Mana) and, with her Occultation Merit, it imposes a –3 penalty on the spirits' attempts to see her.
- **Morrigan:** She can use Death to suppress her aura in the same way that Tyrrhenus can use Prime to change it. The difference is that she appears to have *no* aura, which is fine when hiding from spirits. Spirits don't acknowledge her as being any different from other people, since to them people fall into two categories: mages and not-mages. If another mage were to scrutinize her, though, she would stand out, as having no aura is atypical for living things (to say the least). Because Morrigan has Death 3, she can perform this effect on the other mages.
- **Jack:** Jack has no special defense against the spirits' detection powers. In fact, if he is carrying Sisyphus soul stone, add two dice to the spirits' attempts to see him.
- **Ogma:** Ogma can alter his aura with Mind, but only insofar as changing his mood. He cannot disguise himself as a Sleeper, so he has no special defense against the spirits.

If the spirits spot the characters, they use the Chorus Numen. The local Twilight immediately explodes in flurry of spiritual activity. Any character with active Mage Sight has a chance to notice this *unless* the character is in the dead spot (see p. XX). Have the appropriate players roll Wits + Occult. Mage Sight through the Spirit Arcanum adds two dice. If the roll succeeds, the character senses a sudden burst of magical activity but doesn't perceive it as coming from any particular source. It seems to be all around. Exceptional success indicates the character realizes the activity is coming from spirits or beings in Twilight. Of course, the characters have had enough experience with spirits that they might guess this anyway.

The characters might be actively searching for spiritual Twilight presences from the moment they arrive in Waltman's Neck, given their experiences with the Vice-spirits. They might use such spells as Sense Consciousness, Second Sight or Supernal Vision to keep alert for the spirits. Any character who has such a spell active might notice the spirits before they notice her. Have the player roll Wits + Occult in a contested roll against the spirit's Power + Finesse. If the player wins, her character notices the spirit and can then take action to avoid being spotted (leaving the area, casting a spell to cloak herself, etc.). If the spirit wins, it notices the character.

While Wendigo attempts to keep the entire town under surveillance, he can keep only so many spirits under his power at a time. As a result, a few areas of town are "dead zones," areas with no spirit sentries. One such area is a small bookstore on the main street of Waltman's Neck. The bookstore doesn't get much business, and the owner spends most of his time surfing the Internet. The place is dusty and dimly lit, and while it isn't completely devoid of spirits, the sentries' territory doesn't encompass it. If the characters note the spirits watching them and pay attention to the spiritual "chatter" the surveillance causes, the might notice that everything goes quiet when they stand in front of or enter the bookstore. If the characters manage to escape their assailants in the next scene, they could use this store as a hiding place.

Investigation

The characters don't have much in the way of solid leads going into Waltman's Neck. They probably have realized that the being that sent them the postcard is spiritual in nature, and since it was sent to Ogma they might correctly surmise that the Gluttony-spirit is in the area. Given that, the characters might decide to investigate restaurants in Waltman's Neck. The town has little in the way of chain restaurants, however, which should surprise the characters given how ubiquitous such eateries are in most of the country. In fact, what few such restaurants exist sit on the outskirts of town, near the highway. These restaurants do sport a lingering resonance that any character with Mage Sight can recognize as belonging to the Gluttony-spirit, provided the player succeeds on an Intelligence + Occult roll, on which Ogma receives a +1 bonus. If Jack, Niamh or Sisyphus looks back in time at these restaurants with a way to see spirits—Niamh or Sisyphus can simply add Spirit to the spell, whereas someone would need to bestow Second Sight upon Jack—the character sees the Gluttony-spirit hovering around a corpulent family of four stuffing themselves with greasy food. The spell allows the character to view the spirit for only one turn per success, of course, but multiple castings of the spell reveal that the spirit drifted further into town.

Looking into the eateries of Waltman's Neck, however, shows a complete lack of chain restaurants. What few exist are locally owned and operated, and if the characters ask, they find that dining out is largely considered an extravagance or something done during celebration. The characters might well find this heartening until they discover *why* the locals eat in so much.

If the cabal tries to interview locals about the missing persons phenomenon or the slightly higher-than-average fatality level of fishermen, have the appropriate player roll Presence + Persuasion – 2 (the average Composure rating of the townsfolk). If this roll fails, the person bluntly tells the characters that she has no idea what they are talking about and walks away. If the roll succeeds, the local says that she has heard that the surrounding towns have a problem with missing people, but that Waltman's Neck doesn't. The people here are proud of their town. In fact, many of the families in "the Neck" (as the locals call it) have lived here for generations. If the player rolls an exceptional success, the local mentions that the characters should take dinner at the Waltman Inn, as Jules Bagron knows more about the town than anyone else.

(**Note:** Not every resident of Waltman's Neck is a member of Wendigo's cult. In fact, the cult is mostly confined to fishermen and their families. As such, reading a passerby's mind has a fairly slim chance of turning up thoughts of eating people. If you as the Storyteller wish a character to get a glimpse of things to come, you might have auras lean a little too close to hunger when the townsfolk meet the characters, presuming one of the mages is looking at auras at the time.)

Talking to the local police doesn't net any new information. Many of the cops are members of the cult, however, and if the characters start asking questions that hit too close to the mark (about disappearances, fishermen fatalities, etc.) they alert both Bagron and Wendigo to the cabal's presence.

Meeting Mr. Bagron

At some point, the characters probably walk in the direction of the docks past the Waltman Inn. It's also possible that they have reservations there or have been directed there by a local resident. When the characters are together on the streets of Waltman's Neck, proceed from this point.

Read the following aloud:

Glancing to your right, you see a set of glass doors. Etched on the glass are the words "Waltman Inn—Est. 1912." Inside the lobby, you can see black-and-white photos, presumably of the town at the time the hotel was founded. The building is the best maintained you have seen since entering Waltman's Neck.

Stop reading aloud.

If the characters don't take the hint and enter, you might have Bagron be outside cleaning the doors or performing some other maintenance and invite the characters to have dinner in his restaurant. If they do walk in, they can peruse the photos for a few minutes and explore the lobby before he shows up.

The hotel is meticulously maintained. Any character whose player succeeds on an Intelligence + Academics or Crafts roll notes that the hotel still has the original wood floors and that much of the main structure dates back to the first decade of the 20th century, though parts have been expanded since. The photos show fishing crafts in the Waltman's Neck harbor, the construction of the hotel, and important people of the era (including Bagron's great-grandfather, Gilles Bagron).

When Bagron arrives, he asks if the characters have reservations. If they don't, he politely asks if they would like a suite. If they seem hesitant, he informs them that his inn serves better food than any other restaurant in town. "And that's saying something," he adds, "because the restaurants in the Neck are great!" If they still don't agree to book a room, he tells them to stay for dinner. He tells them they can stay for free if they don't like the food, but he's sure they will.

If the characters use magic to read Bagron's intentions, they find that he really does want them to stay for dinner. (Remember, though, that most Mind magic requires a contested roll, meaning that Bagron's mind might well stay locked to the mages.) In fact, Bagron seems hungry, though *not* gluttonous. If Morrigan thinks to use the Death Arcanum on him, she realizes that he has killed other people, and often. Use of the Prime Arcanum reveals that he is not a mage, but that he has had regular contact with magic. Because the characters can so easily discover that something is wrong with Bagron, try to avoid tipping your hand. Don't portray him as sinister or even having any other agenda but getting tourists into his hotel ledger.

The Meal

If the characters do not agree to have dinner at the inn, skip this segment and go directly to the ambush in Scene Three.

Most of the fare on the menu is seafood, but Bagron also cooks a superb beef stew. (The "beef" actually came from a transient who ran afoul of the cult some weeks ago.) He serves wine with dinner, as well (all included in the price, if the characters ask), and Ogma can declare both the meal and the wine to be expertly prepared and chosen.

The dinner is also drugged, however. The characters might notice a strange flavor to the meal. Have the players roll Wits + Socialize in a contested action against Bagron's Wits + Crafts. Ogma's Specialty applies, and Jack and Niamh both suffer a –1 penalty because they do not possess the Socialize Skill. Bagron's Specialty applies to his roll, and he spends Willpower for a total of 10 dice. Make only one roll for Bagron and compare each player's result to it. If a player wins, the character notes the odd flavor but cannot place it. If no player's roll beats yours, the characters miss the anomaly.

Magic, of course, can easily detect the drugs. The Detect Substance rote (which Tyrrhenus possesses and Morrigan can improvise) reveals the presence of a powerful barbiturate in the food and wine. Bagron tries to keep the conversation moving, though. He answers questions about the town's history and acknowledges the number of fishermen who drown each year. ("The sea does claim her due, that's for sure.") He also speculates on the missing persons from surrounding towns. ("We don't ever see them here in the Neck—maybe they just move west?")

The characters won't start feeling the effects of the drugs until after dinner. The drugs are meant to make them doze off and remain deeply asleep while the cultists take them to Wendigo's sanctum. When the characters are done eating and talking, inform the players that they feel tired and want to sleep, but don't mention or allude to the possibility that they might be drugged. If they think of that possibility themselves, then they can certainly act on it—see Scene Three.

This scene ends when the characters finish dinner and decide what to do next.

Scene Three: Dessert

The characters come under attack by Wendigo's nameless cult. The cult knows the lay of the land and the members are armed with clubs and stun guns. They also enjoy spiritual support. The characters might well lose this fight.

The rest of this scene assumes that the characters stay at the Waltman Inn and have eaten dinner there and thus been drugged. If the characters are not at the Waltman Inn, the ambush takes place wherever they are. The cultists wait until the characters are secluded and try to lure them into a trap, perhaps with a cry for help. If they have not eaten at the Waltman, they obvious do not suffer the deleterious effects of Bagron's cooking.

After-Dinner Malaise

If the characters ate Bagron's excellent meal, they suffer the effects of powerful but slow-acting sedatives. About an hour after they've eaten, have the players roll Stamina + Resolve with a –6 modifier. If a character did not drink the wine, the modifier is only –3. A dramatic failure means the character has a bad reaction to the drugs. In addition to passing out, the character suffers three points of bashing damage. Failure on the roll indicates the character immediately passes out and cannot be awakened except by magic. Success on the roll means the character is awake, but suffers a –2 on *all* rolls and Defense. Exceptional success means the character fights off the drugs with no ill effects.

Note that success on this roll means only that the character *can* stay awake. The character still feels tired and sluggish and wants to sleep. If the characters suspect they have been drugged, Niamh can verify it with an improvised Life 1 spell (provided she isn't already asleep).

Magical Suggestions—Coping with Drugs

Niamh can use her Cleanse the Body rote to rid herself of the drugs' effects entirely, though the –2 modifier applies to the spellcasting roll. She can also cure the other characters with an improvised spell. Ogma can cast an improvised Mind spell *instead* of making the Stamina + Resolve roll to avoid the drugs' effects, but success, failure and exceptional success carry the same results.

Attack

The cultists wait until midnight to attack the characters. If they have all fallen asleep due to the drugs, the cultists simply carry them to the sanctum. Proceed to Scene Four.

If the characters are awake, the cultists attack. They use clubs and stun guns (see "Dramatis Personae") and attempt to take the characters alive. Once a character has a bashing wound in her rightmost Health box, the player must roll Stamina each turn on the character's action. This roll is reflexive. If it fails, the character falls unconscious. Wound penalties don't affect this roll, but the –2 from the drugs applies.

If the characters discovered the effects of the drugs, they might wish to confront Bagron, who is in the kitchen cleaning up. If they confront him, he pretends to be outraged and tries to storm into his pantry to check his supplies. Roll his Manipulation + Subterfuge while the players roll Wits + Subterfuge as a contested action. If a player beats his successes, the character realizes that Bagron is lying. If Bagron gets to the pantry, he puts on his leather apron and grabs his knives, and prepares for battle. He just ate, and his dinner contained flesh that Wendigo enchanted, so Bagron receives a +2 to all Strength rolls and to his Speed. Characters with Mage Sight notice that he is currently under the effect of a spell; Niamh can identify the magic as stemming from the Life Arcanum. Also, the spirit sentry in the hotel immediately alerts the others unless the characters find a way to silence it. Sisyphus can attack or command the spirit as an improvised spell, and Niamh can use an improvised spell to stop it from using the Chorus Numen. Her player must equal or exceed your successes on the roll for the Numen in order to silence the spirit. If the spirit successfully uses Chorus, Wendigo knows what is occurring and informs the cultists. They arrive in three turns—they were waiting in a nearby building.

How many cultists are present is up to you. One per character is probably plenty, with perhaps one or two more if the characters have help (such as Amelia or Sisyphus). Don't forget, though, that anyone who ate dinner might have succumbed to the drugs, and that includes Storyteller characters. Indeed, if you wish such characters to play a purely supporting role, you might forgo their rolls to fight off the drugs and simply assume they fall asleep.

Help from Sisyphus

Sisyphus is extremely powerful and his presence in this story might seem as though it could upset the game. After all, he could just look forward in time and reveal the whole plot, and even if that doesn't happen, his mastery of Time can surely make short work of the cultists.

Before despairing, however, reread the Storytelling Technique given in "A Nest of Vipers" regarding powerful supporting characters, as well as the advice on prophecy and divination in the beginning of this story. With all that mind, here are some ways in which Sisyphus can help the characters:

- **Armor:** Sisyphus can bestow armor on the characters. Mechanically, this spell works like Fortune's Protection or Unseen Aegis, except that because he uses his Time Arcanum the character gains an Armor of 5. Characters can have only one armor spell active at once, however. The spell lasts for one hour (Sisyphus doesn't spend the Mana to keep the spell active for a day).
- **Spirits:** Sisyphus can command spirits, but doing so is an improvised spell and one for which he must spend a point of Mana. He can also attack spirits directly, but this spell is *vulgar* and risks Paradox.
- **Stop time:** Sisyphus' Stop Time rote allows him to paralyze an enemy, which can be a tremendous boon when the characters take on someone as dangerous as Bagron. This spell is *vulgar*, however, and thus risks Paradox.
- **Paradox:** Don't forget, many of Sisyphus' more impressive spells can cause a Paradox, which can make things worse for the characters, depending on the effects. Feel free to use a Paradox to give the characters a nasty turn of luck, especially if they are being demanding of Sisyphus to fix their problems.
- **Favors:** The *instant* Sisyphus has performed his third favor for Jack (and any vulgar spell counts as a favor, as does casting armor on the group) he demands his soul stone back. Provided the characters are not currently embroiled in combat, he holds the stone in his hand and concentrates, absorbing the fragment of his soul back into himself.

Escape

The cultists probably defeat the characters, but it's by no means a foregone conclusion and you don't need to force it. If they escape, the cultists pursue them to the best of their abilities (unless the characters have killed or incapacitated them). The spirits watch the characters and relay their positions to Wendigo, who keeps the cultists informed via walkie-talkie. (Jack or Tyrrhenus can listen in on these conversations with an improvised Forces spell.) If the characters found the dead zone in the bookstore earlier or can do so now, they might wish to break in and hide out.

Wendigo alerts the rest of the cult in the event of an escape, and the members take to the streets searching. The cult includes a good number of policemen, including several of the higher-ranking officers. These men carry firearms as well as stun guns and nightsticks, and they have the same goal as the other cultists—capture the characters alive if possible and take them to Wendigo. Getting out of Waltman's Neck alive will be an adventure unto itself, and it still wouldn't address the problem of the Gluttony-spirit.

Off the Beaten Path

Suppose the characters decide that one spirit isn't worth this much danger and try to cut and run? Assuming they manage to get out of town without being seen and attacked by the cultists, you can proceed a few different ways:

- **No rest:** The cops in the cult inform the police of the surrounding towns that a group of criminals just fled the Neck. They allege crimes guaranteed to get the cops out of bed and searching—assaulting a police officer, child molestation, and so on. If the characters signed their names at the Waltman Inn, the cops know their true identities and can track them all the way back to Quincy.
- **Sweet freedom:** The characters escape, and the cult doesn't chase them, knowing that no one would believe them anyway. Wendigo prepares himself for retribution from the Awakened community, but any retribution is up to the cabal to exact.
- **Costly escape:** The characters escape, but remind them that they don't know why people disappear in Waltman's Neck (though they might have a fairly shrewd idea by now). Sleepers are in danger in this town, and something or someone is acting as puppeteer. Are the characters just going to sit back and let this happen? Not only that, but what if whoever runs the cult figures out the connection between Ogma and the Gluttony-spirit?

This scene ends when the characters have either all been rendered insensate or escaped the inn.

Scene Four: Midnight Snack

Finally, the characters confront Wendigo in his home, either as his prisoners or by stealth. During the course of this scene, they discover the truth about the cult (if they haven't guessed already) and can "rescue" (and in the process banish) the Gluttony-spirit.

Infiltration

If the characters are sneaking into Wendigo's home, continue from this point.

Wendigo's sanctum is a three-story Colonial house. The first floor has three entrances: the front door, the back door and a cellar door. All three of these doors are locked, both mundanely and magically. Cracking the mundane locks isn't especially difficult—a simple Dexterity + Larceny roll with a –2 modifier works on any of them. The magical safeguards, however are a little trickier. The magical locks have three "layers" that an intruder must bypass. Wendigo created these traps with the Imbue Item rote.

The first layer is designed to analyze the type of intruder breaking into the sanctum. This spell works like Supernal Vision, and is meant to detect mages. The spell is triggered when a character touches any of the doors with intent to open them. (Wendigo's prowess in the Fate Arcanum allows him to build these sorts of triggers into his spells). The spell automatically detects the character as a mage *unless* Tyrrhenus is the one touching the door and he has used Prime to disguise his aura. In this case, roll five dice and compare the number of successes with the successes Tyrrhenus' player roll when casting the spell to disguise himself. (If the player didn't write it down or doesn't remember, have him roll again but assume the roll garners at least one success.) If the player rolls more successes than you do, the lock doesn't recognize Tyrrhenus as a mage and the other layers aren't activated.

The second layer is meant to strip an intruding mage of protective spells. It is triggered as soon as the first layer recognizes a mage at the door. Roll nine dice (Wendigo's pool for Counterspell Prime) and compare the number of successes with the number the player rolled when casting *every* spell currently active on her character (including Mage Sight, armor spells and other spells with duration longer than a turn such as Exceptional Luck or Sense Consciousness.) Any spells with fewer successes than you roll are immediately dispelled.

Finally, the third layer is meant to weaken the mage. Roll (6 – mage's Stamina) dice. The mage's Stamina falls by a number of dots equal to the successes rolled, to a maximum of four dots lost. The character's Health falls by a like number. This effect lasts for one hour. This effect is also vulgar; roll two dice for the Paradox. If the result is Bedlam or Branding, the Paradox affects the character who touched the door. If the result is Havoc, it might affect any character (choose randomly). Anomaly and Manifestation work normally.

If the characters wish to break a window to gain ingress to the house, they find that all of the windows are double paned and locked (though not magically sealed—Wendigo can maintain only so many spells at once). Getting into a window quietly requires a Dexterity + Larceny roll to open the window, and then a Dexterity + Stealth roll from *each* character entering to avoid detection (apply a –2 to both of these rolls). Failure on the first roll indicates that the character cannot open the window without breaking it, while failure on the second roll means the character falls into the room with a loud crash (which brings Wendigo and the cultists running, of course).

If the characters enter the front or back doors, they are on the first floor of the house. Have the players make Wits + Stealth rolls every time the mages enter a new room. Any failed roll alerts Wendigo to their presence.

If the characters enter through the cellar door, they find a set of wooden stairs leading down. Have each player roll Wits + Composure –2. If this roll succeeds, the character notices that the stairs aren't supported well and any amount of weight will bring them crashing down. Morrigan or Tyrrhenus' player might think to use the Matter Arcanum to check the stairs. If so, the character automatically notices the trap. If a character steps on the staircase, it gives way, sending the character into the basement and causing two points of bashing damage (armor prevents this damage). If Sisyphus is with the characters and someone crashes through the staircase, he can prevent it by using a Time spell to rewind time a few seconds and stop the character. This spell is vulgar, of course, so check for Paradox before resolving the spell, but if the spell succeeds, no one crashes into the basement. Instead, as the character steps forward Sisyphus grabs his shoulder and pulls him back.

Neither Morrigan nor Tyrrhenus have enough expertise in the Matter Arcanum to make the stairs usable, if the players ask. The cellar stairs are a trap—Wendigo doesn't use them at all.

Wendigo is presently in the basement with three cultists and Bagron (unless the characters killed him). They are planning their next move. The door from inside the house to the cellar is located in the kitchen, and descending the stairs without being noticed is a truly Herculean feat. Each player must roll Dexterity + Stealth – 5. Tyrrhenus can use Forces to muffle the sounds the cabal makes, and Ogma or Morrigan can use the Shadow Sculpting spell (improvised for Morrigan) to cover them in darkness. Every success on either of these spells negates one penalty die to a maximum of two dice negated per spell (meaning that if Tyrrhenus' player rolls three successes and Morrigan's rolls two, the penalty falls to –1). Other characters might be able to make the cabal stealthier with magic at your discretion.

Wendigo's House

We don't have the space here to describe every room in Wendigo's house, and the characters aren't likely to see much of it anyway. The only people who ever see the interior at the cultists and their victims, so feel free to add rooms containing tapestries made from human skin, a mantle decorated with skulls and a handwritten "cookbook" with some decidedly disturbing recipes in the kitchen. Or, if all of that is too over the top for your troupe, perhaps the house looks completely normal to the mundane eye, but carries an ambiance of fear, dread and hunger that the mages can sense.

Flies in the Web

If the characters are Wendigo's prisoners, proceed from this point.

Read the following aloud:

You wake up with a pounding headache. Your mouth feels like someone filled it with sand. Your hands are tied behind your back and your feet have been lashed together, and, of course, your weapons are gone. You try to speak and realize that you are wearing a gag.

You blink several times and your vision returns. You are lying on a cold floor in a dank room. Judging from the stone walls and floor, it seems to be a cave. You can smell sea air and note that the floor feels faintly damp. The room is dim, the only light coming from a bare bulb on the other side of the room.

The light illuminates a handful of figures—Jules Bagron, three of your assailants, and a man who towers over the others. He seems to be over seven feet tall, though that might simply be a trick of the light. He exudes a nimbus

of magic that makes your heart beat faster and makes your stomach rumble a bit.

Stop reading aloud.

(If the characters killed Bagron, leave him out of the description of the scene. If they wounded him, mention that he doesn't exhibit those wounds any longer. The same goes for the characters' assailants.)

The characters are in an extremely compromised position. While they haven't been slaughtered yet, if they listen to the conversation Wendigo is having with Bagron, they learn that these men intend to hang them by their feet and slash their throats before stripping the meat from their bones. The only thing that has stopped them from doing so thus far is that the characters are mages, and Wendigo wishes to try to "turn" one or two them. His magic is powerful but deficient in several areas, and he would like an apprentice.

The cabal has several options at this point.

• **Attempt to escape:** The sidebar has some suggestions for how this might be accomplished magically. Escaping the bonds by wriggling free requires an extended Dexterity + Larceny roll with a -2 modifier, with each roll taking one minute. Dramatic failure on this roll draws Wendigo's attention. A failed roll inflicts a point of bashing damage as the character cuts her wrists on the bonds. When the player reaches five successes, the character's hands are free, and she can untie her feet in one turn. If the characters draw Wendigo's attention, go to "Wrath of the Wendigo."

• **Wait and listen:** If they characters do nothing but pretend to be asleep, Bagron and the other cultists eventually leave. They check the characters before doing so, but if they don't move when prodded, the cultists assume the drugs haven't worn off yet and leave. Wendigo, at that point, retreats into the cave to question the Gluttony-spirit, leaving the characters alone to free themselves. He is only gone for about five minutes, though, before he returns, so they need to be quick.

• **Talk to Wendigo:** The characters might be able to con Wendigo into thinking that they are willing to join his cult. Of course, Wendigo isn't stupid, and one character offering to join the cult sounds much more convincing than the whole cabal expressing a desire to join en masse. In any case, convincing him of these intentions requires the appropriate players to roll Manipulation + Persuasion. Niamh's Specialty and Striking Looks apply—Wendigo is a creature of depravity in more ways than one. If the roll succeeds, he cuts one character free, hands him a knife and tells him to slay one of the others. The character can do what he will from there, though one possibility is to "kill" Morrigan, who can use the Death Arcanum to counterfeit being stabbed to death.

Magical Suggestions—Escape and Trickery

• **Death:** Morrigan can, of course, use Death 2 to corrode the bonds. This spell is vulgar, but requires only one success to snap them. Also, with Death 3 she can cause herself to appear dead, which can be useful for fooling the cultists into moving her body elsewhere or simply distracting them. To do this, she must specify a trigger that will awaken her from this state of death, otherwise she remains "dead" for an hour. Finally, Morrigan can use Death 2 to summon ghosts to her aid. The cult has been responsible for many deaths over the years, and some of those spirits want revenge. If she successfully casts a ghost summons, the restless shades untie the characters' hands in a single turn. All of these spells are improvised.

• **Fate:** Fate 1 can compensate for the penalties involved in wriggling loose of the bonds (the character may spend two turns finding the loose spots and ignore the penalty). Fate 2 can help the character find a sharp rock on the floor to help cut the bonds (extra dice to the roll to escape) or provide a distraction to keep Wendigo from noticing a mage casting a spell. (Gnosis + Fate – 2 for his Wits—success indicates that the next spell goes off unnoticed, unless it contains an easily visible effect.)

• **Forces:** Forces 1 can keep attempts to break or wriggle free of the bonds quiet. (Dramatic failures on the roll to escape count as normal failures; this effect applies to all characters.) Forces 2 could cause the electricity from the bulb to arc out and strike targets. Tyrrhenus needs four successes on the spell roll to affect all of five of the targets. (One success hits one target, two successes hits two, and three successes hits four.) Anyone hit suffers four points of bashing damage. This spell is vulgar.

• **Life:** With Life 2, Niamh can transmute the moss on the floor into a swarm of vermin (invertebrates only; roaches, spiders and other bugs are fair game). This would make for a superb distraction, but is vulgar.

• **Matter:** The Detect Substance spell can find the characters' weapons (in a bag by the basement stairs). Matter 1 can also find the entrance to the caves. Morrigan's Alter Accuracy rote can change the weight of her bonds, allowing her to use the rote's effects on the roll to escape.

• **Mind:** With his advanced command of the Mind Arcanum, Ogma has many options. He can command a rat to chew through the bonds (this might require Niamh using Life 1 to find a rat first). He can alter his aura to make it seem as though he truly wants to join the cult, should the characters try this trick (successes add to Manipulation + Persuasion roll). He can also raise his own Mental or Social Attributes by one dot per success (maximum of +3 dots). He can telepathically communicate with the other characters, allowing them to coordinate actions, but he cannot facilitate conversation between the characters. Every conversation is one-on-one between Ogma and the target and a separate spell must be cast for each attempt. Finally, he can psychically assault a target, causing one point of bashing damage per success. All of these spells are covert and use Mind 3.

• **Prime:** Tyrrhenus' Counterspell Prime rote will probably come in handy in the ensuing confrontation. Plus, with Prime 2 he can cast an armor spell that provides protection from spells targeting him but not from mundane attacks. This armor spell *does* work in conjunction with such spells, though. With Supernal Vision, he can also sense the Hallow.

• **Space:** Ogma or Jack can use Space 1 to gain a flawless perception of the room, which includes the entrance to the cave. Ogma can attempt to scry to find the Gluttony-spirit. This is an improvised spell with a –4 modifier, but success indicates that Ogma sees the Gluttony-spirit and knows the way to the cave in which it is trapped.

• **Spirit:** Niamh or Morrigan can use Spirit 1 to awaken the spirit of the bonds and coax it into helping them escape (each success adds one die to the attempt). Niamh or Sisyphus can allow a spirit to touch them, and thus open their bonds. (While the spirits in the area aren't as angry with Wendigo as the ghosts, they are tired of being used.) This spell is vulgar, however.

• **Time:** Time 1 allows a character to pull at the bonds at exactly the right moment (this grants one bonus die per success). Sisyphus is of course capable of some impressive Time magic, but he doesn't attempt such unless the characters have no better methods, since most of his spells are vulgar and he does not wish to risk Paradox.

Note: Any time a character casts a spell, roll Wendigo's Wits + Composure – 2 (he is distracted at present). If this roll succeeds, he notices the spell.

Wrath of the Wendigo

When the characters enter combat with Wendigo, proceed from this point.

The characters might have to contend with Wendigo only, or Wendigo plus Bagron and several cultists. In any case, these characters fight to kill and as such, it behooves the characters to arrange the situation to best suit themselves. This might mean waiting until Bagron and the others leave before springing into action, making some Molotov cocktails to toss down the stairs into the basement or whatever other devious strategies the characters can dream up.

Traits for Wendigo, Bagron and the cultists appear in Dramatis Personae. Wendigo has already cast his Supreme Honing spell, and the traits marked with an asterisk are as follows:

Strength: 3
Dexterity: 2
Initiative: 5
Defense: 2
Speed: 10

His attack pools also increase in accordance with his Attributes.

In combat, the cultists and Bagron attack with knifes, boat hooks and whatever other weapons they have at hand. Wendigo doesn't attack at first, but hangs back and uses his Counterspell Prime rote to disrupt the characters' magic. If Sisyphus is present, he casts the Acceleration rote on the characters. The spell is vulgar, and he suffers a –5 to the dice pool to cast it on all five of the characters (which means that the spell will be easier to counter, since he won't gain too many successes on the roll). Sisyphus spends Willpower on this roll. Remember that he must spend a point of Mana each turn for the characters to enjoy the benefits, so keep track of his Mana pool during this story.

If the characters begin to turn the tide, Wendigo flees down an opening in the wall to the Hallow. If the characters follow him, have the players roll Intelligence + Survival to track him accurately. Magic, of course, removes the need for this roll. The tunnels are dark, so unless the characters bring light they must grope their way blindly (Nightsight can compensate for this). If Wendigo flees, the scene ends and he drops back to his usual ratings in Strength, Dexterity and the derived traits.

The Hallow

Wendigo's Hallow is located in a cave off to the left of the main tunnel. The floor dips sharply away from the entrance, though. When the first character enters, have the player roll Dexterity + Athletics. If the roll fails, the character falls and winds up prone in front of Wendigo (who can immediately make an attack on that character).

The Hallow's resonance invokes a feeling of timelessness. The characters are struck with the feeling that this cave predates them all by millions of years (which stands to reason). They have little time to consider this, though, if Wendigo is still alive.

Confronted by the entire cabal, Wendigo fights as best he can. Given a turn or two without interruption, he can reactivate Supreme Honing, shapeshift into a bat or summon up a swarm of hornets to bedevil the characters. The best solution, then is for the characters not to let him get away (and Sisyphus tells them that, if he is present).

When fighting in the Hallow, Wendigo takes advantage of the "free" point of Mana to use on spells, especially to mitigate Paradox. The characters can do so as well, of course. The cave is large enough to support all of them.

The Spirit's Cave

Not far from the Hallow, the Gluttony-spirit is imprisoned in another cave. When the characters have entered the caves, they hear a dog whimpering. If they follow the sound, proceed from this point.

Read the following aloud:

You find a small hollow branching off from the main tunnel. A rail-thin dog sits chained to a spike driving into the rock. It growls half-heartedly at you but is too weak to be truly threatening. From inside the cave, you hear a weak voice whisper "Help me."

Stop reading aloud.

The voice is that of the Gluttony-spirit. If the characters initiate conversation (requiring an improvised Spirit 1 spell; Niamh or Sisyphus can bestow the spell on the others), it tells them it just wants to go home. It has had enough of starvation. All the characters have to do to free it is to unchain the dog and lead it away (or kill it, if they're feeling heartless).

The spirit is as good as its word. If the characters remove the dog, the spirit vanishes with a rush of wind.

This scene ends when the characters defeat Wendigo and banish the Gluttony-Spirit.

Aftermath

Even if the characters kill Bagron, Wendigo and the cultists, it's unlikely that they stomp out the cult altogether. They could alert the police in the neighboring towns as to the truth in Waltman's Neck, of course, which would result in the cultists eventually being brought to justice.

If they search the house, they find a larder stocked with human remains (and some similar cuts of meat at the Waltman Inn, if they go back and check) as well as a veritable treasure trove of money and valuables from previous victims. Taking this money would be both illegal and morally shaky, however (degeneration roll from any character with Wisdom 7; roll four dice).

All in all, though, the characters are probably anxious to put as many miles as possible between themselves and Waltman's Neck. If Sisyphus is with them, he says that he will remain behind and catalog the city's magical phenomena and the effects the cult has had on the landscape, both spiritual and otherwise. (The Mysterium is always interested in this sort of thing.) If Jack still has his soul stone, he again asks that Jack return it.

Dramatis Personae

Here we present traits and backgrounds for the Gluttony-spirit, Sisyphus, Wendigo, his spirit-sentries, Mr. Bagron, and the cannibal cultists.

Gluttony-Spirit

Background: The spirit drifted away from Boston, following gluttonous urges. These urges are so prevalent in modern Americans that it had little trouble finding the Essence it needed to sustain itself. At first, it kept to upscale dining establishments (a predilection garnered from Ogma), but ultimately wound up being shaped by the easiest sources of Essence—fast food.

The ubiquity of such establishments allowed it to travel easily (and indeed, the characters might find its trail in Scene Two) until it reached Waltman's Neck. There, it immediately attracted the attention of Wendigo's spirit sentries. Wendigo used his spiritual prowess to summon the spirit, and recognized it as a being called forth by goetic magic. He imprisoned the spirit within his sanctum, but it managed to escape once and materialize long enough to send a postcard to Ogma before Wendigo recaptured it. Now, it wastes away, unable to escape but unable to die, until the cabal arrives.

Rank: 1
Attributes: Power 1, Finesse 2, Resistance 3
Willpower: 5
Essence: 2 (10 max)
Initiative: 5
Defense: 2
Speed: 8
Size: 5
Corpus: 8

Ban: The Gluttony-spirit's ban is already being enacted. It cannot affect any being that is truly hungry, and such beings paralyze it. The dog in its prison chamber is kept starving, chaining the spirit to the area.

Influence (Vice •): The Gluttony-spirit can strengthen the desire to indulge and consume, but only when such feelings

are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit. Note that the Gluttony-spirit *cannot* influence or create feelings of hunger. Its influence extends only to eating past satiety.

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

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

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

Spirit Sentries

Background: These creatures began as animal spirits, mostly birds and rodents. Wendigo slowly bound them into service, bribing some with Essence and threatening others with destruction. At any given time, about a dozen spirits patrol the city of Waltman's Neck searching for any source of Mana they can find. Most of the time, they immediately report such sources (which tend to be mages, but occasionally turn out to be foreign spirits or stranger beings still) back to Wendigo, but they have been known to simply follow such beings and try to steal their Essence.

Each of the sentries can remain in Twilight for a radius of only a few blocks. Waltman's Neck isn't a very big town, and so a dozen spirits can patrol most of it, but even so a few "dead spots" exist where Wendigo's servants cannot venture. The characters might find one of these spots in Scene Two.

Rank: 1
Attributes: Power 3, Finesse 2, Resistance 3
Willpower: 5
Essence: 6 (10 max)
Initiative: 5
Defense: 3
Speed: Varies depending on the type of spirit; assume a Speed of 12
Size: Varies, usually 2 or 3
Corpus: Varies; usually 7 or 8

Ban: Different kinds of spirits have different bans. Rodent-spirits might be easily distracted by shiny objects, while bird-spirits might flee from the scent of burning feathers. All of the sentries, however, suffer a –1 to any roll to resist magical compulsion due to Wendigo's conditioning.

Influence (Revelation •): Each spirit sentry, regardless of what type of spirit it actually is, has the same Influence. These spirits can reveal hidden people and objects. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit. Each success imposes a -1 to all Stealth rolls and magical obfuscation in the immediate area for the remainder of the scene.

Chorus: This Numen allows the spirit to speak to any or all other sentry spirits within two miles. To activate the Numen, spend a point of Essence and then roll Power + Finesse.

Material Vision: The sentries can briefly look through into the material realm. Roll the spirit's Power + Finesse. The number of successes indicates the number of minutes the spirit can spend watching. Spirits in Twilight do not need to use this Numen to view the material world.

Wilds Sense: The spirits can automatically sense where other spirits and locations are in their immediate vicinity. If they want to find Hallows or track down spirits miles distant, however, they must use this Numen, which allows them to sense the small resonant traces left by a spirit's passage or emitted by a far-distant Hallow. Roll the spirit's Finesse + Resistance, with more successes giving more accurate information. Success suggests a vague sense of direction, while exceptional success would give accurate directions, an idea of travel time and warnings of hazards en route.

Cannibal Cultist

Background: The members of Wendigo's cult are mostly fishermen, but various other citizens of Waltman's Neck also belong. They have each been subjected to Wendigo's Sanctify Oaths rote, so any attempt to coerce them magically or otherwise force them to violate the trust of the cult enables you to roll Resolve + Composure for the cultist.

Success means the cultist is not swayed by the compulsion and may act normally. Also, if a cultist succeeds in protecting the secrecy or goals of the cult, he regains a point of spent Willpower as if he had indulged in his Vice.

Attributes: Intelligence 2, Wits 3, Resolve 1, Strength 3, Dexterity 2, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Animal Ken 1, Athletics 3, Brawl 2, Crafts (Fishing) 2, Drive (Boats) 3, Firearms 1, Intimidation 2, Medicine 1, Occult 1, Socialize 1, Stealth (Stalking) 2, Survival 1, Weaponry (Club) 2

Merits: Iron Stamina 2, Iron Stomach, Strong Back

Willpower: 4

Morality: 2

Virtue: Faith

Vice: Gluttony

Initiative: 5

Defense: 2

Speed: 10

Armor: 1 vs. bashing only (heavy clothing)

Health: 8

Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Light Pistol	2(L)	20/40/80	6	N/A	5
Boat hook	2(L)	-	-	N/A	7
Club	2(B)	-	-	N/A	8
Stun Gun	N/A	-	-	See below	5

New Merits: Iron Stomach adds two dice to any Survival roll involving eating disgusting or mildly toxic substances (not actual poison, however). Strong Back adds one die to any roll involving lifting or carrying.

Stun Guns: Stun guns aren't actually guns. They consist of little more than a black grip with two metal contact probes sticking out of the top. Thrust the probes into an assailant, pull the trigger on the grip, and approximately 300,000 volts of electricity go coursing through the target's nervous system.

Stun guns do not cause actual damage. The voltage that courses through a subject plays havoc with his body, causing intense pain and severe muscle contraction. The longer one holds the stun gun to the target's body, the worse the "stun" effect becomes. To attack with a stun gun, a Dexterity + Weaponry roll is made (with the subject's Defense subtracted, though armor is ineffective). Even a single success allows for contact and sends electricity into the subject's body. Every success gained on the roll counts as a –1 penalty toward the target's next roll. If these successes exceed the target's Size (5, for the characters), he is knocked unconscious.

The wielder can continue to attack with the stun gun while keeping the contact probes connected to the target's body. Doing so requires a subsequent Dexterity + Weaponry roll, but these rolls can ignore the target's Defense score. Note, however, that the target can attempt to pull away from the stun gun with a Strength + Brawl roll. Success allows him to escape the contact probes. If a target is knocked unconscious, the stun gun ceases to have any mechanical effect on the target. It continues to cause pain and contraction, but does not prolong the duration of the victim's unconsciousness.

Jules Bagron

Background: Jules Bagron has been the proprietor of the Waltman Inn for the last 25 years. He was also the first inhabitant of the town to join Wendigo's cult. Now he serves as the second line of defense against magical interlopers (the first being Wendigo's spirit sentries) as well as the cult leader's lieutenant and head cook.

Description: Bagron is a heavyset man in his late 50s, but Wendigo's magic has kept him strong over the years. He is deceptively quick and is used to working with his "food" (ichthyoid and otherwise) while it is still alive. Therefore, he is deadly with his knives. While playing the role of kindly innkeeper, he dresses in blue jeans and a clean shirt. When fulfilling his duties to the cult, he wears a blood-splattered leather apron and ties a bandana around his mouth. He keeps his head shaved bald—blood is difficult to wash from hair.

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 3, Presence 2, Manipulation 3, Composure 3

Skills: Academics 2, Athletics 2, Brawl 2, Crafts (Cooking) 3, Drive (Boats) 1, Empathy 2, Intimidation 2, Persuasion 3, Occult 2, Stealth 2, Survival 1, Weaponry (Knife, Vital Spots) 3

Merits: Danger Sense, Disarm, Fast Reflexes 2, Iron Stamina 2, Iron Stomach, Quick Draw, Sleepwalker

Willpower: 6

Morality: 1

Virtue: Temperance

Vice: Gluttony

Initiative: 8 (with Fast Reflexes)

Defense: 3

Speed: 12

Armor: 1 (leather apron, front of torso and legs only)

Health: 8

Weapons/Attacks:

Type	Damage	Dice Pool	
Knives	2(L)	N/A	10

New Merit: Mr. Bagron's Disarm Merit allows him to relieve an opponent of a weapon. If your successes on a Weaponry attack roll for Bagron equal or exceed the opponent's Dexterity, you can choose to have Bagron disarm the opponent *instead* of inflicting damage. The weapon lands a number of yards away equal to the successes you roll.

Sisyphus

Background: Sisyphus can't help but compare himself to Jack. Like him, Sisyphus is a wanderer. Like him, Sisyphus is curious. And like him, Sisyphus' greatest challenge is destiny.

Sisyphus was born Keith Baurier, and Awakened to the Path of Thistle at the tender age of 15. He left home, joined the Mysterium, and spent the next 10 years traveling the country recording what he found for his order. He became known within the order as an expert on symbolism and prophecy, as well as something of a poker addict.

It was that latter trait that wound up costing Baurier his soul stone, of course. Up until then, the mage had gone by the Shadow Name of Mimir (after the mythical advisor to the Norse god Odin). During the card game in Boston, Baurier believed that his hand was unbeatable, but as he had little money (and since the game was between mages anyway, money wasn't the currency of choice), he put his soul stone into the pot. Three of the four other mages in the game folded, but Jack, trusting his luck, stayed in—and won.

While Baurier was, of course, mortified by what had happened, he had to admit that Jack was by no means the worst mage to whom he could have lost his soul stone. Both mages agreed to stay in the Boston area until Jack had called upon Baurier (now calling himself "Sisyphus" after the Greek king who was punished in the afterlife for trying to cheat the gods) for the traditional three favors.

Description: Sisyphus is in his late 20s, so other mages tend to underestimate him, not realizing that he Awakened so young. He has a ready smile and a pleasant demeanor, but forms first impressions within seconds of meeting people and seldom if ever changes from them (a side effect of his mastery of the Time Arcanum). He dresses comfortably and is never without a digital camera, a camcorder, a tape recorder and a sketch pad, all for his work with the Mysterium.

Real Name: Keith Baurier
Path: Acanthus
Order: Mysterium
Mental Attributes: Intelligence 3, Wits 2, Resolve 3
Physical Attributes: Strength 2, Dexterity 2, Stamina 2
Social Attributes: Presence 3, Manipulation 2, Composure 3
Mental Skills: Academics 1, Investigation 1, Occult (Symbols) 4, Politics 1
Physical Skills: Larceny 1, Stealth 1, Survival (Traveling) 1, Weaponry 1
Social Skills: Animal Ken 1, Empathy 2, Expression 1, Persuasion 2, Streetwise 3, Subterfuge (Poker Face) 2
Merits: Destiny 2, High Speech, Status (Mysterium) 2
Willpower: 6
Wisdom: 5
Virtue: Charity
Vice: Greed
Initiative: 5
Defense: 2
Speed: 9
Health: 7
Gnosis: 3
Arcana: Fate 2, Spirit 3, Time 5
Rotes: Acceleration (Time 3), Fortune's Protection (Fate 2), Second Sight (Spirit 1), Stop Time (Time 5)
Mana/per turn: 12/3
Weapons/Attacks:

Type	Damage	Dice Pool
Knife	1(L)	4

Rotes and Merits:

Sisyphus' Merits are the same as the characters'. His Fortune's Protection and Second Sight rotes work the same for him as for Jack and Niamh, respectively.

Acceleration (Time •••): This spell boosts Sisyphus' Initiative, his Speed, and his ability to avoid attacks. Although the spell lasts for one hour, he gains its benefits only in those turns in which he spends one Mana reflexively, and the benefits last for that turn. (Once the duration has expired, Mana can no longer be spent to gain the benefits.) Sisyphus can cast this rote on others, but then the spell uses Time 4 (which might become important for purposes of determining the effect of a Paradox). This spell is *vulgar*.

The benefits are as follows:

• Five dice are subtracted from *any* and *all* attackers' dice pools (including ranged attacks), as Sisyphus moves much more quickly than normal and is harder to hit.

• Adds five to Initiative, which allows him to move up the initiative roster for that turn. In the following turn, he drops back down to his original position in the roster (unless he spends Mana again)

• Finally, Sisyphus' Speed is added again to his total Speed rating *five times*. Thus, when using this spell he moves at Speed 54 (9 + 9 + 9 + 9 + 9 = 45 + base Speed of 9 = 54).

Sisyphus can cast this rote on others, but then the spell uses Time 4 (which might become important for purposes of determining the effect of a Paradox). If Sisyphus casts this rote on another character, use that character's Speed for purposes of determining the increased Speed rating.

Stop Time (Time •••••): Sisyphus can suspend time around a target. The target's subjective perception shows him as existing in one moment and then, instantaneously, another later time. To onlookers, it appears as if the target is perfectly still, even if he's in mid-air. Roll Sisyphus' Intelligence + Occult + Time in a contested roll against the target's Composure + Gnosis (this resistance is reflexive). If Sisyphus wins, each

success allows the subject to be frozen in time for one turn. The field of suspended time exists immediately around the target. If anyone or anything enters this field—that is, if the target is touched—the spell is broken and the target is restored to normal time. This spell is *Vulgar*.

Wendigo

Background: The youngest of 10 children, Benton Duerr discovered quickly that the torments of his older siblings wouldn't cease through parental intervention. So he learned to fight back, biting, scratching and beating his brothers with whatever was at hand. That didn't stop them, of course. The boys simply ganged up on their younger brother.

Some sibling rivalries grow into loving relationships, but Benton hated his brothers for what they did to him, and they hated him for fighting back so effectively. One day after soccer practice, they jumped Benton and hog-tied him, leaving him on the muddy field as the sun set. Benton watched in horror as the animals came to stare, but he managed to free his bloodied hands from the bonds and crawl away. It wasn't safety he was crawling to, however, but power. That field had become the Primal Wilds, and Benton Duerr was Awakened.

What happened to his brothers after that is probably best left to nightmares. Benton left his home town in Canada and traveled south to the United States, and eventually joined the Adamantine Arrow. He was expelled from his cabal, and then from his order, for using his magic in too violent and brutal a manner. Knowing that the Arrow didn't want ex-members around, he disappeared, taking up residence in Waltman's Neck and forming a cult dedicated to a practice in which he'd been indulging for some time—cannibalism.

Benton had discovered, over time, that he could consume the flesh of others and gain strength from the practice. In Waltman's Neck, he found willing converts, and slowly he transformed the town into his own personal stronghold. The cult feasts on travelers and those who come to work the fishing boats in summer, but Benton—now using the Shadow Name "Wendigo" after the Native American cannibal spirit of winter—prefers the flesh of the Awakened.

Description: Wendigo stands over seven feet tall and is so solidly built that knocking him down is an exercise in futility. He has thick, brown hair and light brown, almost yellow, eyes. He walks confidently and proudly, and his voice is deep and commanding. His appearance belies the rot within, however. Although he is tough and hardy, the sinews connected to his muscles are weak and he can barely muster the strength to throw a punch. He is clumsy and scarcely has the motor control to write. His teeth are yellowed and pitted, and so he rarely smiles. Of course, these infirmities vanish after a good meal.

Note: Some traits are marked with an (*). Those traits increase when Wendigo casts certain spells. These traits are for Wendigo without magic. Also, Wendigo's low Wisdom rating adversely affects his dealings with spirits. Apply a -1 to all social rolls when dealing with spirits (though not spellcasting rolls).

Real Name: Benton Duerr
Path: Thyrsus
Order: None (formerly Adamantine Arrow)
Mental Attributes: Intelligence 2, Wits 2, Resolve 3
Physical Attributes: Strength 1*, Dexterity 1*, Stamina 5
Social Attributes: Presence 2, Manipulation 3, Composure 3
Mental Skills: Academics (Mythology) 3, Crafts (Tanning, Cooking) 3, Medicine 2, Occult (Cannibalism) 3
Physical Skills: Athletics 1, Brawl 2, Firearms 2, Stealth 3, Weaponry 3
Social Skills: Intimidation (Scary) 3, Socialize (Dinner Parties) 3
Merits: Giant, Hallow 3, Sanctum 7
Willpower: 6
Wisdom: 2
Virtue: Justice
Vice: Lust
Initiative: 4*
Defense: 1*
Speed: 7*
Health: 11
Gnosis: 2
Arcana: Fate 4, Life 4, Prime 3, Spirit 4
Rotes: Control Spirit (Spirit 3), Counterspell Prime (Prime 2), Imbue Item (Prime 3), Sanctify Oaths (Fate 4), Second Sight (Spirit 1), Self-Healing (Life 2), Supreme Honing (Life 4)
Mana/per turn: 11/2
Weapons/Attacks:

Type	Damage	Range	Shots	Special	Dice Pool
Pistol	2(L)	20/40/80	6	N/A	5*
Knife	2(L)	-	-	N/A	6*

Rotes and Merits:

Wendigo's Giant Merit means that his Size rating is 6 rather than 5. This adds to his Health rating. His Hallow functions like the characters'. His house and the catacombs below make up his Sanctum. Anyone attempt to break in, magically or otherwise, suffers a -2 to appropriate rolls, and Wendigo gains a +2 to Initiative while in his Sanctum.

Wendigo's Self-Healing and Second Sight rotes are identical to Niamh's, and his Counterspell Prime rote is identical to Tyrrhenus'.

Control Spirit (Spirit •••): Wendigo can force a spirit to perform an action. Roll Presence + Intimidation + Spirit

in a contested roll against the spirit's Resistance. A single, simple command ("Attack!" "Flee!" "Stand there!") can be issued per success. More complex commands might require multiple successes devoted to them. This spell is *Covert*.

Imbue Item (Prime •••): Wendigo uses this spell to imbue the flesh of his cult's victims with power. He can prepare this meat with the Supreme Honing spell (anyone who eats the meat gains the benefit of this spell for one scene), or simply add Mana to the grisly feast (this has no benefit for Sleepers, but mages who eat the flesh gain the Mana). Instances of this spell are noted in the text. This spell is *Covert*.

Sanctify Oaths (Fate ••••): This spell allows Wendigo to bind his cultists to secrecy and loyalty. All of the cultists in town have undergone the ceremony, so any attempts to magically coerce them to betray the cult or Wendigo allow you to roll Resolve + Composure for the cultist. If the roll succeeds, the magical compulsion fails. This spell is *Covert*.

Supreme Honing (Life ••••): With this spell, Wendigo can increase his Physical Attributes. Roll Resolve + Athletics + Life and divide successes between Strength and Dexterity (Wendigo doesn't bother with Stamina). Raising these Attributes raises Speed, attack dice pools, Initiative and Defense. Changes to Wendigo's traits are noted in the text, since he has this spell active when the characters confront him. This spell is *Vulgar*, unless cast on flesh (via the Imbue Item rote) which is then consumed.

Ogma/Benjamin Kent

Ogma's traits improve for "The Feast" as he gains the Imposter rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Ogma can spend a single Mana per turn.

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

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

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

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

• **Imposter (Mind •••):** Ogma can cloud another's perceptions to make her think he is someone else. His false image can mimic an actual person or a fictional persona Ogma creates. Roll Intelligence + Subterfuge + Mind + 1 (nine dice). The Storyteller rolls Composure + Gnosis for the target (this resistance is reflexive). If you roll more success, you fool one sense per success. If you roll three successes, Ogma creates an illusion that can fool sight, sound and touch. This spell lasts for one scene, and the Storyteller might ask you to roll Manipulation + Subterfuge to keep up a convincing charade if you mask yourself as someone specific. This spell is *Covert*.

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

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

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

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

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

Merits

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

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

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

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

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

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

MAGE THE AWAKENING

Name: Ogma/Benjamin Kent
Player:
Chronicle: Gloria Mundi
Concept: Keeper of Secrets
Virtue: Prudence
Vice: Gluttony
Path: Mastigos
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	●●○○○

Other Traits

Merits

Enhanced Item (Throwing Cards)	●○○○○
High Speech	●○○○○
Quick Draw	●○○○○
Resources	●○○○○
Status (Boston Police)	●○○○○
Status (Guardians of the Veil)	●○○○○
	○○○○○
	○○○○○

Flaws

	○○○○○
	○○○○○
	○○○○○

Size
Defense 3
Initiative Mod 5
Speed 9
Experience

Arcana

Death	●○○○○
Fate	●○○○○
Mind	●●●○○
Space	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Health

●●●●●●○○○○○
□□□□□□□□□□
-1 -2 -3

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)
Imposter (Mind 3)

Tyrrhenus/Anthony Licavoli

Tyrrhenus' traits improve for "The Feast" as he gains a dot of Gnosis. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Tyrrhenus can spend two Mana per turn.

Pattern Scourging 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). Tyrhennus can both restore and scour his pattern once per 24 hours.

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

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

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

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

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

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

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

Merits

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

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

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

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

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

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

MAGE THE AWAKENING

Name: Tyrrhenus/Anthony Licavoli
Concept: Liaison to the Consilium
Path: Obrimos
Player:
Virtue: Hope
Order: Silver Ladder
Chronicle: Gloria Mundi
Vice: Greed

Attributes

Power	Intelligence	●●OOO	Strength	●●●OO	Presence	●●●OO
Finesse	Wits	●●●OO	Dexterity	●●OOO	Manipulation	●●OOO
Resistance	Resolve	●●OOO	Stamina	●●●OO	Composure	●●●OO

Skills

Mental
(-3 unskilled)

Academics ●OOOO
Computer ●OOOO
Crafts OOOOO
Investigation OOOOO
Medicine OOOOO
Occult (Curses) ●●OOO
Politics ●OOOO
Science OOOOO

Physical
(-1 unskilled)

Athletics ●●OOO
Brawl ●●OOO
Drive ●OOOO
Firearms OOOOO
Larceny OOOOO
Stealth OOOOO
Survival OOOOO
Weaponry (Blackjack) ●●OOO

Social
(-1 unskilled)

Animal Ken OOOOO
Empathy ●OOOO
Expression OOOOO
Intimidation ●●OOO
Persuasion ●●OOO
Socialize ●●OOO
Streetwise (Mafia) ●●OOO
Subterfuge ●●OOO

Other Traits

Merits

Contacts (Mafia) ●OOOO
Dream ●●OOO
High Speech ●OOOO
Iron Stamina ●OOOO
Status (Consilium) ●OOOO
Status (Silver Ladder) ●OOOO
OOOOO
OOOOO

Flaws

OOOOO
OOOOO
OOOOO

Size
Defense 2
Initiative Mod 5
Speed 10
Experience

Arcana

Fate ●OOOO
Forces ●●OOO
Matter ●OOOO
Prime ●●OOO
OOOOO
OOOOO
OOOOO
OOOOO

Health

●●●●●●●OOOO
□□□□□□□□□□ (-1, -2)

Willpower

●●●●●OOOOO
□□□□□□□□□□

Mana

□□□□□□□□□□

Gnosis

●●OOOOOOOOOO

Wisdom

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

Rotes

Counterspell Prime (Prime 2)
Detect Substance (Matter 1)
Kinetic Blow (Forces 2)
Supernal Vision (Prime 1)
Winds of Chance (Fate 1)

Morrigan/Cecelia Arthur

Morrigan's traits improve for "The Feast" as she gains the Alter Accuracy rote. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Morrigan can spend a single Mana per turn.

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

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

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

• **Alter Accuracy (Matter ••):** Morrigan can improve the balance and heft of a simple item. This could, for instance, improve the accuracy of a sword, since it is easier and smoother to wield, or even make a screwdriver turn easier (its weight shifts so well it practically turns itself) or a hammer hit harder. Any object that might conceivably benefit from a more efficient or better-weighted design could serve as the target of this spell. Roll Composure + Occult + Matter (eight dice) and spend one point of Mana. The targeted object gains the "9 again" quality (re-roll results of 9 and 10) on the next dice roll made using it. Extra successes affect successive rolls, one roll per success. Morrigan cannot choose which rolls are affected; each successive roll gains the benefit until the number of affected rolls have been used or the scene ends, whichever comes first. Note that this spell does not affect the chance die, should the object-wielder's dice pool be reduced to a chance die.

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

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

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

• **Sense Consciousness (Mind •):** Morrigan can detect the presence of minds in the material world or mental projections in the state of Twilight. She can detect the presence of psychic activity, from the basest (that possessed by the simplest of animal life) to the most complex and elevated (powerful lords among spirits, the most enlightened of willworkers and the like). This sense allows her to know when other thinking creatures are present and what sorts of minds, roughly, are present. While the spell is in effect, it creates a "safety zone" around Morrigan into which no mind can enter without her knowledge. Roll Wits + Empathy + Mind (four dice). This spell is *Covert*.

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

Merits

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 Arrow
Chronicle: Gloria Mundi
Vice: Pride

Attributes

Power	Intelligence	●●●●O	Strength	●●●OO	Presence	●●OOO
Finesse	Wits	●●OOO	Dexterity	●●OOO	Manipulation	●●OOO
Resistance	Resolve	●●OOO	Stamina	●●OOO	Composure	●●●OO

Skills

Mental
(-3 unskilled)

Academics		●●OOO
Computer		●OOOO
Crafts		OOOOO
Investigation		●●OOO
Medicine		●OOOO
Occult	(Undead)	●●●OO
Politics		OOOOO
Science	(Chemistry)	●●OOO

Physical
(-1 unskilled)

Athletics		●●OOO
Brawl		OOOOO
Drive	(Off-Road)	●●OOO
Firearms		●OOOO
Larceny		●OOOO
Stealth		●●OOO
Survival		OOOOO
Weaponry		OOOOO

Social
(-1 unskilled)

Animal Ken		OOOOO
Empathy		●OOOO
Expression		OOOOO
Intimidation	(Stare-Down)	●OOOO
Persuasion		●OOOO
Socialize		●OOOO
Streetwise	(Cemeteries)	●OOOO
Subterfuge		●OOOO

Other Traits

Merits

High Speech	●OOOO
Resources	●●●●O
Status (Adamantine Arrow)	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

Flaws

	OOOOO
	OOOOO
	OOOOO

Size
Defense 2
Initiative Mod 5
Speed 10
Experience

Arcana

Death	●●●OO
Matter	●●OOO
Mind	●OOOO
Spirit	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

Health

●●●●●●●OOOOO
□□□□□□□□□□ (-1, -2, -3)

Willpower

●●●●●OOOOOO
□□□□□□□□□□

Mana

□□□□□□□□□□

Gnosis

●OOOOOOOOOOO

Wisdom

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

Rotes

Exorcist's Eye (Spirit 1)
Grim Sight (Death 1)
Quicken Corpse (Death 3)
Sense Consciousness (Mind 1)
Unseen Aegis (Matter 2)
Alter Accuracy (Matter 2)

Jack/Cody Gunn

Jack's traits improve for "The Feast" as he gains the Fast Reflexes Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Jack can spend a single Mana per turn.

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

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

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

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

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

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

• **Omnivision (Space •):** Jack can perceive 360 degrees around himself. He essentially has "eyes" on the back and sides of his head. He can get a flawlessly detailed picture of his immediate three-dimensional surroundings. He does not suffer penalties for darkness when locating or targeting beings or objects, but he cannot discern fine details with this sense alone—he still needs sight for that. Roll Wits + Composure + Space (seven dice). This spell is *Covert*.

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

Merits

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

Fast Reflexes: Jack's Space and Time magic has taught him to pay close attention to events around him, making his reactions sharper and faster.

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

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

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

MAGE THE AWAKENING

Name: Jack/Cody Gunn
Player:
Chronicle: Gloria Mundi
Concept: Pawn of Fate
Virtue: Faith
Vice: Envy
Path: Acanthus
Order: Free Council

Attributes

Power	Intelligence	●●OOO	Strength	●●OOO	Presence	●●●OO
Finesse	Wits	●●●OO	Dexterity	●●OOO	Manipulation	●●●OO
Resistance	Resolve	●●●OO	Stamina	●●OOO	Composure	●●●OO

Skills

Mental
(-3 unskilled)

Academics ●OOOO
Computer ●OOOO
Crafts ●OOOO
Investigation OOOOO
Medicine OOOOO
Occult (Lucky Charms) ●OOOO
Politics OOOOO
Science OOOOO

Physical
(-1 unskilled)

Athletics ●OOOO
Brawl ●OOOO
Drive OOOOO
Firearms OOOOO
Larceny ●OOOO
Stealth (Crowds) ●●OOO
Survival ●●OOO
Weaponry OOOOO

Social
(-1 unskilled)

Animal Ken ●OOOO
Empathy ●●OOO
Expression (Singing) ●●OOO
Intimidation ●OOOO
Persuasion ●●OOO
Socialize OOOOO
Streetwise ●●OOO
Subterfuge ●●OOO

Other Traits

Merits

Destiny ●●●OO
High Speech ●OOOO
Thrall ●●●OO
Status (Free Council) ●OOOO
Fast Reflexes ●OOOO
OOOOO
OOOOO
OOOOO

Flaws

OOOOO
OOOOO
OOOOO

Size
Defense 2
Initiative Mod 6
Speed 9
Experience

Arcana

Fate ●●OOO
Forces ●OOOO
Space ●OOOO
Time ●●OOO
OOOOO
OOOOO
OOOOO
OOOOO

Health

●●●●●●OOOOO
□□□□□□□□□□ (-1, -2, -3)

Willpower

●●●●●OOOOO
□□□□□□□□□□

Mana

□□□□□□□□□□

Gnosis

●OOOOOOOOOOO

Wisdom

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

Rotes

Exceptional Luck (Fate 2)
Fortune's Protection (Fate 2)
Nightsight (Forces 1)
Temporal Eddies (Time 1)
Omnivision (Space 1)

Niamh/Lira Hennessy

Niamh's traits improve for "The Feast" as she gains the Cleanse the Body rote. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Niamh can spend two Mana per turn.

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

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

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

• **Cleanse the Body (Life •):** Niamh can cleanse herself of drugs, toxins or poisons. Roll Stamina + Medicine + Life (five dice). Successes add dice to rolls for overcoming a drug or allow Niamh to ignore an equal number of points of poison damage. This spell is *Covert*.

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

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

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

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

Merits

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

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

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

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

MAGE THE AWAKENING

Name: Niamh/Lira Hennessy
Player:
Chronicle: Gloria Mundi
Concept: Siren
Virtue: Fortitude
Vice: Lust
Path: Thyrsus
Order: Mysterium

Attributes

Power	Intelligence	●●OOO	Strength	●●OOO	Presence	●●OOO
Finesse	Wits	●●OOO	Dexterity	●●●OO	Manipulation	●●OOO
Resistance	Resolve	●●●●O	Stamina	●●OOO	Composure	●●●OO

Skills

Mental
(-3 unskilled)

Academics ●●OOO
Computer ●OOOO
Crafts ●●OOO
Investigation ●●OOO
Medicine ●OOOO
Occult ●●OOO
Politics ●OOOO
Science OOOOO

Physical
(-1 unskilled)

Athletics (Swimming) ●●OOO
Brawl ●OOOO
Drive (Boats) ●●OOO
Firearms OOOOO
Larceny OOOOO
Stealth OOOOO
Survival OOOOO
Weaponry OOOOO

Social
(-1 unskilled)

Animal Ken OOOOO
Empathy ●●OOO
Expression ●●OOO
Intimidation OOOOO
Persuasion (Seduction) ●●OOO
Socialize OOOOO
Streetwise OOOOO
Subterfuge OOOOO

Other Traits

Merits

High Speech ●OOOO
Status (Mysterium) ●OOOO
Striking Looks ●●OOO
Occultation ●OOOO
OOOOO
OOOOO
OOOOO
OOOOO

Flaws

OOOOO
OOOOO
OOOOO

Size
Defense 2
Initiative Mod 6
Speed 10
Experience

Arcana

Life ●●OOO
Spirit ●●OOO
Time ●●OOO
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO

Health

●●●●●●●OOOO
□□□□□□□□□□ (-1 -2 -3)

Willpower

●●●●●●●OOOO
□□□□□□□□□□

Mana

□□□□□□□□□□

Gnosis

●●OOOOOOOOOO

Wisdom

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

Rotes

Glimpsing the Future (Time 2)
Momentary Flux (Time 1)
Second Sight (Spirit 1)
Self Healing (Life 2)
Cleanse the Body (Life 1)