DESCENT
Gloria Mundi - Part Seven
MAGE™
THE AWAKENING
Free Introductory Chronicle
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Descent

Welcome to "Descent," the seventh installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. In this story, the characters discover Adam's fate (he has been murdered by fanatical apostate mages known as Banishers) and descend into a dangerous, but potentially enlightening, realm. That realm is an ancient Atlantean temple and cache of knowledge known as the Obsidian Palace, which was planted by the Mysterium and designed for use by mages of the Moros Path. For many years, the entrance to the Palace has been hidden by a mausoleum in a graveyard near the cabal's hallow, but its location is only revealed to the characters after Adam's murderers try (and fail) to gain access to its secrets. To further complicate matters, Adam's goetic Pride-spirit appears to Morrigan and tries to sabotage her efforts. If Morrigan can let go of her self-importance and ambition, the characters have a chance to defeat the Pride-spirit. If not, the whole cabal faces the consequences.

Theme and Mood

The theme of "Descent" is *pride*. This is an important theme of **Mage** in general, but the way it manifests in this story is especially significant. Morrigan's choices influence how the cabal will function going forward, and they might even cost the characters their lives if she makes particularly arrogant decisions. In a rare show of self-awareness, the Pride-spirit is counting on the very trait it embodies to make sure the cabal will not survive the descent into the temple. Only through patience and humility—and please note that Morrigan's Virtue *is* Temperance—will the cabal survive intact.

The mood of this story is *tension*—especially that between extremes. "Descent" is a story told in blacks and whites. Characters are either dead or alive; very rarely do they stand a chance of being simply injured. Challenges are either passed or failed. Very little middle ground exists. The stark contrasts in lighting and texture in the temple help to reinforce this mood.

Storytelling Technique: Table-Talk

It's not at all uncommon for players to talk to each other out of character and remind one another about rules definitions, strategy, and other helpful hints. This is fine, but sometimes it crosses the line to sharing information or communicating in ways that remove roleplaying decisions from a particular player's hands. For instance, if a player whose character is currently separated from the group encounters a man wearing a tiny silver skull earring, and one of the other players recognizes this person as her character's enemy and issues a warning, the first player loses the opportunity to meet and interact with this adversary. Maybe the character won't find the man to be so disagreeable, or maybe the character can learn some important weakness. But if the second player starts giving the first one information that his character doesn't possess, he will find it very difficult to roleplay the meeting well. Even if he can ignore what the other player just told him, the experience won't be as much fun as discovering along with his character who this mysterious stranger is.

In "Descent," Morrigan is asked to make several decisions that affect the group. Most of the time, she is alone when these decisions come about, but that doesn't necessarily mean that the other *players* won't hear the same information that her player does. Before the story begins, remind the players that they should not be offering advice out of character and should not be acting on information that their characters do not possess. If you feel that it will be too much of a problem, take Morrigan's player out of the room during moments in the story when her character is alone and receiving information that the others don't have.

Of course, if the other characters *are* present, table-talk can still be a problem. In Scene Three of this story, for instance, Morrigan is asked to choose between life, soul, mind,

and fate. If Jack's player, speaking as Jack, says "Choose fate. That way it's about me, and I know I'm not dying today," then a number of interesting things have happened. From a story perspective, Jack's player is exploring the notion that Jack is destined and thus cannot be killed before his time (a dangerous thing to gamble on). From a purely mechanical perspective, Jack's player could easily use this action as an excuse to regain Willpower from his Faith Virtue.

If, however, in response to the same situation, Ogma's player says, "Pick fate. That's probably about Jack, and that way he can use his Destiny Merit to get out of whatever's happening," the mood is broken because the players are now speaking out of character. We've learned nothing about how the characters relate to one another or to their magical paths, and on top of it all, one player is trying to make decisions for two of the others!

In many troupes, players come up with a signal for when they are speaking out of character, such as grabbing one wrist, placing a hand on one's head, knocking on the table, or broaching a comment by saying "out of game" before speaking. It's not a bad idea to implement some such system for this story, if you haven't before. That way if someone starts to talk out of character in a situation where you'd rather he didn't, you'll know before he gets any words out.

Storytelling games have a strong element of problem-solving, true, but they aren't video games. The interaction between characters is what makes these games unique, so try to keep that alive as much as possible.

New Systems — Atlantean Temples & Guardians

The secrets of the past have endured millennia, shielded by magical wards and more mundane obstacles. Hidden from humanity, Atlantean ruins contain long-lost knowledge and power. Remote temples are inaccessible to all but the most skilled explorers, isolated deep under the waves, inside hidden caves, or atop the highest mountain peaks. Atlantean temples remain undisturbed for a variety of reasons, not the least of which are the temple guardians bound to the secret and sacred places of the earth.

Atlantean princes, it is believed, created guardians to watch over their greatest treasures. These protectors were made with immunities to many forms of magic, especially Atlantean. (In game terms, temple guardians have formidable countermagic.) Foolish grave-robbers and scholars alike face annihilation—or worse—for approaching Atlantean temples incorrectly. Guardians are capable of altering the minds and souls of intruders, erasing all memory of what is seen, crippling a tomb-robber's magical power, and eroding sanity.

Temple guardians can assume whatever forms their masters command of them, but most descriptions are surprisingly similar. Classically trained mages sometimes refer to Atlantean legends told by Plato, describing protectors in terms that correspond to Greek legend. Tomb-raiders tell of perfect marble statues materializing and advancing from the shadows around them. Spiritual explorers disagree, describing guardians as elemental forces—storms of wind and water. Temple guardians often assume shapes relating to their environment, whether it's a shambling mummy in an Egyptian tomb or a monstrous beast in the mountains of Tibet. Those whose minds have been shattered by such confrontations babble of blasphemous forms that defy all reason—chthonic horrors that are not limited by earthly laws of form or physiology.

It is said that certain mystical sigils and gestures allow explorers to approach Atlantean ruins safely, but few know these secret signs. Revelations are hidden in lost tomes, disclosed by Atlantean spirits that have escaped the limitations of time, or are found when a mage's Awakening takes him past the boundaries of earthly reality. The keys to temples are often as difficult to master as esoteric rotes, requiring patience and sacrifice from would-be tomb-robbers.

Descent

This story takes place on October 30th, almost 10 weeks after the events of "The Feast." As before, this downtime is both because the characters don't have any easy leads and because they probably need time to heal after the last story. Feel free to run the characters through a story during this downtime if you feel up to the challenge, especially if any of the Vice-spirits who have appeared thus far remain unaccounted for.

When this story begins, the characters should be in the city of Quincy, but they don't necessarily have to be at the sanctum. Mages can have social lives, too, after all, so nothing says that one or more of them couldn't be attending a Halloween party. Allow the players a few minutes to establish where their characters are and what they are doing before beginning the first scene.

Mana

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

Scene One: Devil's Night

In this scene, the characters feel a blast of magic and discover the corpses of several people in a cemetery near their sanctum. They might discover that these people were responsible for Adam's disappearance. Investigating the scene, they discover a gateway in a mausoleum that leads to a strange temple.

Have the players roll Wits + Occult. Active Mage Sight adds one die, and Mage Sight through the Death Arcanum adds an additional die, while the Spirit Arcanum subtracts one. Alternatively, you may decide that Morrigan automatically succeeds on this roll, just to cut down the chance that no one will succeed, since this event is what kick-starts this story. If this roll succeeds, the character feels a powerful but brief wave of magic wash over her. If the roll results in an exceptional success, the mage notes that the magic is similar in feel to Morrigan's. The characters can get a sense of the direction, but that varies depending on where the characters are. From the sanctum, the magic felt like it comes from the northwest. Morrigan knows of a small cemetery in that direction. She sometimes steals bodies from it and has always felt comfortable there.

Tracking the magic backward is simple enough, but the ripples are fading quickly. Fortunately, the source is only a few miles from the sanctum. The magic did indeed emanate from the cemetery. When the characters arrive at the cemetery, proceed from this point.

Read the following aloud:

The cemetery is small, only a few acres. You can't quite see from one side to the other, though, because of a few copses of trees. As you stare out into the dark, you feel a profound sense of disquiet, as though someone just walked over your grave.

Stop reading aloud.

The cemetery is dark and the streetlights don't illuminate more than about 10 feet into the graveyard. Jack can use his Nightsight rote, of course, and Tyrrhenus can improvise an identical spell. The other characters suffer a –1 penalty on rolls involving sight unless they carry flashlights. Morrigan's player might state that Morrigan keeps flashlights in her truck for midnight grave-robbing. This is fine, but make *her* decide this rather than you suggesting it.

Gaining entry into the graveyard is simple. It's surrounded by only a two-foot wrought iron fence, which the characters can easily climb over. This cemetery is no longer in use, as it has no more space for bodies. The most recent burials took place in the 1970s. Morrigan has never seen anyone visiting the place.

When the characters enter the graveyard, have Niamh's player roll Intelligence + Occult + 1 (for her Mysterium Status). If the roll succeeds, she remembers her order informing her that this cemetery had some significance for the Mysterium, but that no one has mentioned specifically what is so special about it.

The characters can wander the graveyard as they please. The information they can discover, through mundane and magical means, is presented in the following sections.

Mundane Investigation

The characters can look around for footprints. Have the players roll Intelligence + Investigation (–2 without Nightsight or a flashlight). Success means the characters find a series of footprints, made by a group of at least three people, that leads from the north side of the cemetery to a mausoleum. If the characters approach the fence on this side, they see a car parked on the street.

Mage Sight

The graveyard is saturated with magical energy. A character standing in the graveyard can scrutinize this magic for more information. Doing so requires active Mage Sight and a roll of Intelligence + Occult (+1 for Death or Prime; –1 for Spirit). Success indicates that the character learns that someone cast a spell that covered the area, but that the spell went awry, possibly due to Paradox. The magical energy is receding and will be gone entirely in roughly 60 minutes. The character can follow the energy back to its epicenter. Doing so leads to the same mausoleum to which the footprints mentioned previously lead.

If the characters look for ghosts using Death 1, they do not see any. Morrigan can inform the other characters, though, that graveyards rarely contain ghosts since people don't usually die in them, and she has never seen ghosts in this cemetery before. If the characters look for spirits in Twilight, they do not see any. The cemetery doesn't feel inert or stagnant from a magical perspective, it's simply quiet.

The Car

A large sedan, about 15 years old, sits on the street beyond the north edge of the cemetery. No people are inside. If the characters peer in, they don't see anything immediately incriminating. The locks have been enchanted with a Forces spell, however, which they notice if they scrutinize the car for magic. (Doing so requires active Mage Sight and a successful Intelligence + Occult roll; Prime or Forces adds one die.) Attempting to open the doors with a slimjim or another tool, or using the key (found in the Mausoleum) triggers the spell. Electricity courses through the character's body, causing three points of bashing damage. Breaking a window and opening the door from inside dodges this spell, and Tyrrhenus can use Counterspell Prime to nullify it. Doing so requires two successes.

The interior of the car is clean and looks as though it has been vacuumed and shampooed repeatedly. The Detect Substance rote can find traces of blood on the seats, and Death 1 can confirm that people have died here. The glove compartment contains a map of New England, and another of Boston in particular. If the characters unfold the latter map, they find that the cemetery, the hotel in which Adam was staying (which they investigated before the events of "Made Men") and their sanctum are all circled. In the trunk of the car, the characters find a large plastic tarp, a can of gasoline and a long coil of rope. Again, Morrigan or Ogma can use Death 1 to confirm that people have died in the trunk. If Jack or Niamh attempts to use Time magic to see what happened, they find that the car has been magically blocked. (Attempting to use Time magic hits a kind of null space during certain times.) The times they can access are mundane, simple scenes of driving the car through New England. The characters might note that they have seen this type of magic before, in Adam's hotel room.

The Mausoleum

When the characters enter the mausoleum, proceed from this point:

Read the following aloud:

The door leading into the mausoleum is ajar, and you can tell that it was forced. Inside, five people—three men, two women—lie on the stone floor around a stone casket. Their eyes stare lifelessly upward and their mouths gape as though amazed. There are no visible signs of what killed them.

Stop reading aloud.

These five people were mages in life, members of the same cabal that kidnapped and murdered Adam. They belonged to no order and never had any contact with the Boston Consilium. They were Banishers, mages who wished to end the presence of the Awakened in the Fallen World. These particular Banishers, however, attempted to open the gateway to the Obsidian Palace (in part because their leader was under influence by the Pride-spirit) and failed miserably.

The characters can search these bodies with both mundane and magical techniques. The corpses don't have identification, but they are carrying weapons. Three of them have guns, one has a switchblade knife, and the fifth has a small hatchet strapped to his leg. One of the women has a lead coin clutched in her hand. If a player makes a successful Intelligence + Occult (+1 for Morrigan) roll, her character realizes that lead is a metal associated with the Moros path, and necromancers often create magical tools from the metal.

Magically, the characters can learn the following information:

- **Death:** Death 1 reveals that the mages died as a result of a sudden shock to their systems. Their bodies simply couldn't handle the strain. The shock was magical in origin and seems to involve the Death Arcanum. If Morrigan uses Death to attempt to summon the ghosts of these mages, she receives no response. Death 1 can also be used to verify that these mages are truly dead, rather than counterfeiting death magically. If Morrigan or Ogma scrutinizes the stone casket with the Death Arcanum, they discover its true nature.
- **Prime:** Tyrrhenus can use Prime to read any lingering magic in the area. He discovers that the casket is saturated with magical energy, but it isn't a Hallow or an imbued item. (He lacks the Arcanum necessary to identify it, however.)
- **Time:** Jack or Niamh can look back in time and try to see how these people died, as long as someone can give the appropriate mage a good estimate of how long they have been dead (Intelligence + Medicine, +1 for Morrigan). The character sees the five people standing around the casket, with the woman holding out the coin. She demands entry "in the name of the Watchtower of the Lead Coin," and then goes wide-eyed in horror. She collapses, dead, followed seconds later by her fellows.
- **Space:** If Jack or Ogma scrutinizes the casket with Space magic, he realizes that it is a portal of some kind. It is not designed to be opened with the Space Arcanum, however, and neither mage has a great enough command of Space to force it.

The casket is a gateway into the Obsidian Palace, an Atlantean temple designed ages ago by Moros mages of the Mysterium order. Only a Moros mage can unlock the temple, and although mages of other Paths can enter, they must be accompanied by a necromancer. The Palace isn't physically located beneath the cemetery in Quincy. Entering the Palace is akin to entering the spirit world, although the Palace is a realm unto itself.

Scrutinizing the casket with Death reveals that it is a gateway to something. If Morrigan does the scrutinizing, she realizes that she can open it. Only a Moros Disciple of Death (that is, a mage with Death 3) can open the gateway to the Palace. At this point, though, all she knows is that she can open it, not where it leads. Since five people already lie dead around the gateway, it's not too likely that the characters are going to rush to open the gateway. (But if they do so, fine, skip to Scene Two.)

The False Guardian

At some point during the characters' investigation of the temple, the Pride-spirit makes itself known to Morrigan. It tries to talk to her when she is alone, staying out of sight. If Morrigan is alone during this scene, proceed from this point:

Read the following aloud:

You hear a low, female voice say, "Are you here to claim your due, necromancer?" You see a humanoid shape standing in the shadows nearby, but it does not come forward.

Stop reading aloud.

If Morrigan alerts the other characters or uses magic on the mysterious shape, the Pride-spirit vanishes. It knows that

it cannot stand up to the mages in its weakened state. If she talks to it, however, it claims to be a guardian of the Obsidian Palace. It can answer Morrigan's questions and will speak in front of the other characters, but not *to* them. It pretends that it is only permitted to speak to Moros mages.

Some of the questions the characters might ask, and their answers:

• **What happened to those people?** "*Their leader attempted to open the gateway to the Palace, but she was unworthy. The power of Death consumed her. As she was the Pathfinder, the others shared her fate.*" All of this is true.

• **What is the Palace?** "*The Obsidian Palace is a temple to knowledge and patience.*" True.

• **How can we enter it?** "*You, who are called Morrigan, must open the door and enter. Your fellows can follow you.*" True.

• **What are you?** "*I am a guardian. I remain here in the Fallen World and protect the gateway from Sleepers.*" False. To Sleepers, the casket is nothing but stone.

• **Have you seen the Pride-spirit?** "*A spirit such as the one you describe entered the Palace when the unworthy Moros opened the gateway before.*" False. The Pride-spirit is trying to trick them into entering the Palace.

The spirit answers any other questions with whatever it feels they would want to hear. It praises and lauds Morrigan and doesn't acknowledge the others. If they attempt to cast spells on it or get a better look at it, it vanishes. It tries to subtly encourage them to enter the gateway, and makes up whatever riches and secrets the characters might find interesting to get them down there. One thing it might offer is information about Adam, which the characters *can* find if they descend.

Before the characters leave, the spirit warns them, "Don't look back." This warning, as it happens, it meaningless, but it sounds important and appropriate for such a journey. The spirit, of course, is trying to cover its own tracks.

The Boston Consilium

If the characters hit a dead end and leave the cemetery to investigate it elsewhere, other local mages can be of some help. Niamh's fellow Mysterium mages, for instance, can confirm that the cemetery is indeed significant. Should Niamh ask about it (or should she arrange to put Morrigan in touch with a Moros associate in the Mysterium), the contact states that the graveyard hides the entrance to an ancient Mysterium temple of study known as the Obsidian Palace. None of the local mages who are aware of its existence (few indeed) have visited this cemetery in recent memory, though, because getting in is especially difficult. Some sort of key is required for admission, and those who attempt to enter without a key must pass deadly tests of wit and skill. No more information is available, but Niamh's Mysterium associates urge her to investigate and get in touch again if she and her cabal manage to find out anything further.

Entering the Temple

Opening the gateway is an extended casting for Morrigan. Normally such a spell would require a roll of Death + Gnosis with each roll taking three hours, but since she needs to succeed for the story to progress, you can choose to waive this requirement. Likewise, the spell is normally vulgar, but you can assume that she doesn't incur any Paradox for opening the casket. Opening the gate, however, does take three hours (just assume she garners the necessary successes in one roll), so find out what the characters are going to do during that time. When the gate is open, it remains open long enough for the characters to enter. They can even bring the corpses along with them, if they wish. This serves two purposes. First, it dodges the issue of anyone showing up and finding them. Second, Morrigan can animate them as zombies, and once they are in the Obsidian Palace she can do so free from Paradox.

Once she has cast the spell opening the gate, proceed from this point.

Read the following aloud:

The casket turns black as obsidian, losing any trace of being made of stone at all. It seems to be made of pure shadow, and it spreads out like black water. It covers the floor, and you begin to move forward, downward, into the darkness. After what seems like hours of freezing blackness, you emerge into the Obsidian Palace.

Stop reading aloud.

This scene ends when the characters enter the Atlantean temple.

Scene Two: The Obsidian Palace

The characters explore the temple, facing several trials and tests.

When the characters arrive at the Palace, proceed from this point.

Read the following aloud:

You see before you a set of immense stairs leading up. Everything around you seems to be made of black stone or glass, and a pale blue glow with no apparent source lights the place. You [indicate Niamh] *feel decidedly uncomfortable here, though it takes a few minutes to pin down why. Nothing here has a spirit. Rock is only rock, shadow is only shadow.*

Stop reading aloud.

The Obsidian Palace is connected to the Supernal Realm of Stygia, which is where Moros mages draw their power from. As such, uses of the Matter and Death Arcana gain a +1 modifier in the Palace, and uses of these Arcana are *never* considered vulgar. (That is, spells using Death and Matter don't engender Paradox here.) The Spirit Arcanum, as the

inferior Arcana of Stygia, suffers a –1 penalty here. Explain these rules to the players, just so you don't have to repeat it every time someone casts a spell with those Arcana.

If the characters brought the corpses with them, Morrigan can raise them as zombie servants. Normally they would last for only a scene, but the zombies remain animated in the Palace for as long as Morrigan wishes. See the rules in "Made Men" for creating zombies.

When the characters have gotten their bearings and are ready to proceed, continue from this point.

Continue reading aloud:

Ascending the stairs is tricky. The bad light and the dark glass blurs the lines of perspective, making it hard to find your feet. Eventually, however, you arrive at the top of the staircase and find yourself on a vast plain. You cannot see the horizon, nor is any ceiling evident. Nothing moves before you except your own reflections in the dark glass of the floor.

As you watch, the shadows coalesce into a human form. It stands nearly 10 feet tall but possesses no features—it is an automaton of shadow and glass. It steps forward, and a deep voice rumbles forth. "Who is your Pathfinder?"

Stop reading aloud.

The characters should indicate Morrigan, of course. The shadow-being states that it is a guardian and welcomes the cabal to the Obsidian Palace. It asks the characters for the key.

Of course, the "key" in question is a phrase in High Speech, a gesture, or even a physical key that has been lost for centuries. The characters have no chance of actually providing it, and as soon as this becomes clear, the ambiance of the room changes.

Read the following aloud:

The guardian grows another several feet taller. The strange blue light intensifies, throwing the shadows all around into stark relief and casting your reflections into the floor. "No key?" the guardian booms. "Pretenders, then? Apprentices? Thieves come to take the secrets of the Alae Draconis*? Very well. You will face the tests to earn your key, but know this: Without your Pathfinder your lives are forfeit. Have you any questions before you begin the tests?"*

Stop reading aloud.

The guardian is patient and answers their questions to the best of its ability. It will not, however, divulge the nature of the tests nor the number (which leaves you free to add or subtract tests as you see fit). Some of the other questions the characters might ask are:

• **Why didn't the guardian in the cemetery tell us about the tests?** *"There is no guardian in the Fallen World. The Obsidian Palace is barred to those without the knowledge of Death."* The Gatekeeper has no further information about the "guardian" that the characters might have met before, which hopefully clues them in to that guardian's true identity.

• **Do we have to go forward?** *"No. You may give up at any time. But know this: If you turn away before the tests are complete, you cannot return without the key."*

• **If Morrigan dies, do we really die?** *"Yes. No one survives here without a Pathfinder."*

• **If we pass the tests, can we return at any time?** *"Any Moros can open the gateway at any time, and once you have the key you do not need to face the tests."* **(Storytellers:** You may or may not wish to allow the characters easy access to the temple. As such, you might wish to make the requirements for re-entry a bit more stringent.)

• **Is [detail that the false guardian told us] true?** The Gatekeeper can clarify the truth or falsehood of anything the Pride-spirit said relating to the Palace. In particular, it mentions that the temple was built by Moros of the *Alae Draconis*, the Wings of the Dragon (another name for the Mysterium). Try to work that nickname for the order into the conversation, either with the Gatekeeper or with the gargoyles later in this scene, because it will become useful during the last trial.

Tests

You don't have to run all five of these tests. If time doesn't allow for it, or if you don't think your troupe would respond well to the trials presented here, feel free to invent some of your own or simply ignore the ones you don't like. Each of the trials has a specific purpose, and this purpose is noted at the end of the trial in question. If you design your own, try to keep the point of the test in mind.

Also, remember that the characters can give up and return to the Fallen World at any time.

First Test: The Gatekeeper

As soon as Morrigan acknowledges that the cabal is ready for the tests, proceed from this point.

Read the following aloud:

The guardian inclines its head slightly, and then explodes upward. Shards of glass burst from the ground as it grows to almost 20 feet in height. It swings a massive fist toward Morrigan.

Stop reading aloud.

Have the players roll for initiative and run the combat as usual. The test ends when the characters inflict enough damage to bring the guardian's Corpus to 0, or when they manage to incapacitate it. Physical attacks work normally, but the spirit has an armor rating of 3 and Defense 5, meaning that actually inflicting damage with such attacks is difficult. Morrigan can use Death 2 to disperse the shadows that comprise the creature (every success inflicts one point of damage), and Niamh can attack it directly with Spirit 3 (but remember that

all Spirit spells suffer a –1 penalty). The Gatekeeper uses its Countermagic Numen on such spells, though.

The Gatekeeper fights to kill, and focuses on Morrigan. It probably won't be able to inflict much damage to her before the characters beat it into submission, of course. The point of the test is that the characters need to protect Morrigan, for if she dies, they all do.

Second Test: The Path

After the characters have bested the Gatekeeper, proceed from this point.

Read the following aloud:

The guardian spirit vanquished, you see a luminous path before you, leading off into the dark. As you walk, the black glass on either side of the path shifts and roils, until you realize that it is liquid. Ahead of you is simply an expanse of that liquid, covering the path.

Stop reading aloud.

Touching the liquid is deadly. The "liquid" is the stuff of death itself, and no living creature can abide contact with it (Morrigan can sense this automatically). Morrigan can manipulate it with her command of the Death Arcanum, parting the liquid and allow the cabal to walk the path. Doing so requires a roll of Death + Gnosis. Success on this roll repels the liquid and reveals a door about 20 yards away. This means that at a dead sprint, the characters can cross the distance in a single turn. Any zombies with them can't move that fast, but the liquid does them no harm anyway. Morrigan's spell repels the liquid for three turns. If the player rolls an exceptional success, this duration doubles to six turns. At the end of this time, the liquid flows back into place and Morrigan must again attempt to repel it. Fortunately, it flows slowly enough that she can see it coming and cast her spell.

The door is circular and leads directly downward. An enormous combination lock secures it. Any character can attempt to open the door, which requires an extended roll of Wits + Larceny. Each roll represents one turn's worth of work, and five successes are required before the lock opens. Jack is obviously the best choice to open the door. Not only does he have the best dice pool, but Fate magic can be of benefit to him (the Exceptional Luck rote in particular). Morrigan must keep death at bay while the other characters attempt to open the door.

Once the door opens, the characters find a ladder going down. The ladder is slick and hard to see. Descending requires a roll of Dexterity + Athletics. Failure indicates the character falls and suffers two points of bashing damage. A character who jumps also takes this damage. Two characters can descend the ladder per turn. This is important because time is a factor—Morrigan must keep the liquid repelled long enough for everyone to climb or jump into the opening. Any zombies present aren't dexterous enough to manage the ladder, but they don't mind falling.

This trial is meant to test the Moros' skill with the Death Arcanum, as well her ability to juggle two mental tasks. (Without her cabal, after all, Morrigan would have to stave off the liquid *and* open the door.) After the last character is through the door, it slams shut.

Death

In this story as written, it's possible for all of the characters to die instantly. All that is required is for Morrigan to die. This might strike you—and the players—as being somewhat unfair, but consider the following:

- **Dying isn't easy:** In order to die under the Storytelling System, a character has to have his Health chart filled with aggravated damage. This means that the chart has to be filled with lethal damage, then again with aggravated (or with bashing, then lethal, then aggravated if the source of the damage is bashing). The Gatekeeper is powerful, but he probably won't have time to dish out *that* much damage. The death-liquid in the second trial is another matter, however. It kills any living creature it touches, so make sure the players understand that.
- **Teamwork:** The characters should all be working for and with each other. If they do that, they should have no trouble staying alive.
- **Don't conserve resources:** Encourage the players to spend Willpower on important rolls. Those three extra dice can easily mean the difference between life and death.
- **Remember the point:** The function of this story is to showcase Morrigan's relationship with her own Vice. Tying her life directly to the lives of the other characters should reveal that she *cannot* be ruled by her pride. The threat of death is more effective in making this point than actually killing everyone, so play this threat of death up.

Third Test: The Treasure

When the characters have descended the ladder, proceed from this point.

Read the following aloud:

You stand in an immense, round room with a low ceiling, perhaps only seven feet high. Piles of gold and jewels blanket the floor—you can't even see the black glass in most places. The light here comes from burning sconces on the walls, and the flames cause the riches in the room to glitter hypnotically.

Stop reading aloud.

The characters can stuff their pockets with gold nuggets if they like, but hopefully one of the players has enough common sense to wonder if that's really a good idea. The gold isn't cursed, and it is "real" gold, but collecting it doesn't really get the characters anywhere. The walls and ceiling are smooth glass and there are no doors in evidence. What's more, the door through which the characters entered is not visible from this side. The wall appears to be seamless.

A wooden door lies underneath one of the piles of gold. Finding it is simple enough; Morrigan or Tyrrhenus can simply use Matter 1 to look for an opening. Tyrrhenus could use his Detect Substance rote, but since he doesn't know what the door is made of he might be guessing for a while. If the player uses the rote to find "wood," though, he finds the door. This trial isn't meant to be life-threatening or even especially difficult. It is only meant to remind the Moros mage that riches are simple enough to come by, but that they can distract a mage from her true path.

Once the characters find the door, the need to uncover it. This takes some time, as the gold nuggets are heavy, but with all of them working it's not difficult (especially if Morrigan still has some zombie servants). The door under the gold pile opens into the floor, reveal a gigantic stone spiral staircase.

Fourth Test: The Staircase

When the characters begin descending the stairs, proceed from this point:

Read the following aloud:

The bright light of the golden room fades behind you, replaced by the strange blue luminescence that pervades this gloomy place. The stairs beneath you are the same black, glassy stone you are now accustomed to seeing, and you mind your steps carefully on the way down.

Strange carvings adorn the walls here. They resemble the grotesque gargoyles that grace Gothic cathedrals, but they are carved from black glass. As you descend, their leering faces turn to watch you. You realize as you pass them that they have pulled themselves free of their moorings and are creeping along the walls, their glassy talons making hideous scratching sounds.

One of them rises from the stairs in front of you and hisses, "Pathfinder?"

Stop reading aloud.

If the characters are accompanied by zombies, the gargoyle first asks why Morrigan has raised the bodies of the dead. If her answer is acceptable, the gargoyle lets the matter drop. If not, the gargoyles tear the zombies to shreds. *Acceptable answers:* "They are nothing but matter and therefore I use them as tools," "I prefer to let a dead body walk into danger rather than my companions," any other answer that demonstrates cleverness or pragmatism. *Unacceptable answers:* "To prove my power as a necromancer," "To carry me to my goal," any other answer that demonstrates hubris or laziness.

After resolving this issue or if Morrigan has no zombies with her, the gargoyle asks her to choose "life, soul, mind, or fate." When she answers, the gargoyles pounce forward and grab one of her cabalmates, pinning the character to the wall well above the floor with their clawed hands. Which character depends on her answer. If she says "life," the gargoyles grab Niamh, "soul" means they grab Tyrrhenus, "mind" means they grab Ogma and "fate" means they grab Jack. The gargoyle in front of her then bares its fangs and tells her to protect her companion. Morrigan has one action in which to prevent the gargoyle from attacking the mage. Some possibilities include:

- She could use Death to shatter the hands of the gargoyles holding her cabal-mate. Death + Gnosis – 1 (this accounts for the +1 to all Death spells; the actual negative modifier is two dice for affecting a larger area). Success crumbles their hands and allows the mage to drop back to the staircase, while the attacking gargoyle hits the wall harmlessly.
- She could simply attack the gargoyle. All physical attacks to the gargoyle suffer a –5 for its Defense and armor, and Morrigan must inflict three points of damage to knock it away and deflect its attack. She can also use Death to affect the gargoyle directly; this attack does not incur the –5 modifier.
- She could shield the character. This is an improvised Death 3 spell, and grants the character an armor rating of 3. This *replaces* any armor spell the character currently has active. He doesn't gain the benefit of both spells.
- If the zombies are still around, she could instruct them to stop the gargoyle. They aren't very fast, but they do block the creature's path and deflect the attack.
- If the other characters try to interfere, the gargoyle hisses at them to stay back. This task must be resolved by the Pathfinder. If they persist, the staircase below where the characters are standing becomes a forest of razor-sharp glass spikes, blocking their path until they complete the trial.

If the gargoyle attacks, roll seven dice for the attack. The unfortunate mage on the wall doesn't gain the benefit of his Defense, but any armor spell that he has active does apply (and thus subtracts from the gargoyle's attack). Any damage inflicted is *aggravated*, but the gargoyle makes only one attack. This still could conceivably kill a character, though. If a character dies or suffers injury, Morrigan's player must check for Wisdom loss (roll two dice if the character dies and three if not), unless her Wisdom has fallen to 3 or less over the course of the chronicle. If any damage is inflicted upon the character, Morrigan suffers as well, though not necessarily in the same way.

If Niamh suffers damage, Morrigan suffers the same amount of damage (but the damage is lethal, not aggravated).

If Tyrrhenus suffers damage, Morrigan loses a like number of Mana points.

If Ogma suffers damage, Morrigan loses a like number of Willpower points.

If Jack suffers damage, Morrigan loses access to her newly gained Destiny Merit for the rest of **Gloria Mundi** (though the Storyteller can still use the bane dice).

This harsh test is meant to show that while the dead can be used as tools, the necromancer holds no dominion over the living, and should remember her place.

Fifth Test: The Library

At the bottom of the stone staircase, the characters finally find themselves at the heart of the Obsidian Palace, where they face the final test. Proceed from this point.

Read the following aloud:

You step off the final stair into a great hall. The walls and floor here are normal gray stone rather than black glass, and the room is lit with a soothing white light. Stone tables stand every few yards, and upon each table sit books and scrolls marked with Atlantean runes. You can feel magical knowledge radiating from this room, as though the spells inscribed on those pages want to leap forth and burrow into your memories. You see a humanoid figure, wearing a simple gray robe, standing between the tables. He raises a hand and says, "Let the scholars of the Alae Draconis *come forth."*

As you step forward, though, you realize that you face another trial. The ground splits, and a great chasm yawns into being between you and the tables.

Stop reading aloud.

The chasm is too far to jump and the characters don't possess the necessary magic to fly (at least, as far as they know). They can cross this chasm, however, by recalling that this temple was built by the Mysterium, also called the Wings of the Dragon. Niamh, as a Mysterium mage, can simply float across the chasm, and as soon as her feet touch the ground on the other side, the chasm closes. The characters can puzzle over this as long as they like. Give them hints if they get stuck (perhaps using Tyrrhenus' Dream Merit, if they want to wait the hour for him to use it) but don't just hand them the answer.

Once the characters cross the chasm, they have entered the Library. Proceed to Scene Three. (Alternatively, now would be a good time to have Morrigan see the Pride-spirit escape, if she hasn't already.)

Pride Escapes

At some point during the tests (during the second or fifth test, especially), Morrigan sees the Pride-spirit behind her on the path. The spirit waves for a moment, and then flies straight up, leaving the temple. At this point, Morrigan has a choice. She can either proceed onward and learn the secrets of the temple or give up and chase the Pride-spirit. If she chooses to go onward, she regains a point of Willpower for playing to her Vice. (She will also have to check for Wisdom loss later, but this is handled in "Aftermath.") If she chooses to follow the spirit, she regains all spent Willpower points for playing to her Virtue.

This scene ends either when the characters pass the trials and enter the library (in which case go on to Scene Three) or give up and return to the Fallen World (in which case skip to Scene Four).

Scene Three: The Library

In this scene, the characters can converse with the Guardian of the Library and learn, among other things, Adam's fate and the identities of the dead mages in the mausoleum.

When the characters cross the chasm, proceed from this point.

Read the following aloud:

The chasm rumbles shut behind you, and the man in robes steps forward. "Welcome," he says, "to the Library of the Dead." He gestures around to the tables. "You may stay as long as you like, but the books must remain here."

Stop reading aloud.

The characters can question the librarian all they like. It isn't omniscient, but it can explain the point of the tests, and it knows everything that the Banishers knew upon their deaths. It can even tell the characters who the Banishers were and why they were here. It explains their motives and that they killed Adam several months ago. (The Banishers believed that magic was a curse, the spirit says, and they were planning to destroy the Boston Consilium in a manner that would kill them as well as the mages there.) It can also tell the characters that the Banishers' leader, a Moros mage, was under the influence of a spirit that played to her hubris and arrogance when she tried to open the gateway. If they ask where that spirit is now, the librarian tells them that it is not in the Palace anymore. It can also tell them when it left, if Morrigan didn't bother to mention it to the others, which could cause a bit of friction.

If the characters ask why the Pride-spirit lured them here, the librarian opines (correctly, as it happens) that the spirit didn't feel they would survive the experience. Of course, the characters might be aware that the spirit would have also ceased to exist if Morrigan had died, but evidently the Pride-spirit chose not to believe that.

The knowledge in the library is extensive and mostly focused on rotes of the Death Arcanum. The spells are written in High Speech, though, so deciphering them enough to learn them would take a great deal of time. Now that the characters have entered this gateway, though, they have the "key" (a phrase in High Speech that the librarian provides to Morrigan). Morrigan can, therefore, enter the Palace any time she wishes. Time passes at the same rate here as in the Fallen World, though, so the librarian advises the characters to be careful to watch

how long they remain here. While no one hungers, thirsts, or sleeps in the Palace, the effects of deprivation will hit them as soon as they leave. A scholar who studies for weeks without stopping to rest or drink will probably die of dehydration the instant he returns to the Fallen World. Since Moros mages could usually convert stone to water before they gained access to this temple, this wasn't usually a problem in days of old.

The librarian is willing to converse with the characters as long as they like, but the Pride-spirit has escaped now, so the characters have some unpleasant surprises in store when they return to their sanctum. This scene ends when the characters leave the Palace. Skip Scene Four and go directly to Aftermath.

Scene Four: Pride Burns

In this scene, the characters choose to chase the Pride-spirit out of the temple rather than complete the trials. Run this scene only if the characters immediately decide to leave the temple upon seeing the Pride-spirit. If the characters (or, more to the point, Morrigan) decide to wait a while, skip this scene and go to Aftermath when they do leave. The Pride-spirit works quickly.

The characters reappear in the mausoleum and probably rush out into the graveyard. Proceed from this point.

Read the following aloud:

Dawn is creeping over the eastern horizon. In the first rays of sunlight, you see what looks like Morrigan running for the fence. Her form is fading—apparently the spirit is retreating into its ephemeral state.

Stop reading aloud.

The disc that Adam left for the characters in "Made Men" is probably the best bet for stopping it. Niamh can accomplish the same thing with an improvised Spirit 3 spell, however. Once the spirit is bound to the physical world, the characters can finish it off just as they have the others.

When the spirit is reduced to zero Corpus and Essence, it melts away into the dew-covered ground, screaming in frustration.

This scene ends when the characters have defeated the Pride-spirit.

Aftermath

If the characters finished off the Pride-spirit, then this story is over. The characters have one more challenge ahead of them, involving Adam and the circumstances of his death, but they have put to rest all of the Vice-spirits he summoned. If they have not (that is, if any spirits remain at large), they must deal with those spirits as well, but they are well-equipped to do so. Indeed, Niamh is now powerful enough to exorcise the Wrath-spirit from Amelia, if necessary, and between her spiritual prowess and the disc Adam created, the mages can bind and destroy this being.

If they bring their victory to Chain's attention, he lifts the "quarantine" on the characters and congratulates them. All five of them gain a dot of the Status Merit (Boston Consilium). (This Merit will not appear on the character sheets in the final story, however, because the characters don't necessarily receive it. Have the players write it in if they do.)

If the characters did *not* follow the Pride-spirit and instead faced the final challenge, they return to the graveyard to find the Banisher's car (and theirs, if they drove here) burning. The Pride-spirit set both vehicles ablaze upon returning to the Fallen World, knowing that the police would arrive quickly and slow the characters down. Indeed, the police and fire departments are already at the scene. Hopefully, the characters took the bodies of the Banishers with them into the Palace. If they didn't, the police have those bodies in their custody and are straining to understand why five healthy people suddenly dropped dead in a graveyard.

The characters haven't exactly broken any laws, but they can expect some thorough questioning about the car fires. (Well, technically they *were* trespassing, but the owners of the cemetery aren't interested in pressing charges—despite their curiosity about the corpses.) Ogma can help smooth things over with the cops, but a good story is necessary to avoid hours of questioning and police scrutiny for weeks thereafter.

The real trouble, though, is back at the sanctum. When they arrive, they find their house is intact, but that all of the notes Morrigan has ever made on magic, zombies, the undead and the Death Arcanum are gone. Also, the characters find that their Hallow has been weakened. Battened by the hubris Morrigan displayed when she refused to leave the Palace, the Pride-spirit absorbed as much of the Hallow as it could. It now produces only two points of Mana per day. This damage cannot be repaired (not without a Master of the Prime Arcanum, at least).

If Morrigan's Wisdom rating is still above 4, have her player roll three dice. If this roll fails, Morrigan loses a dot of Wisdom and must roll her new Wisdom rating to see if she gains a derangement. If *this* roll fails, she gains the Inferiority Complex derangement. Whenever she is subjected to a stressful situation in which the result of a single choice or dice roll can determine success or failure, she might be overcome with such self-doubt that she threatens the outcome. She might need to tell a convincing lie to get out of a dangerous situation or cut a wire to disable a bomb. The player must roll Morrigan's Resolve + Composure for her to remain composed. If the roll fails, the weight of the momentous choice is too much for Morrigan and she is flustered, doubting her ability to choose correctly or to perform adequately. Once in this state, any rolls made for the remainder of the scene—including the momentous act itself—suffer a –1 penalty. In addition, a Willpower point cannot be spent on the singular roll that inspires her bout of inferiority.

Attempts to track the Pride-spirit come to naught. It is more powerful, now, and is lying low until an opportunity to

harm the characters arises. That opportunity, of course, comes about in the next and final chapter of **Gloria Mundi**.

Dramatis Personae

Here we present traits for the Pride-spirit and the Obsidian Gatekeeper. The gargoyles and the librarian don't need traits, as the interactions they have with the characters are either limited to conversation or already covered in the text.

Pride-Spirit

Background: By this point, the Pride-spirit is probably the last remaining Vice-spirit. It has been sorely weakened by the loss of its fellow spirits, but by its very nature, it refuses to give in. It decided to lure Morrigan and the cabal into the Obsidian Palace, reasoning that the guardians and trials would kill them. It found the cabal that murdered Adam first, however, and decided to see if it could manipulate those mages into opening the gateway, just to see how deadly the Palace was. Pleased with the results, it hopes to leave the cabal to rot in the Palace. (It is not aware that if Morrigan dies, it is destroyed.)

Rank: 1
Attributes: Power 2, Finesse 2, Resistance 3
Willpower: 5
Essence: 5 (10 max)
Initiative: 5
Defense: 2
Speed: 9
Size: 5
Corpus: 8

Ban: The Pride-spirit's ban is sweat, representing Morrigan's distaste of doing her own dirty work. Perspiration derived from physical exertion inflicts one point of damage to the spirit if the liquid touches its Corpus.

Influence (Vice •): The Pride-spirit can strengthen feelings of arrogance and bravado, but only when such feelings are already present. Weak-willed people (that is, Sleepers) normally act on these urges, but mages are composed enough to resist. Using Influence requires you to spend a point of Essence and roll Power + Finesse for the spirit.

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

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

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

Obsidian Gatekeeper

Background: This creature, created from a powerful spell incorporating both Death and Matter, can move as swiftly as a shadow but is as tough as stone.

Rank: 2
Attributes: Power 5, Finesse 5, Resistance 5
Willpower: 10
Essence: 15 (max 15)
Initiative: 10
Defense: 5
Speed: 18
Size: 8
Corpus: 13

Influence (Glass ••••): The Gatekeeper can manipulate the obsidian floor of the Palace. It can cause the floor to become jagged and sharp (Power + Finesse – target's Defense and armor to attack; damage is lethal). Also, the Gatekeeper has an armor rating of 3 against all physical attacks. (Magical attacks that target the spirit directly bypass this armor.)

Numina: Countermagic (dice pool 10). The guardian can use this Numen as reflexive countermagic against any form of magic, including covert spells. One Essence is spent, and Power + Finesse is rolled. If successes rolled for the guardian equal or exceed those for the spell, the spell is countered.

Ban: The Gatekeeper is equal parts shadow and glass. Strong light doesn't disperse it, but does shrink it, imposing a –2 on all rolls.

Ogma/Benjamin Kent

Ogma's traits improve for "Descent" as he gains a Skill Specialty in Empathy. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Ogma can spend a single Mana per turn.

Pattern 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 (Emotion)	●●○○○
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 "Descent" as he gains a dot of the Investigation Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Tyrrhenus can spend two Mana per turn.

Pattern 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 two consecutive turns). He can gain three Mana either by suffering one lethal wound or by reducing one of his Physical Attributes by a single dot (the latter effect lasts for 24 hours). 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 ●OOOO
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 "Descent" as she gains a dot in the Destiny Merit. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Morrigan can spend a single Mana per turn.

Pattern 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

Destiny: Morrigan's path to Destiny is revealed during the course of this story. Her player has two dice that she can add to any roll, but they can be used only once per session. Also, the Storyteller has two "bane dice" that he can apply as a penalty during a session.

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

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

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

MAGE THE AWAKENING

Name: Morrigan/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

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

●●●●●●●OOOO
□□□□□□□□□□ -1 -2 -3

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

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 "Descent" as he gains the Tune In rote and a dot in the Science Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Jack can spend a single Mana per turn.

Pattern 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*.

• **Tune In (Forces •):** This spell enables Jack to listen in on a free-floating data transmission (like that of a cellular modem) and translate the electromagnetic "noise" into intelligible information. He cannot, however, understand information that was originally transmitted in another language. He could listen in on a radio broadcast without the need for any kind of receiver. Likewise, he could watch any television signal not transmitted directly through cables. This would enable Jack to spy on closed walkie-talkie channels, get free satellite pay-per-views, or even "listen in" on the datastream transmitted and received by a cellular modem if he really felt like it. (He couldn't make much sense of it, though. He would need Mind magic to interpret the noise.) At this point, Jack is incapable of actually sending any information along these channels and is restricted to eavesdropping on extant signals. Roll Intelligence + Science + Forces + 1 (five dice). This spell is *Covert*.

Merits

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

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

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

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

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

MAGE THE AWAKENING

Name: Jack/Cody Gunn
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 ●OOOO

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)
Nightsight (Forces 1)
Omnivision (Space 1)
Tune In (Forces 1)

Niamh/Lira Hennessy

Niamh's traits improve for "Descent" as she gains a dot of the Spirit Arcanum. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

Magical Abilities

Path: Niamh walks the 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 two consecutive turns). She can gain three Mana either by suffering one lethal wound or by reducing one of her Physical Attributes by a single dot (the latter effect lasts for 24 hours). Niamh can both restore and scour her pattern once per 24 hours.

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

Spellcasting: Niamh's ruling Arcana are *Life* and *Spirit*. To cast an improvised spell, roll Gnosis + the relevant Arcanum and spend one Mana unless it is a Life or Spirit spell. (See the "Arcana Capabilities" sheet for possible improvised spell effects.) She knows the following 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 (eight dice) to cast the spell and Intelligence + Occult (four dice) to analyze the resonance it reveals. This Mage Sight spell is *Covert*.

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

Merits

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

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

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

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

MAGE THE AWAKENING

Name: Niamh/Lira Hennessy
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	●●●OO
Time	●●OOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

Health

●●●●●●●OOOO
□□□□□□□□□□ (-1 -2 -3)

Willpower

●●●●●●●OOOO
□□□□□□□□□□

Mana

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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)