SIREN'S SONG
Gloria Mundi - Part Four
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THE AWAKENING
Free Introductory Chronicle
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Siren's Song

Welcome to "Siren's Song," the fourth installment of the **Gloria Mundi** chronicle for **Mage: The Awakening**. In this story, the characters begin their own investigation of the Vice-spirits and discover that one of them, at least, has carved out a niche for itself in the Fallen World. They find out how subtle and poisonous the influence of these spirits can be, and, hopefully, they learn that diplomacy can be just as effective a tool for banishing the spirits as brute force and magical prowess.

Along the way, the characters also discover that even in a city with Puritanical roots, the pleasures of the flesh make for popular pastimes. The rich and jaded take these pastimes to extremes… and the spirit of Lust is soaking up their carnal excesses.

Theme and Mood

The theme of "Siren's Song" is *lust*. The Storyteller characters your players' characters will meet in this story talk about sexual freedom, broadening horizons and breaking away from strictures of years past, but in the end, they do what they do because it feels good. What they do isn't against any laws (at least, the activities that they actually condone aren't), but people get hurt in the process. Marriages suffer, promises are broken, and many people come away not fulfilled and free, but guilty and soiled. Of course, some of the members are able to keep their carnal proclivities and their emotions in perspective, and enjoy what happens on board the ship for its own sake. For our purposes, though, the thematic lust of this story involves one person victimizing another, physically or emotionally, for his own gratification.

The mood of "Siren's Song" is *tempting*. The characters might be tempted by the food, drink and carnal pleasures laid out before them. They aren't immune to vice (obviously), and as this story progresses, they can expect to be propositioned and cajoled by sybaritic hedonists of all stripes. Indulging doesn't cost them anything except time, but it does strengthen the Lust-spirit behind the story's events. Of more direct consequence, though, is the temptation to simply let the Lust-spirit go on about its activities. It's not hurting anyone directly, after all, and banishing a spirit just because it's encouraging kinky sex might seem a little too Puritanical for most players. Giving in to that temptation, though, is unwise. The spirit is not meant for this world, and although it has learned much about human behavior, it knows nothing about being human.

Storytelling Technique: Character Progression

Characters do not (and should not) remain static over the course of a chronicle. Already, the characters in **Gloria Mundi** have increased Skills, gained new rotes and even, in one case, increased magical understanding as expressed by the Gnosis trait. Throughout the rest of the chronicle, each new story will reveal some advancement for the characters. Some of these advancements will be dramatic, such as a new Arcanum or rote, while others simply consist of a new Skill or Specialty. When you have access to **Mage: The Awakening**, of course, you can use the experience point allocation and expenditure system put forth therein.

Until then, though, it behooves us to consider how the characters are progressing and why they gain the traits they do. If your players were recording experience points and deciding on the traits their characters would gain after each story, they would have to justify, or at least explain, why they felt those particular increases were appropriate. For instance, if Niamh's player has been taking an active role in combat during the first few stories, it makes sense for her player to

purchase a dot in the Brawl Skill for her. If she has backed away from physical violence, instead focusing on keeping her cabal safe, raising traits such as Wits or Medicine might be more logical.

Obviously, we can't know what the players in your chronicle have been doing with these characters. As such, the characters' traits increase in accordance with a general idea of an arc for each character. The following is a brief discussion of the characters of **Gloria Mundi** and how their arcs progress, as expressed through increased game traits.

• **Jack:** Jack has a great destiny to fulfill, but he doesn't know what it is. In truth, he saw himself as an eternal wanderer, but perhaps his fate lies with this cabal rather than in a life of aimlessness. He isn't sure, though, and the fact that "his" Vice-spirit was the one willing to Materialize and masquerade as him emphasizes his rootless nature all the more. As such, his magical development is somewhat stunted. His fate is the hurdle that he must clear before learning greater mystical truths. In future stories, expect to see Jack gain rotes, Skills and Merits, but probably not Arcana or Gnosis until close to the end of the chronicle.

• **Morrigan:** Morrigan hasn't had a chance to truly show off in this chronicle yet, simply because her ability to raise undead servants hasn't been much of a boon. That will change in a future story, and then her cabal will see the power of the Death Arcanum as well as the hubris it can engender. Morrigan is probably the least likely to see her Vice for what it is. She is prideful, but she doesn't see that as a problem. To her mind, she deserves what she has. Until she can humble herself enough to learn some more impressive magic, though, her traits increase to reflect the events of stories (which is why she took the time to learn the Mind Arcanum—the better to track the spirits by their effects and to shield herself from their powers).

• **Niamh:** Niamh is growing apart from the Fallen World. Contact with spirits as powerful as the Vice-spirits only reinforces this break with "reality." Her trait changes thus far—the Occultation Merit and an increase in Gnosis—are indicative of this gradual drift away from the mundane and into the realm of the purely magical. The events of this story, though, will put her in direct contact with the basic, physical part of herself (and as a Thyrsus mage, the physical is just as important as the spiritual). Therefore, expect to see a brief trend of trait increases centered around her body and mundane existence before the pull of the sea lures her away again.

• **Ogma:** Ogma is probably the character most rooted in Sleeper society. As such, his progression helps him both cope with the Vice-spirits and do his job. While the chronicles haven't touched much on the nature of his work and the situations he is called upon to resolve on a daily basis, his abilities with the Mind Arcanum are a critical part of his work, since he can determine when taking a statement if someone is lying or badly distraught. The notion of spiritual possession was never a possibility that he considered too seriously, but now it is clear that he needs to allow for more outside influences than he previously imagined. His progression from this point will be a mixture of Arcana, rotes and Skills designed to help him protect Sleepers (and himself) from the dangerous elements of the World of Darkness.

• **Tyrrhenus:** Tyrrhenus began with the goal of working within mage society and building something better. Contact with that society in a time of crisis, however, has led him to believe that more stringent methods than he originally thought are necessary before anything like the functional society he imagines can be realized. His own experiences with organized crime provide a road map, of course, but he has always shied away from that life, knowing the violence and misery to which it leads. Instead, he has tried to increase his knowledge of magical societies (hence the increase in Occult) and in magic in general. As the chronicle progresses, however, Tyrrhenus will come into his own as a leader. His style of leadership, though, might not be entirely benign—Tyrrhenus is a warrior at heart.

The Spirits' Bans

In "Gazing into You," we put forth the notion that the spirits that had fixated on the characters would have more concrete bans than an aversion to a given emotion. That was true for Wrath (couldn't back down from a fight) and Envy (anything given freely drains Essence). Going forward, however, you might consider taking the players' portrayals of the characters into account when designing the bans of the remaining spirits. For instance, Tyrrhenus loses himself in prayer to use his Dream Merit, but his faith isn't otherwise portrayed as a major part of the character. If his player decides that Tyrrhenus *is* a devout Catholic, however, and makes a point of budgeting time for him to attend Mass, then perhaps the Greed-spirit (which the characters will meet in the next story) loses some of its power in the presence of a rosary or crucifix. On the other hand, if Tyrrhenus' player does not focus on his faith but instead on the notion of uniting the Awakened, maybe the Greed-spirit suffers a negative modifier if it hears the High Speech (as High Speech is the language of Atlantis, common to all of the orders). We will continue to provide bans for each of the spirits, but by incorporating the players' "takes" on the characters provided, you help them personalize these characters and make them more dynamic and interesting.

Siren's Song

This story begins one month after the events of "A Nest of Vipers." The characters have not, during this time, been pestered or even contacted by any of the Vice-spirits. The Consilium in Boston has not reported any problems, and Amelia has not had any relapses.

This, of course, should worry the characters. The spirits haven't left the Fallen World. If anything, they are growing more comfortable with it. During this story, the characters will see that the spirits are capable of hacking out niches for themselves among Sleepers, living like parasites off the vices of others. Specifically, they discover the Lust-spirit has created an identity for itself and become attached to a Hellfire Club-esque group among Boston's elite called the New England Libertine Society (NELS for short). This society is primarily concerned with sexual gratification, and it meets every week on a small cruise ship owned by a wealthy Bostonian. The characters need to find a way to board this ship and confront the Lust-spirit. When they do so, they face the challenge of talking her into leaving the Fallen World forever. If they attack physically, they must contend not only with the possibility of her retreating into the Shadow Realm, but also the Sleepwalker bodyguards she has created.

Mana

The characters' Mana level fluctuates during the course of the month of downtime. Use any of the methods presented in "A Nest of Vipers" to determine their Mana levels at the start of this story. While the first few events of "Siren's Song" can take several days, keep track of Mana levels during this time. Characters who use improvised magic during their investigations should lose Mana as usual (unless they perform such spells at the cabal's Hallow) and spells such as Glimpsing the Future that require a Mana point also put a drain on the characters' resources. Mana is not a limitless source of energy, and the characters shouldn't be allowed to burn through their Mana and still have 10 points each when they board the ship in Scene Three.

Adult Situations

"Siren's Song" involves sex on a fairly blatant level. The New England Libertine Society was created, despite rhetoric about freedom of thought, to allow the members to indulge their carnal fantasies in an environment safe from reprisal. The voyages aboard the *Sir Stephen* allow even those members whose tastes run to the truly exotic to realize their lascivious dreams.

How, then, do you present "Siren's Song" without reducing the players to embarrassment or red-faced giggling?

It's actually fairly simple: Find out what level of graphic description they can handle before play begins. (Ideally, you'd do this before the *chronicle* begins, but nothing truly outré has yet been presented in **Gloria Mundi**.) Using the rating systems of films or video games works well. If you have players who aren't comfortable with detailed depictions of sex (or violence or any other touchy subject, for that matter), stick more to innuendo and suggestion. If your players are comfortable with hearing the details, be as descriptive as you like.

Be aware that there's a very big difference between erotica and gratuitous sex, yet that difference is a matter of perspective and personal taste. Therefore, it's incumbent upon you as Storyteller to find the place where your troupe is comfortable. When in doubt, know that in erotica, as in horror, *possibility* is more effective that *certainty*. Hearing the sounds of a couple (or a group) in the throes of passion clues in the characters to what is going on just as much as peeking through the door—you just don't have to describe the participants and their positions. Also, remember that reducing a scene down to the essentials ("You see a couple on the bed having sex"), while not as evocative as a more detailed narrative, places less emphasis on the act of sex and more on the setting and the situation. The player can always ask for more detail if she feels she needs it.

Scene One: Rested and Ready?

The characters have a month to themselves. The spirits do not make trouble for them in any way. This might seem to be a blessing, but in reality it should worry the characters. The spirits are not gone, they are merely cementing themselves in the Fallen World (since they have learned from what happened to Wrath, Sloth and Envy that crossing the Awakened is dangerous).

This scene is entirely driven by the characters, encompassing the attempts they make to track down the Vice-spirits. These attempts ultimately give them a lead on the Lust-spirit, but they might also turn up some disturbing information about Adam.

Try not to force the players into any of these courses of action, unless they seem truly stuck. Let them find their own methods of investigation. After reading the rest of "Siren's Song," you will know the truth of what is happening, and can thus allow the players to find out the same information and follow the same leads no matter what methods they use. We have simply provided the most obvious avenues of approach for the cabal.

Dream

If Tyrrhenus uses his Dream Merit to gain insight on the cabal's next move, you roll his Wits + Composure (five dice). If this roll succeeds, choose one of the following visions to present to the player (each of them contains two hints about the situation). You can also feel free to create your own based on the player's portrayal of Tyrrhenus thus far and what you feel the player would respond to. You can also give the player an Intelligence + Occult roll to interpret these signs correctly, if you deem it necessary.

• *You see a large, dark room covered in spider webs. Naked couples writhe and thrash, covered by the sticky threads, wrapping themselves tighter. You see the webs trembling and realize that the spider knows you are here.* This vision reveals that Lust is the characters' next target, and that they must approach carefully lest she sense them.

• *You walk among a throng of well-dressed and obviously moneyed people. As you mingle, though, they stroke and caress you, and you realize that you are naked. You glance out a window, and see only water, deep blue ocean as far as you can see.* Again, this dream reveals Lust's presence and drops the hint that she is among the elite and on a ship.

• *You see a beautiful woman lounging on a huge cushioned dais. Four men, naked to the waist, surround and guard her. As you approach, you see that the woman is actually a mermaid, and that her tail glimmers blue and gold. One of men stops you, saying, "That's close enough, Tyrrhenus."* This reveals the spirit has an association with the sea, and that she has allies that are aware of the mages' true nature. If you need this hint to be more overt, you can describe the woman as looking like Niamh.

• *You are aboard a small vessel at sea, lost with no wind to drive your sails. In the distance, you see a much larger ship, and you can hear music and sounds of merriment from the deck. As you watch, a flock of doves rises up from the larger ship. One of them lands on the deck of your boat, and you can see that the bird's feathers are grimy and soiled.* This vision is most useful if the characters know or suspect that they are searching for the Lust-spirit. In addition to the "soiled dove" reference, which is often used in conjunction with prostitutes, the dove is an emblem of peace. This vision not only points the characters toward the sex-for-hire industry, but indicates that violence is not the best course of action with this spirit.

• *You are standing in front of long mirror, but it isn't your reflection that you see. The person in the mirror looks much like Niamh, except that her hair is made of long, flowing seawater. As you watch, the dress she is wearing falls away, revealing her smooth, lovely body. You cannot tear your eyes away, even as you feel the ground beneath you crumble and give way.* This vision hints at the Lust-spirit's ban as well as the connection to the sea. This is a good vision to give to especially intelligent players, or to use if your troupe has already figured out that Lust is the spirit in question and that she is on a ship.

Spirits

Niamh or Morrigan can speak with spiritual entities, although Morrigan is limited to spirits in Twilight while Niamh can look across the Gauntlet into the Shadow Realm. The characters might decide to look for general areas of spiritual turbulence or to question spirits to see if they have noticed anything untoward of late.

Niamh is capable of summoning spirits. She may either specify a type of spirit (bird-spirits, sea-spirits, etc) or a specific spirit known to her, or she can simply call any spirit in the area. This spell calls only spirits in Twilight, but it can prove useful if she uses it in the right place, since the Lust-spirit's voyages haven't gone unnoticed in the spirit hierarchy. If Niamh uses this spell near the cabal's Hallow or anywhere else near the shore, she can summon sea-spirits that can tell her of a certain ship that sails every week. The spirits don't know the name of the ship, but they do know that tiny lust-spirits follow the vessel like seagulls looking for scraps.

If Niamh uses this spell away from the sea, she *might* summon a spirit that has taken notice of NELS or the Lust-spirit in some way, but any information she gains this way is at the Storyteller's discretion. Spirits are generally short-sighted and don't pay much attention to events beyond their immediate sphere of influence.

Other Mages

The characters might ask other mages for help and insight. Following are a few of the more likely candidates and their information. Adam is covered separately.

• **Amelia:** Amelia is willing to help the characters with their investigation and act as backup if they need to take action, but she is leery of entering into a situation that could turn violent. She does not have any special insight into where the other Vice-spirits might be lurking, but if the characters follow the logic that all of the spirits are connected, they might be able to use the Wrath-spirit inhabiting Amelia to find the others. The Interconnections spell (Ogma knows this as a rote, and Jack and Tyrrhenus can cast it as an improvised spell) can find a sympathetic connection between the spirits, which a mage can then track back using Space 2 or Prime 1. This magical tracking involves an extended Wits + Occult roll, with each roll taking one hour. Once the player reaches 10 successes,

the character has tracked the connected back to the dock, where the *Sir Stephen* sits between voyages.

• **Chain:** Chain Parris has no particular information about the spirits or suggestions about how to proceed, but he knows about NELS and the *Sir Stephen*. If the characters can find out about it and ask Chain, he can explain the organization's philosophies. He speaks well of Gilbert Lancaster, the president of NELS, even if he doesn't share Lancaster's prurient interests. He is willing to set up an introduction for the characters if they wish to procure an invitation to the *Sir Stephen*.

• **Sisyphus:** If Jack contacts Sisyphus for information, Sisyphus uses his knowledge of the Time Arcanum and his connection to Jack to look into the future. He tells Jack that he has seen Jack and his cabal on a ship, surrounded by rich and elegant people, but that he felt an undercurrent of sexual tension throughout the event. He didn't see the name of the ship, but he heard someone refer to the ship as belonging to someone named "Mr. Lancaster." This uses one of Jack's favors from Sisyphus.

• **Enoch:** Whether the characters can call upon Enoch for help depends very much on the events of "A Nest of Vipers." If they treated Enoch well and were honest with him, he is willing to help them. Otherwise, he remains unavailable. Ogma is the best choice to make contact with him, since they belong to the same order. (Enoch still harbors some lingering resentment for Jack, unfortunately.) Have the player whose character is making contact roll Presence + Persuasion. Ogma receives a +1, Jack receives a –2, and feel free to add other modifiers based on how Enoch was treated. If the roll fails, Enoch doesn't return the character's call. If the roll succeeds, Enoch doesn't have any directly useful information *unless* the characters mention the docks or the *Sir Stephen* specifically. In this case, Enoch mentions sensing magic of some kind from that ship. Use of his Find the Hidden Hoard rote revealed a large, enclosed room below deck, but Enoch doesn't know what purpose it might serve.

Adam

During the month of downtime, Adam keeps a low profile as he tries to handle the matter of the house fire as well as track down the spirits. If the characters try to contact him when the story begins, however, they find no trace of him. He does not return phone calls and does not contact the characters in any other way. If the cabal tries to reach him magically, perhaps with the Space Arcanum, they have no luck. He seems to have vanished.

Asking after him to Chain doesn't net any information, although Chain seems concerned about the disappearance. Adam isn't the sort to run, as the characters know, so Chain suspects foul play. He knows so little about Adam, though, that he isn't able to make any suggestions. He advises the characters to keep searching for the spirits—perhaps Adam found one and was injured or possessed.

If the characters start to focus on finding Adam rather than finding the spirits, you might consider having the spirits "act up" in some way to put the emphasis back on them. If Envy or Sloth escaped, perhaps they make an attempt on the characters. Maybe Amelia suffers a relapse and the characters need to subdue her again. In any event, remind the players that Adam was primarily concerned with finding and banishing the spirits, and by continuing on that quest they stand a better chance of finding him.

Mundane Investigations

• **Police:** Ogma can keep an eye out for anything unusual during the course of his work. In particular, he can keep abreast of events in Boston's vice squad, since those are the officers most likely to run afoul of the remaining spirits. Have the player roll Manipulation + Subterfuge + 1 (for his Contacts Merit). If this roll succeeds, he hears rumors about a prostitution sting aboard a ship that apparently came up empty—everything happening on the ship was legal. If this roll produces an exceptional success, Ogma also discovers that the officers involved in the investigation are being very tight-lipped about the whole matter, on the orders of the district attorney.

If Ogma pursues the matter further, have his player roll Intelligence + Investigation. Success turns up the name of the ship: the *Sir Stephen*.

• **Media/Internet:** The characters need a little bit of information before they can take this step—the names "Gilbert Lancaster," "NELS" or "*Sir Stephen*" would be enough to begin a search. Have the player of any character engaging in this kind of investigation roll Intelligence + Academics (for paper or microfiche research) or Computer (Internet research). Either method requires an extended action, with each roll representing one hour of work. Either method requires five successes. Have the player declare how many hours she wishes to spend on the task and make an appropriate number of rolls.

If the player succeeds (five successes in the allotted time), she learns that Gilbert Lancaster is an independently wealthy philanthropist, descended from Boston old money. He is often seen at parties and fund-raisers hosted by political candidates (mostly at the national level, though sometimes he "slums" and attends local functions). Occasional rumors surface about his sexual proclivities, but he keeps a tight lid on his personal life and refuses to dignify

such rumors with comment. He purchased a ship from a cruise line after it went bankrupt, and he then refitted it for recreational purposes and renamed it the *Sir Stephen*. Lancaster is also president of a private club called the New England Libertine Society. Finding information beyond the group's name and that Lancaster is the president, however, requires more work.

If the player achieves 10 successes in the allotted time (an exceptional success), she discovers that Lancaster's father started NELS in the early 1950s in response to the era of paranoid McCarthyism. The society was meant to allow and encourage free thought and discourse, and over time it entertained some famous authors, politicians and scholars as guests. One of them, which the characters might find interesting, was the famous sex researcher Alfred Kinsey.

If you feel the characters need a helping hand, you can also have them find a photo of a charity ball featuring Lancaster standing in a group that includes Chain Parris. This, of course, can point the players to Chain as a source of information about Lancaster.

• **Sex-for-hire:** Once the characters realize that the ship is, for all intents and purposes, a floating orgy, they might start looking into Boston's sex culture. This doesn't work as well as they probably expect, though, as most of the ship's passengers want to avoid exposure at all costs (since most of them are influential businesspeople). Likewise, since everyone on the ship is there for the same reason, there isn't much point in bringing escorts or other paid partners. That said, the elite still like to look good, and sometimes they do bring arm candy along.

Players of characters investigating Boston's sex-for-hire scene should roll Manipulation + Streetwise. Success on this roll means the character finds a male stripper who took a job a few months back on a ship called the *Sir Stephen*. He thought that he was simply supposed to hang on the arm of what he calls "a real glamorous society lady," but it became clear that he was expected to join in the sex play once on the ship. He refuses to discuss the matter any further than that unless the player rolls an exceptional success, in which case he admits to joining in. He claims that he normally wouldn't have done so, but he felt that the very air around him was encouraging him. If Niamh is present, have any player whose character is there roll Wits + Subterfuge. If the roll succeeds, the character sees the man stare at Niamh for a few seconds as though he recognizes her. If asked, he says that he thought he saw her there, but decided it just must have been someone who looked like her.

This scene ends when the characters have learned about NELS or the *Sir Stephen* and decide to take action on the matter.

Scene Two: Setting Sail

This scene consists of the characters' attempts to find a way onto the *Sir Stephen*. This might involve meeting with members of the Boston aristocracy, plans to sneak aboard the ship, or both.

Over the course of the first scene, the characters probably learn that Lust is involved in the goings-on aboard the *Sir Stephen* and that getting on the ship isn't simply a matter of buying a ticket. The characters have four main options when it comes to getting on board: sneak aboard with caterers and staff, board the ship after it has left port, buy their way on board, or procure a legitimate invitation. Note that the characters might use more than one method. One character might pose as a caterer while two of them board the ship as a couple, leaving the other two to sneak up alongside the ship in a rented boat. Dividing the efforts like this helps to avoid undue attention and makes sense from a tactical point of view, but from a game standpoint, it means that you need to split your attention. When cutting between two or more characters, don't spend too much time on any one character and try to leave each character just before an important task (a kind of mini-cliffhanger).

Invited Attendance

Gaining an invite to the *Sir Stephen* involves meeting Gilbert Lancaster. Chain can arrange for the characters to attend a luncheon at which Lancaster will be present and he can introduce the character(s) to Lancaster. Chain warns the characters that this function is strictly high society, though, meaning that they need to dress and act the part. This probably means a trip to obtain suitable clothing is in order (Morrigan has the money to fund this trip), but the real challenge is at the luncheon.

Any character who attends the luncheon with the intent of meeting Lancaster must mingle a bit before getting a chance to meet him. If nothing else, the players must roll Presence or Manipulation (whichever is higher) + Socialize during this time. Niamh's Striking Looks Merit applies to this roll, as does Ogma's Beer and Wine Specialty (since he can steer the conversation to the topic of fine wines). Note that Niamh, Morrigan and Jack don't have dots in Socialize, so they suffer a –1 penalty to this roll. If this roll fails, the character makes some social faux pas and Lancaster avoids meeting with her (and anyone attached to her, meaning that a character who fails to work the room well should probably just leave, rather than tainting her comrades' attempts). If the roll succeeds, the character comports herself well and Chain can easily steer Lancaster over to meet her.

When the character(s) meet Lancaster, proceed from this point.

Read the following:

Chain walks toward you, bringing a man in his early 40s. The man is slim and fit, wearing a tailored tan suit and a conspiratorial smile. He extends a hand as Chain says, "Gil, I'd like you to meet someone—" Chain drops his voice slightly and adds, "—who's interested in a boat trip."

Stop reading aloud.

Lancaster doesn't discuss the particulars of the *Sir Stephen* in public. Instead, he simply tries to get to know the character. Lancaster is a good judge of character and doesn't wish to allow anyone on his ship who isn't in it for simple gratification—a simplistic goal, perhaps, but what Lancaster is trying to avoid is accepting people who are damaged, dangerous or looking to expose the members of NELS. You can play through a bit of conversation with Lancaster and the character(s). He talks about current events, politics and other such innocuous topics, all while maintaining a light mood. Have the player roll Manipulation + Subterfuge. (Niamh's Striking Looks Merit applies—Lancaster might be a good judge of character, but he's also easily distracted by beautiful women.) If the roll succeeds, Lancaster feels comfortable around the character and invites her aboard the next voyage. If the roll fails, something makes Lancaster uncomfortable and he merely exchanges pleasantries.

Ogma can bypass this process by using his Emotional Urging rote on Lancaster to instill feelings of comfort and trust. In that case, as long as the Ogma successfully casts the spell, Lancaster invites the characters to the next voyage.

If the characters are invited aboard the ship, Lancaster takes down their names and address (probably best not to reveal that they all live in the same house, as this would look suspicious since the characters are pretending to privilege). He then has his staff run background checks on the characters, making sure that none of them are criminals or sex offenders. Since none of the characters fit any of those descriptors, Lancaster's people turn up no reason why they should be excluded.

The next day, an employee of Lancaster's contacts any characters who were invited aboard with date and time information, and also with the rules of the ship. These rules are simple enough: No one is permitted to bring food or drink onto the ship, although if a guest wants something specific Lancaster attempts to ensure it will be on hand. Everything that happens on the ship is consensual. No illegal drugs of any kind are allowed on the ship, nor are any weapons. The employee gives the characters a card that lists the "safe words" used on the ship and advises them to memorize them, even if they don't intend to become involved in BDSM. "Sometimes you get swept up," he says, "and it's better to be on the safe side."

The characters are expected to arrive at the ship on Friday, an hour after sundown. The employee asks them not to arrive in limousines, as they attract too much attention.

If the characters ask what happens if someone breaks the rules, the man laughs and says that offenders are thrown overboard. If the characters persist, he says that they are not invited back, but that no one presses charges because that would expose what goes on during the voyages. He states that there has never been a problem during his employ, but he does mention that security is a bit overworked now that the voyages have moved from monthly to weekly. If asked when this change was put into effect, he tells the character it has been going on for three weeks.

Money

The characters can buy their way onto the ship, but it is expensive. First, the characters need to make contact with a member of NELS. Chain can help them in the same manner as meeting Lancaster, above, but instead of meeting with him, they simply meet with someone in the society. The player then needs to convince the member to "put in a word" with Lancaster. This costs several thousand dollars—even Morrigan can only afford two "tickets" in this way. If she does so, have her player roll Intelligence + Academics. If the roll succeeds, Morrigan depletes her ready cash for the month, but it recovers. If the roll fails, the expenditure leaves her overextended and her Resources Merit drops by one dot. (It will recover in time, but for the rest of the chronicle she has access to only $2000 of disposable income per month—still impressive, but nothing like what she is used to.)

The society runs the same background checks and delivers the same message to characters who buy their way onto the boat, but such characters are watched much more carefully. Any Stealth rolls made for such characters during the voyage suffer a –1 penalty.

Weapons

If the characters bring weapons on board, have the appropriate players roll Wits + Streetwise in a contested roll against the security staff's Wits + Composure (four dice). If the character wins, the staff doesn't notice the weapon. If you win, the staff sees the weapon, takes the character aside and confiscates it. If the character resists, the staff takes him below deck and detains him until the ship reaches port again. The character, of course, might resist, flee, use magic and so on, but it's probably easier to just give up the weapon. If the staff finds a weapon, though, Anne-Marie is on her guard (see Scene Four).

Disguise

Lancaster employs a catering service for the voyages. In fact, if the characters think to check on it, they discover he uses the same catering service when he hosts private functions. He pays promptly, tips well and takes the time to learn the names of as many employees as he can. The reason for this attention to detail is simple: He recognizes that if someone were to sneak aboard with a camera, it would likely happen through the caterers. A Sleeper, therefore, has little chance of simply donning a uniform and trying to blend in, but a mage has other tools at her disposal.

The characters don't have time to actually become employees of the catering company and get assigned to the ship, because the company selects the staff for that job very carefully. The mages, therefore, need to obtain a uniform and slip aboard while the staff is loading supplies. Gaining a uniform isn't difficult, as the clothes the staff wears are fairly nondescript, so the characters can purchase matching clothing.

Sneaking on board requires three separate Wits + Stealth rolls. The first is made on the dock to grab a crate or a handcart of goods without being noticed as an outsider (–2 modifier). The second is made after carrying the goods onto the ship (–2 modifier), and the last one comes when the character must deposit the goods in their proper place (–4 modifier). Niamh's Striking Looks Merit serves as a *negative* modifier to these rolls, since people tend to remember her. A failure at any time means the character is suddenly surrounded by security staff, who take her to a small office on the dock and watch her carefully until the ship leaves port. (The character can use magic or other means to escape this situation, but the permutations of such an event are too numerous for us to detail here.)

A dramatic failure on any of these rolls means that security staffers surround the character but call the police. The character needs to escape this situation quickly, as Lancaster and the other members of NELS can make her life a living hell in very short order.

Provided the player succeeds on all three rolls, the character manages to get aboard the ship without being discovered and can easily find a place to hide until the ship sets sail. Once the ship is on the water, the character had better either have a change of clothes or be prepared to serve drinks all night.

Magical Suggestions — Boarding the Ship

Of the characters, Jack is best suited to sneaking aboard as staff. His Stealth Specialty (Crowds) applies to the first of the rolls his player must make, and with Fate 2 he can slip into rooms just as people's backs are turned. He can even "just happen" to look like a staff member who everyone *thought* called in sick, or take the place of a new hire who didn't show.

Other characters have other methods, of course. Ogma or Morrigan can use Death 1 to conceal their faces with shadows, adding dice to the Stealth roll. (Ogma knows this spell as a rote.) Ogma can also use Emotional Urging if confronted to attempt to lie his way out of trouble. Niamh and Tyrrhenus, though, probably should find other methods of getting on board.

Ship-to-Ship

The characters might decide to forgo subterfuge of any kind and simply rent or buy a boat, approach the ship while it is out to sea, and sneak aboard. This approach might be better as a back-up than a primary plan of attack, but it's worth considering, especially since it allows the characters a quick escape. If Amelia is still alive and with the cabal, she can pilot the smaller craft while the characters are on board the *Sir Stephen*.

Morrigan has more than enough money to rent a boat, and even if she opts for a large fishing boat (so as to better enable travel between the two ships), it will still be faster by far than the *Sir Stephen*. Once the *Sir Stephen* is out of Boston Harbor, it just drifts for a while (since the passengers aren't there for sightseeing purposes) before heading back to arrive in the harbor just before dawn. If the characters wish to board the *Sir Stephen*, though, they need to find a way around the instruments of the larger ship, which of course will detect them as they approach. Tyrrhenus can use Forces to do this, magically broadcasting a "noise" signal to mask their approach. Morrigan can cause the shadows around the boat to darken and cover their approach from anyone watching from the deck, but this spell is vulgar.

Once the characters are alongside the *Sir Stephen*, they need to climb aboard. Doing so involves climbing up a rope or a ladder. Hopefully, they have someone

on board who can lower one or catch a thrown line. If not, a character needs to throw a rope with a hook. (Dexterity + Athletics, -2 for darkness and distance; Ogma's Throwing Specialty applies.) Climbing a ladder doesn't require a roll, but climbing a rope requires a Strength + Athletics roll. Failure means the character falls and lands on the deck, suffering four dice of bashing damage.

Once the characters are on board, they need to either blend in as guests (difficult, as newcomers are favorite targets for seduction) or stay out of sight. You can make staying incognito as easy or as difficult as you wish, depending on the constraints of your troupe. Occasional Stealth rolls are probably appropriate in any case, but don't ask for the players to roll unless you're prepared for failure. Use the traits for Lust's bodyguards in Dramatis Personae for the security staff if need be, but add a dot of the Brawl Skill.

This scene ends when the characters board the ship, by whatever means.

Scene Three: Liaisons

This scene is a collection of events that can happen to the characters while aboard the *Sir Stephen*. You don't have to use all of these vignettes. They are meant to give the characters an idea of what the Lust-spirit's presence is doing to the people around it, and in some cases to foreshadow upcoming events in **Gloria Mundi**.

Throughout this scene, whenever the characters use magic, roll the Lust-spirit's Finesse, subject to the follow modifiers:

Circumstance	Modifier
Spell is covert	–1
Spell is purely sensory	–1
Spell is a rote	–1
Spell is improvised	+1
Spell is vulgar	+2
Spell causes a Paradox	+3

All of these modifiers are cumulative. Therefore, if someone casts an improvised vulgar spell, you roll Lust's Finesse rating +3. Niamh's Occultation Merit does *not* apply to this roll. Normally it would, but because the spirit has a connection to Niamh, it gains a modifier that cancels out the penalty from this Merit).

The Sir Stephen

While some of the passengers walk on the deck of the ship, most of them remain indoors since it's too cold to fully enjoy themselves outside. The main dining and ballroom of the ship has been converted into a dimly lit area that the staff calls "the market." Passengers chat, flirt and proposition each other in this room. The market is also the only room in which the staff serves food and drink.

From the market, passengers move down a hallway lined with doors. Another hallway intersects this one, giving the character three possible directions. All of these hallways are lined with doors to private cabins.

The cabins range in size and accouterment. Some are meant to hold a couple and include only a bed and perhaps some candles, while others can comfortably accommodate eight participants and include a variety of lubricants, sex toys and even costumes. The room meant for group sex has on occasion played host to as many as 50 people and includes everything the cabins do and more. Tonight, the crowd is a bit more sedate, should the characters wish to look in.

Moving forward down that hall leads to a door marked "Private." This room belongs to the Lust-spirit, who has taken the name Anne-Marie. More information about her and her room can be found in Scene Four.

Going left or right leads past a number of cabins, and then to a staircase leading to the Dungeon. The Dungeon is the area that Enoch might have noted to the characters as seeming out of place, and is of course meant for BDSM. The Dungeon contains any object, toy or device imaginable for sadomasochistic play, and employs a renowned dominatrix (who does not actually engage in sex with the passengers, since she is a paid employee of NELS rather than a member).

Vignettes

Some of the following scenarios are designed for specific characters, while other can happen to any member of the cabal. Again, you don't need to use all of them. Choose the ones that would interest your players the most.

• **Proposition:** The ship's passengers are there to have sex with each other, of course, and if the characters are passengers, they are fair game. Any of the characters can be propositioned, though Niamh is probably the first choice.

The passengers don't treat the ship as a singles bar, though, and they are all cultured and educated.

Propositions, therefore, might be as subtle as a wink and a beckoning glance while a suitor walks toward a cabin, or as obvious as an invitation to go to the Dungeon or to the "big room" (the one meant for group sex).

The interplay between passenger and mage doesn't need to involve dice. Just use the passengers and occasional propositions to reinforce the fact that the characters are visible, that they cannot act with impunity or without being noticed and that the Sleepers on board have seen and will remember them. If a character actually wants to accept a proposition, either out of a desire to find the Lust-spirit or simply out of lust, nothing prevents that. Note that by simply having sex with someone, Niamh is *not* fulfilling the requirements of her Vice to regain a point of Willpower. To do that, she must satisfy her Vice at someone else's expense. (If the player argues that Niamh is endangering the group by wasting time, award the Willpower point, however. The important thing is to avoid sending the message that the Vice of Lust is the same thing as rampant nymphomania.)

At some point, if Niamh is present as a passenger, use the following paragraph.

Read the following to Niamh's player:

A man taps you on the shoulder and says, "Anne-Marie, did you change your hair again? It's looks—" When you turn, he stammers, "Oh, I'm sorry. I thought you were someone else."

Stop reading aloud.

How Niamh reacts determines the man's next move. If Niamh is polite and courteous, he continues talking to her, asking if she is "Anne-Marie's sister." It probably won't take the player long to realize that "Anne-Marie" is the Lust-spirit. If Niamh asks where Anne-Marie is tonight, the man speculates that she is in her private room with her boys. If the character presses the man, he tells her that Anne-Marie always has four men with her, acting as, he says with a wink, "servants." He also mentions that Anne-Marie likes to watch. In fact, two people just kissing seems to distract her to the point that she can't even talk. (This last bit of information is part of the Lust-spirit's ban, and is potentially crucial to the characters. If they don't learn it from this man, you might consider working it into a different vignette or conversation.)

If Niamh brushes the man off or is rude, he simply walks away.

• **Bad Apple:** A character notices someone slipping drugs into a woman's drink. This vignette can take place in the market or the group-sex room. If you wish to use this vignette, proceed from this point.

Read the following:

You glance across the room and see a man and a woman sitting at a small table, chatting. The man seems enthusiastic, but the woman is glancing around as though looking for a reason to get up. As she looks away, the man deftly opens the top of his ring and drops something into the woman's wine. She doesn't notice.

Stop reading aloud.

The character might realize that it is possible that these two people are merely acting out a fantasy. Matter 1 can easily detect the presence of a sedative in the woman's drink, however. (Tyrrhenus' Detect Substance rote does exactly that, and Morrigan can use the same effect as an improvised spell.) If the characters confront the culprit directly, he protests, but they can simply open his ring and show the lingering powder to prove the point. If the characters do this, the other passengers grow agitated and some even demand that the ship be taken back to port early. This doesn't happen, but the ruckus does put Anne-Marie on guard (see Scene Four) and ensures that everyone knows and remembers the characters' faces.

If the characters inform security, the man is escorted out of the market, then searched and detained until the ship reaches port. No charges will be filed, of course, but if the characters ask, they learn that the man is barred from the *Sir Stephen* and his social career is effectively over. The woman finds the characters responsible and thanks them personally. (How exactly she thanks them depends on how libidinous you want this story to become; sex, money or favors are all options.)

The characters might decide to take matters into their own hands, knocking over the woman's drink or luring the man into a private room to have words (or worse) with him. In any case, be mindful of their Wisdom ratings and have players make degeneration rolls as appropriate.

If the characters bring the man to the attention of the security staff, either covertly or overtly, one of them hears a staff member mutter, "See, this is what happens when we try to do this every week." If asked to elaborate, he glances around furtively and says, "Oh, it's just hard to keep security tight on this kind of schedule. It was easier when it was just once a month."

• **Family matters:** Use this vignette if Tyrrhenus is posing as a passenger.

Read the following to Tyrhhenus' player:

You hear a voice say, "Ey, Tony!" You turn to see Paul Licavoli, your cousin, standing with a tall blonde woman. He leaves his date and approaches you. "I didn't know you were into this, man."

Stop reading aloud.

Let the two talk for a moment. Paul is a little drunk and not very bright, so any story Tyrrhenus gives him about how he got invited works to allay suspicion. After the two men chat for a moment, Paul asks Tony to accompany him out to the deck for a private talk. Take Tyrrhenus' player aside from the rest of the group for this conversation.

Paul informs Tyrrhenus that the Licavoli family has had some good fortune of late and will be "making a move" soon. Paul doesn't elaborate, but he does tell Tyrrhenus that if he wants to get in on the action, he's got a chance. Don't let this scene go on for too long—the point isn't to derail this story but to set up the next one, which involves Tyrrhenus and his connections to organized crime.

• **Lust for Blood:** Use this vignette if a character, preferably Morrigan or Jack, is in a hallway alone.

Read the following:

As you walk down the hall, you hear a loud thud from a door to your left, as though something or someone slammed up against it. The door opens a bit, and you see a man in a dark suit and a woman in a black dress kissing as they move toward the bed. The woman collapses onto her back and man moves in to kiss her neck, but darts forward suddenly and bites. The woman's eyes fly open and she grabs at his back…at which point his eyes open. He glances at the open door, stands and pushes it shut. You could swear you see blood on his teeth.

Stop reading aloud.

The player probably doesn't need an Occult roll for the word "vampire" to occur to her. Use of the Sense Consciousness rote detects only one mind inside the room after the door closed, and that consciousness is weak and sluggish (the same is true for any other use of magic meant to pinpoint the people in the room). If the character opens the door, proceed from this point.

Read the following:

You open the door and see no trace of the man. The window in this room is open, and you see a tiny bit of mist or smoke vanishing into the night. The woman lies on the bed, apparently asleep.

If Jack is present, add this:

The wind makes a whistling sound through the window, and a deep chill runs down your spine.

Stop reading aloud.

If the character checks the woman, have the player roll Intelligence + Medicine. The woman has no wounds and seems healthy and intact. Niamh can assess her health with an improvised Life 1 spell. If she does so, Niamh learns that the woman has lost some blood, but not much more than one would lose donating blood.

The characters can make of this anything they wish, but this vignette isn't indicative of a sinister vampiric presence on the ship or a hint of encounters with the undead to come. It is simply meant to make them realize that other dangers besides spirits lurk in the World of Darkness. If you have access to **Vampire: The Requiem** and wish to flesh out this vignette, feel free. Consider, though, that just because the man resembled a folkloric vampire (taking blood from a beautiful woman and fleeing in the form of mist) doesn't mean it resembles a vampire in any other respect. It might have been a spirit or a being that no scholar has yet named.

• **Many Faces of Vice:** Use this vignette if a character, preferably Niamh or Ogma, is in a hallway alone.

Read the following:

You spot a crack of light coming from a partially open door. Glancing inside, you see a man sitting on the edge of a bed. Two women lounge on the bed behind him, blissful smiles on their faces. The man is holding a bent spoon over a light, and a length of rubber tubing is tied around his arm. He glances up at you and smiles. "You want a hit?"

Stop reading aloud.

If the character takes a hit, he enters a dreamy state of bliss. All wound penalties are ignored for the next (8 – Stamina) hours, but all dice pools and Defense drop by two during this time, as well. Addiction after one hit of heroin is not an issue, fortunately.

If Niamh wishes to do a hit but avoid the effects of the drugs, she can use Life to purge the heroin from her system immediately after taking the injection (before the drugs have time to fully kick in). This spell is improvised, of course. If she waits even a few minutes, though, the –2 penalty applies to the spellcasting roll.

If a character asks how the man brought the drugs on board, given the rules against it, he says that the staff used to be much more stringent in policing the guests for infractions of that rule. Since the cruise went weekly instead of monthly, though, nobody seems to bother.

• **Consensual:** Use this vignette if a character is in a hallway alone. If the characters have already experienced the Bad Apple vignette, this one is especially appropriate.

Read the following.

As you walk down the hallway, you hear a woman's muffled screams. You hear her crying, "Stop!" and "No!" followed by the crack of a hand on flesh. After that, you hear only indistinct sounds.

Stop reading aloud.

The woman in the room is in no danger, she is merely participating in a rape fantasy. The characters, of course, might not take the time to find that out. Use of Sense Consciousness near the door detects two minds feeling arousal, but no real fear or anger. If the characters simply break in the door (Strength + Athletics to kick it in, Wits + Larceny with a -3 modifier to pick the lock, magic works normally), the two people both indignantly tell the characters to mind their own business. This vignette is merely meant to reinforce that the characters need to be careful. If they take overt action in this matter, Anne-Marie is immediately put on her guard.

Note: *Be very careful with this vignette.* If you do not know the players in your troupe well, or if you even suspect that they would not be comfortable with this vignette, skip it.

This scene ends when Lust takes notice of the characters or when the characters enter the door marked "Private."

Scene Four: Lust

In this scene, the cabal confronts the Lust-spirit and her bodyguards. It begins either when the Lust-spirit notices the characters due to incautious magic or when someone enters her private room.

Anne-Marie is in her private room with her four servants. Calling them "bodyguards" isn't entirely accurate. They are capable of providing some security, but their main functions are to act as menservants to Anne-Marie and to service her sexually. They are unaware that she is a spirit, but they do know that she isn't entirely human, since they have seen her discorporate and Materialize. All four of them are currently under the effects of the Lucidity Numen (see Dramatis Personae, p. 16).

The circumstances under which the characters find Anne-Marie are important. If they simply enter the room unannounced, she has two of her servants block the door and the other two shield her. She gives the characters only a few seconds to speak before she flees to the Shadow Realm.

If the characters have put Anne-Marie on her guard, she is prepared when they enter the room. The bodyguards all have improvised weapons in easy reach (see sidebar) and she is in the far corner of the room.

If Anne-Marie sensed the characters using magic, she sends her servants out to find them. The servants merely ask the characters to accompany them to a "private room," but if the characters refuse, the servants address them by their Shadow Names. In addition, the conditions described in the last paragraph apply.

Improvised Weapons

The bodyguards don't use weapons well, but the principles of hitting an enemy with an object are fairly simple. The following items are usable as weapons in Anne-Marie's room:

Object	Bonus
Bottle (full)	2B
Bottle (broken)	1L
Chair	2B
Serving tray	1B
Glass Ashtray (thrown)	1B

When the characters enter the room, proceed from this point.

Read the following.

Through the door labeled "Private" is a large room decorated in greens and blues. The room is square, but the furnishings and draperies on the walls make it appear circular. It is dimly lit by electric lamps and a few candles, and a gentle scent of incense hangs in the air.

If the characters have surprised Anne-Marie, read the next paragraph.

A circular bed sits in the middle of room, covered in blue satin sheets. A nude woman lounges on the bed on her stomach, her head pointed toward you, as two muscular, handsome men massage her back and legs. Two more men look on, apparently awaiting instruction. Aside from her short, red hair, the woman bears a striking resemblance to Niamh.

If she is on guard, read the following paragraph:

A circular bed rests in the far corner of the room. Sitting on the edge, wearing a long, white robe is a woman with short red hair. Apart from that, though, she is almost identical to Niamh. She stares at you with a fearful expression. Four muscular men stand within a few steps of her.

Stop reading aloud.

The characters' first action probably ought to be to declare that they don't intend to hurt Anne-Marie. If they threaten her in any way, or they cast any spell that targets her or one of her bodyguards, or they make any kind of sudden or menacing move, she immediately attempts to flee to the Shadow Realm (see "Lighting the Fuse"). If the characters pacify her, she is willing to talk.

Diplomacy

The cabal's best bet for getting the Lust-spirit back where it came from is to talk it into going there willingly. It *is* possible to beat Anne-Marie in a fight, destroying the spirit, but it is much more likely that she will escape. Talking her into leaving

the Fallen World might involve making her understand that her actions are having detrimental consequences (the lack of attention to security puts people in danger), reminding her that she does not belong here (which also reduces her Essence), or offering her the chance to return occasionally, perhaps temporarily taking over the body of one or more of the characters.

Despite her desire to stay and revel in the lasciviousness of humanity, the Lust-spirit is finding its new existence somewhat dissatisfying. Human lust is impure, diluted by feelings such as anger, jealousy, uncertainty, guilt and even love. Anne-Marie finds these other ideas uncomfortable, but is afraid to return to her "home" in the Shadow Realm. If the characters ask her what will happen to her if she returns, she asks them what will happen to them when they die. (If they give a response such as "we go to Heaven" or "we are born again," she responds that those ideas are matters of faith, not knowledge. She does not have that kind of faith.)

Allow the players to talk the matter over as long as they like, but at some point, when you feel all the arguments have been made, have every player whose character contributed to the argument roll Manipulation + Expression or Persuasion. You roll the Lust-spirit's Power + Resistance (nine dice). You should also add or subtract dice from the players' totals based on how well individual characters expressed their arguments. If the players total more successes than you do, Anne-Marie decides that the mages are right and returns to the Shadow Realm for good (or accepts whatever bargain they put forth). At this point, the story is effectively over and you should proceed to Aftermath.

If you win, she refuses and, knowing that the mages will not take "no" for an answer, attempts to flee.

Lighting the Fuse

If Anne-Marie ever decides that she is truly in danger, she attempts to flee. If she successfully disappears into the Shadow Realm, the characters don't have any chance of catching her. If this happens, have everyone roll for initiative. Roll for the bodyguards, but don't make a roll for Anne-Marie. (You can just make one roll for all four guards to make things run more smoothly, or you can roll for them separately to spread out their actions.) Because Anne-Marie's Materialize Numen is more powerful than the other spirits', it also takes a few seconds to undo. As such, she acts last, but if the characters have not found a way to keep her in the Fallen World or destroy her in a single turn, she vanishes and escapes.

If Anne-Marie was on her guard and has instructed her servants to arm themselves, they attack the characters with the objects listed in the sidebar. They do *not* attack until something obviously supernatural happens or the characters take direct and visible hostile action against Anne-Marie.

Using Anne-Marie's ban can distract her, causing her to lose her action and remain Materialized. The first time the players make use of this, don't give her a roll to resist, just assume she fails. After that, though, make the roll as usual.

Anne-Marie begins with four Essence and 10 Corpus. As usual, the characters must reduce her Essence to 0 before exhausting her Corpus, or else she simply discorporates to the Shadow Realm and can re-form later. Making use of her ban can reduce her Essence easily, but beyond that, the characters don't have an easy way to weaken her spiritually.

The other problem is that if the characters manage to destroy Anne-Marie, her servants attempt to call security. The servants will not forget any magic they have seen, nor do the characters have the Arcana necessary to alter their memories. The characters could kill them, of course, but doing so reduces everyone's Wisdom scores by *two* and could bestow at least one derangement.

If the characters stole aboard the ship and no one knows their true identities, simply beating the servants senseless and escaping isn't much of a problem, provided they have a boat waiting. (It does impose a roll to avoid losing Wisdom. All players roll three dice and must then check for a derangement.) If any of the characters were guests, though, the servants can identify them. One solution would be to incapacitate the servants and have Niamh impersonate Anne-Marie (her hair is different, but some of the larger rooms have costumes and the characters could find a red wig). She can then give the staff any story she likes.

By far the best solution, though, is to avoid violence. If the characters can talk the Lust-spirit into going home, they not only have saved themselves a world of trouble, but they know such a thing is *possible*, and that should give them hope for dealing with the remaining four spirits.

Aftermath

Hopefully, the characters were able to dispose of the Lust-spirit quietly, leave the ship as easily as they boarded (or more easily), and go home with no one the wiser. If things went truly badly on the ship, though, they might face police questioning or scrutiny for a while afterward.

If the characters resolved this story gracefully and without making a lot of commotion, Chain contacts them and congratulates them on their efforts. Make a note of this, as it will make a difference in future stories.

If they caused a violent scene and drew a lot of attention, however, Chain is unimpressed and doesn't make much effort to aid the characters in the future.

If the characters failed to send the Lust-spirit back, have the players of any characters with Wisdom 7 roll four dice. Failure indicates a loss of one dot of Wisdom and requires a roll of the new Wisdom rating to avoid gaining a derangement.

Dramatis Personae

The only characters likely to require game traits for Siren's Song are the Lust-spirit and her bodyguards.

Lust-Spirit, a.k.a. Anne-Marie

Background: The Lust-spirit doesn't know everything that has happened to the other Vice-spirits, but it knows enough. It knows that the Wrath-spirit Claimed a mage but that this ended badly. (Either the spirit was destroyed when Amelia died, or is trapped in her body.) It knows the fates of the Sloth- and Envy-spirits, whatever those fates were. It decides, therefore, that possessing Niamh isn't the best course of action, and is instead focused on growing more powerful. It did so by drifting to areas of Boston where lust was prevalent, and it eventually wound up following Gilbert Lancaster. This led the spirit to the *Sir Stephen*.

The Lust-spirit Materialized on board the ship during a voyage and spent the night soaking up the attentions of anyone who wanted to be with her. Now powerful enough to Materialize for longer periods of time, it changed its appearance and became a fixture on the voyage. (Its materialized form once looked identical to Niamh; now there are subtle differences to their faces and the spirit has short, red hair.) Although the rest of the NELS doesn't know it, the spirit, taking the name "Anne-Marie," also became a kind of muse to Lancaster, encouraging him to increase the frequency of the voyages to once a week rather than once a month. Lancaster did so, oblivious to the fact that this frequency made security a more difficult job. Under the spirit's "guidance," Lancaster has also been more lax about who he lets aboard (as the vignettes in Scene Three should show the characters).

Anne-Marie doesn't want to possess Niamh or harm the characters in any way. She just wants to be left alone to her debauchery.

Rank: 2
Attributes: Power 4, Finesse 4, Resistance 5
Willpower: 9
Essence: 4 (15 max)
Initiative: 9
Defense: 4
Speed: 18
Size: 5
Corpus: 10

Ban: The Lust-spirit has two major bans. One is that she is vulnerable to reminders that she is a spirit rather than an earthly being. If someone who knows if for a fact tells her that she is not real, not truly a woman, does not belong in the Fallen World or any permutation of these, she loses one point of Essence.

Also, she is easy to distract. A public display of lust—a kiss, sensual disrobing or any other erotic gesture—can cause her to lose an action. Roll the spirit's Resistance. If the roll succeeds, the Lust-spirit acts normally. If it fails, she loses her action for the turn.

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

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

Lucidity: The Lust-spirit can temporarily turn a Sleeper into a Sleepwalker (i.e., a target who can see magic without engendering Disbelief). Spend a point of Essence and roll Power + Finesse – target's Composure. If the roll succeeds, the Sleeper is considered Awakened for purposes of witnessing magic for the next 12 hours.

Mana Drain: The Vice-spirits can siphon away Mana from mages who resonate with their chosen urges (in game terms, that have the appropriate Vice). The spirit must touch the mage (normally requiring the spirit to materialize, but some mages can cast spells to touch spirits). Roll Power + Finesse in a contested roll against the mage's Resolve + Gnosis. If the spirit wins, it drains three points of Mana from the mage and converts it into Essence. If the mage's

player rolls as many or more successes than you do, the spirit receives no Mana from the attack.

Materialize: The spirit can transform its ephemera into matter and temporarily become a physical being. Spend three Essence and roll Power + Finesse; the spirit remains material for one hour per dot of Power + Finesse (8 hours for the Lust-spirit). This allows the spirit to make physical attacks (bashing damage), manipulate objects and leave the immediate area of its fetter (if any). It can still use its other Numina, but it is vulnerable to physical attacks. Note that this version of Materialize is more powerful than the one wielded by the other Vice-spirits.

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

Bodyguards

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

Skills: Academics 1, Athletics 4, Drive 1, Empathy 2, Intimidation 2, Persuasion 2, Socialize 3, Stealth 1, Subterfuge 2

Merits: None applicable
Willpower: 4
Morality: 6
Virtue: Fortitude
Vice: Lust
Initiative: 4
Defense: 2
Speed: 11
Armor: None
Health: 8

Ogma/Benjamin Kent

Ogma's traits improve for "Siren's Song" as he gains a dot in the Subterfuge Skill. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Ogma can spend a single Mana per turn.

Pattern 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 (seven dice), while the Storyteller rolls the target's Composure + Gnosis; you must get the most successes for the spell to work. This spell is *Covert*.

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

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

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

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

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

Merits

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

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

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

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

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

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

MAGE THE AWAKENING

Name: Ogma/Benjamin Kent
Player:
Chronicle: Gloria Mundi
Concept: Keeper of Secrets
Virtue: Prudence
Vice: Gluttony
Path: Mastigos
Order: Guardians of the Veil

Attributes

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

Skills

Mental
(-3 unskilled)

Academics (Psychology) ●●●OO
Computer _____ ●●●OO
Crafts _____ OOOOO
Investigation _____ ●●OOO
Medicine _____ OOOOO
Occult _____ ●●OOO
Politics _____ OOOOO
Science _____ ●OOOO

Physical
(-1 unskilled)

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

Social
(-1 unskilled)

Animal Ken _____ OOOOO
Empathy _____ ●●OOO
Expression _____ OOOOO
Intimidation _____ OOOOO
Persuasion _____ ●OOOO
Socialize (Beer & Wine) ●●OOO
Streetwise _____ ●OOOO
Subterfuge _____ ●●OOO

Other Traits

Merits

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

Flaws

_____ OOOOO
_____ OOOOO
_____ OOOOO

Size _____
Defense 3
Initiative Mod 5
Speed 9
Experience _____

Arcana

Death _____ ●OOOO
Fate _____ ●OOOO
Mind _____ ●●OOO
Space _____ ●●OOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Health

●●●●●●OOOOO
□□□□□□□□□□
-1 -2 -3

Willpower

●●●●OOOOOO
□□□□□□□□□□

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

Emotional Urging (Mind 2)
Interconnections (Fate 1)
Shadow Sculpting (Death 1)
Spatial Map (Space 1)
Third Eye (Mind 1)
Mental Shield (Mind 2)

Tyrrhenus/Anthony Licavoli

Tyrrhenus' traits improve for "Siren's Song" as he gains the Detect Substance rote. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Tyrrhenus can spend a single Mana per turn.

Pattern 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 (six 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 (five dice). If the roll succeeds, the Storyteller must give two clues on whatever topic Tyrrhenus is praying about. They must be interpreted, however, unless the Storyteller rolls an exceptional success, in which case she will offer some clarification.

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

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

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

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

MAGE THE AWAKENING

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

Attributes

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

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 4
Speed 10
Experience

Arcana

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

Health

●●●●●●●OOOO
□□□□□□□□□□ (-1, -2)

Willpower

●●●OOOOOOO
□□□□□□□□□□

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 "Siren's Song" as she gains a dot of the Empathy Skill, the Mind Arcanum and the Sense Consciousness rote. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Morrigan can spend a single Mana per turn.

Pattern 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.

• **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	●OOOO
Persuasion	●OOOO
Socialize	OOOOO
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)

Jack/Cody Gunn

Jack's traits improve for "Siren's Song" as he improves his Destiny Merit. For ease of reference we present here a player summary of all his abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Jack can spend a single Mana per turn.

Pattern 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*.

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

Merits

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

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

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

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

MAGE THE AWAKENING

Name: Jack/Cody Gunn
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	●●OOO	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
OOOOO
OOOOO
OOOOO
OOOOO

Flaws

OOOOO
OOOOO
OOOOO

Size
Defense 2
Initiative Mod 5
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

●OOOOOOOOOO

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)

Niamh/Lira Hennessy

Niamh's traits improve for "Siren's Song" as she gains a second dot of Gnosis. For ease of reference we present here a player summary of all her abilities and an updated character sheet.

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

Magical Abilities

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

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

Mana: Niamh can spend two Mana per turn.

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

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

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

• **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 OOOOO
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

●●●●●●●OOOOO
□□□□□□□□□□□□□
-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

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