

Mid pleasures and palaces though we may roam,
Be it ever so humble, there's no place like home.
- John Howard Payne

LINES OF POWER

*An adventure for Mage: The Awakening
using the Storytelling Adventure System*

Written by Chandler Kennedy and Eddy Webb Special Thanks to Joseph Carriker, Michael Gearman, and Genevieve Podleski Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Jessica Mullins Art by Brian LeBlanc, Nate Pride, Rebecca Guay, Vince Locke,
Anthony Carpenter, John Bridges, and Imaginary Friends Studio

STORYTELLING ADVENTURE SYSTEM

MENTAL	●●●●○
PHYSICAL	●●●●○
SOCIAL	●●●●○

WHITE WOLF PUBLISHING, INC.
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STONE MOUNTAIN, GA 30087

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STORYTELLING ADVENTURE SYSTEM		
SCENES	MENTAL	XP LEVEL
9	PHYSICAL	35-75
	SOCIAL	



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A mage's Sanctum is his home, and the Hallow is the soul of it. When these two things are taken away, the mage is not only robbed of his sanctuary but also the Mana that replenishes his magic. Wars have been waged among mages for centuries over the right to call a Hallow their own, and bitter enmities have been created in the fires of dying Sanctums. Now your own Sanctum is on the line. What will you risk for your home, your territory, and the seat of your power?

Introduction

Lines of Power is a complete story that can be fitted seamlessly into your **Mage: the Awakening** chronicle or run as a stand-alone scenario. Contained within are all the pieces you need to run a fun and exciting story. If you want to improvise along the storyline, there is plenty of elbow room for all the little adjustments that make a tale your own. This document provides the general layout – characters, locations, various clues – for your players to explore, and hopefully evoke new and improved roleplay to deepen their characters. Only you, the Storyteller, should read this (the exception being the description of the Tellurian Legacy, which is available to the characters in your chronicle).

This book is intended to be used with the rules systems in the **World of Darkness Rulebook** and **Mage: the Awakening**. Two useful supplements for this story are **Sanctum and Sigil** and **World of Darkness: Armory**, but neither is required. This story works best with a cabal with established Sanctum and Hallow merits.

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep this story kit lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the *free SAS Guide*, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in **Lines of Power**:

- **Interactive links.** Clicking on anything in gold will take you directly to the section referenced, or to an appropriate character sheet or prop. It can also take you to an external website that could be useful.
- **Detailed character records.** Clicking on a Storyteller character's profile takes you to their character sheet and relationship chart. Holding the mouse pointer over a profile in the relationship chart shows you a pop-up explaining how the Storyteller character feels about the character depicted.

THE SANCTUM AND HALLOW MERITS

It is not the purpose of this adventure to take away something the players have paid points for. However, it is the point to make the players fight for what is theirs. Nothing is truly appreciated until it has been earned. If the players do not have a Sanctum with a Hallow and you want to run this SAS, let them earn one through roleplay before they enter into this storyline.

Overview

This story is about the power of home and all it means to the human heart. The very word evokes strong images and emotions, and even more so in the minds of those touched by the Supernal. Home is where people can be safe from the insanity of the outside world, and a Sanctum is the seat of a cabal's power. Within this story, the players get to experience what it feels like to be forcibly expelled from their own sanctuary and tossed out into the world with nothing to call their own. They will have to fight to learn who their attackers are and then repay them in kind to reclaim what is theirs. This story is about struggling for something that is essential to the human heart: a place to call your own.

RIGHT OF HOSPITALITY

The Right of Hospitality is one of the Great Rites laid down in the Atlantean traditions (**Sanctum and Sigil**, p. 29). It states that when a mage asks for the Rite of Hospitality they must be provided with food and security for a maximum of one week. This Protocol can be interpreted in many different ways. Some cabals provide excellent accommodations and home cooked meals, while others might provide a cot in a corner and enough food to keep the visiting mage alive. One incentive to being a gracious host is that the better the care provided by the cabal, the deeper in debt the visiting mage becomes.

Treatment

Peregrine Layne is a brash young member of the Tellurians, a Legacy dedicated to the study of ley lines. He sees ley lines as conduits of power, and is convinced that there is a secret for melding nodes and Hallows into a more powerful synergistic entity. Though he's attempted to achieve this by trying to move ley lines to flow through Hallows, success has eluded him. So he has gathered a motley cabal of mages called the Matrix Tappers, and they move from Hallow to Hallow seeking the



elusive secret, leaving a trail of depleted or irrevocably altered Hallows in their path. The Matrix Tappers have been together only a few years, but each has Layne's continued existence in mind.

The story begins with one of the Matrix Tappers, Mary, tricking the cabal into granting her the Right of Hospitality. When the characters take her in, she swears that she was attacked by whoever the current enemies of the cabal are in your chronicle – the Seers, a rival cabal or whatever would sound most plausible to the characters. While the characters are most relaxed and vulnerable, they will be attacked by the Matrix Tappers, who see the Hallow in the character's Sanctum as their next jackpot.

The Matrix Tappers will swoop into the Sanctum as the characters are sleeping, rescuing their inside girl and giving each member of the captured cabal the chance to surrender. The Matrix Tappers have been observing them and their habits for a week or more and know where their wards, weapons, and defenses are. They are also armored with Matter-enhanced bulletproof vests and are shielded against magical and mental attacks. Vindicta, their Thyrsus, is also playing backup in the Shadow Realm should things get violent. One way or another, the Matrix Tappers want to claim this Sanctum for their own.

If the characters get ousted from their Sanctum, they have an option to do so peaceably or violently. The peaceful way lets them awaken in a dingy motel room; the violent way leaves them on the street, locked out of their home. If they succeed in defending their Sanctum, the Matrix Tappers will heal and regroup to attack again. Either way, the characters have the chance to get information on who their attackers were. Both Mary and Layne let slip their shadow names, so this would be the easiest way to track them down. If they have contacts in the Mysterium, they can discover that Layne is a member of a reputable but eccentric Legacy known as the Tellurians, and that there happens to be another one in town named Professor Donald McArdle. They can also obtain pictures of the individual members of the cabal by hacking into the motel's surveillance equipment.

Once the characters learn about McArdle, they can find him either at the university or at his residence. McArdle is also studying ley line nodes and how they interact with Hallows. Frustratingly, his steady and carefully researched work has gone unnoticed, while Layne's brash tactics have been viewed as a breath of fresh air to the aging members of the Telluric Council. McArdle wants the credit he feels he deserves for all his hard work, and wants to acquire Layne's notes to either discredit

him or incorporate the work into his own research. McArdle is a valuable source of information for the characters, as he knows a great deal about Layne and his motives. After the characters have amassed enough information to use, they must retake their Sanctum before it becomes another one of Layne's failed experiments. Hopefully, the characters will be able to pull a vicious reversal on the Matrix Tappers, catching them unawares as they attempt to retake their Sanctum. The Matrix Tappers will not go down easily – if the characters do not manage to oust them, then their Sanctum's Hallow will be lost.

HALLOW VS. NODE

There are a lot of metaphysical concepts thrown around in **Lines of Power**, so it's best to clear one point up right away. Ley lines channel natural energy all over, which connect in *nodes*. Supernal energy (which is a different kind of energy, Mana) pools up and collects in *Hallows*. *Hallows* *tend* to manifest near ley lines and nodes, but they aren't the same thing.

Think of a muddy dirt road, full of holes and divets. Trucks drive up and down the road, leaving deep tire tracks that criss-cross all over it. The tire tracks are ley lines, and where they meet are nodes. When the rain (Mana) falls, it falls everywhere. The water tends to pool in the tire tracks, but it can also pool up in the other holes in the road unconnected to the tracks. The tracks just make it easier for the water to collect in a pool.

More information on Hallows and ley lines can be found in **Mage: The Awakening**, pp. 58-59.

Theme: Loss of Home

Home is a safe place to take refuge from the insane world on the other side of the threshold. When this feeling is taken or threatened, humans tend to react irrationally, and mages especially so. This is the theme of this story, the *loss of home*. How will your characters react when their hard-earned territory is denied to them? Will they rage against the unfairness of the world and strike back, or will they give up and move on?

Mood: Desperation and Longing

The loss of home evokes both *desperation* and *longing*: Desperation as you are tossed out into the world again, and longing to regain what you have lost. These two emotions run throughout the story, driving the characters forward as they struggle to regain or protect one of the basic human needs: refuge.

A Chapter in Your Chronicle

This SAS is a blueprint for a story to be included in your chronicle. As such it is very flexible and you should feel free to add touches or change entire scenes so that it might better fit your characters and plot. Some places to do this are when Mary spins her lie about being attacked by your cabal's enemies or when the players gather information on the various Tellurians. These can be good places to insert Storyteller characters from your chronicle or introduce new ones to prove their usefulness to the characters. Alliances and contacts can be called upon by characters or broken to get information out of the Mysterium. The Matrix Tappers do not have to enter your chronicle suddenly; their presence within the city can be hinted at in previous games. The characters could already know of McArdle, but simply have never spoken to him, since he is primarily concerned with cartography and rarely speaks of anything else. The characters could have heard of the Matrix Tappers' activities in another city from contacts within the Mysterium. None of the scenes are set in stone and while a general plot outline is given, feel free to go off in whatever direction is most suited for your chronicle.



"BUT I HAVE THE HIERARCH ON SPEED-DIAL!"

Some regions don't have a Consilium, or the Consilium is set up in such a way that they won't be helpful to the cabal's plight. In some chronicles, a cabal's Sanctum is so sacrosanct that they're expected to take care of problems there themselves; they shouldn't have invited trouble (literally), and now it's their mess to clean up. In other chronicles, the cabal may be on the outs with the local Consilium or under a punishment that forbids the local mages from helping them. But in a lot of chronicles, the cabal has at least a chance to speak to the Counselors and make their case. If the players think about pursuing this route, there are two ways you can handle it.

The first is to give a compelling reason not to. Perhaps the Consilium won't be meeting for another couple of weeks, and in the meantime the Hallow is getting more and more damaged. Perhaps their contact (the Provost or Herald) is on important business and can't be disturbed. Perhaps one of the Counselors is actually protecting the Matrix Tappers for whatever reason. If you anticipate you'll need a reason to cut the characters off from political support of the Consilium, try establishing that reason prior to running **Lines of Power**.

The other option is simply to let them, especially if the Matrix Tappers severely overpower the characters. A lengthy political battle within a Consilium is outside the scope of this document, but it can provide an engaging and entertaining chapter of play, or maybe even work to connect to a future story down the road. Or maybe the cabal is found to be completely in the right, and the Sentinel and her associates in the Adamantine Arrow go with the cabal to reclaim their Sanctum (perhaps for a favor in the future).

The idea behind this story is to see what the characters will do to defend their home. If bringing the Consilium in would cheapen that story in your chronicle, don't allow it. If you feel it would be a valid tactic, then let them try.

New Legacy: Tellurians

Ley lines and the power they carry have existed longer than human memory, and man has attempted to harness this unseen power to his advantage ever since their discovery. Many examples of such ancient controls exist: Stonehenge, Mayan temples and even some Roman roads exist along ley lines or sit atop powerful nodes. By focusing the energy that courses over the Earth, the ancients were able to influence natural and unnatural occurrences wherever the energy flowed. They could cause crops to produce untold harvests, or create blight that led to starvation and death. They could inspire wisdom and understanding or fuel depravity and breed despair. And, through careful control of resonance, the Tellurians could aid in the creation of a nation or bring one to its knees.



Wherever people have sought to control the power these lines possess, the Tellurians have always been nearby. Ever since the fall of Atlantis, these mages have dedicated their lives to understanding the power that flows from node to node. They have amassed vast libraries of maps detailing ley lines all over the world. However, as the world evolves and changes, so does the energy that flows around it. The work of the Tellurians is never done because the lines are constantly shifting. The original Tellurians were a disparate lot. Each discovered the power of the ley lines within their own cultures and learned to manipulate them as they advanced along their chosen Paths. Eventually they stumbled across other members of other Paths and orders who shared their interests, and the first Telluric Council was formed. They agreed that the ley lines should be observed and manipulated only for the prosperity of mankind. To enforce their will, they created the Telluric Wardens, a militant division that punishes those offenders who dare to destroy or manipulate ley lines for destructive purposes.

The Obrimos were the original founders of the Tellurians because of their leanings towards the Prime Arcanum and interest in the flow of magic. Eventually, the Mysterium became interested in these trackers of ley lines, and other Paths were introduced to the Legacy. Each Path was able to turn their particular talent to understanding the resonances that supply the main power to the ley lines. The Acanthus devote themselves primarily to understanding how the particular resonances of ley lines and nodes affect the fates of those they touch. Mastigos are often the most adept with their knowledge of the Space Arcanum, and provide some of the best cartographers the Legacy possesses. The Moros of the Legacy are few and far between, although those who have joined focus most of their attention on how the different resonances affect Matter and inanimate objects. As the Legacy's founders, Obrimos are by far the most common Path represented. The Thyrsus are a close second within the Legacy, as they are intimately concerned with the effects ley lines have on the physical and spiritual landscapes of the world.

Parent Path or Order: Obrimos or Mysterium

Nicknames: Mapmakers

Orders: Most of the Mapmakers originally belonged to or eventually joined the Mysterium as they pursued their research on ley lines. The Mysterium considers most of the members of the Legacy to be entertaining and largely useless old eccentrics. However, they *are* the foremost experts in the field of mapping and understanding of resonances. The Mysterium is where most of the Legacy's students are recruited from as they seek mentors in the Order's libraries to extract information on the peculiar science of ley lines.

The Wardens tend to come from the Adamantine Arrow. They are often found watching over nodes or acting as bodyguards to their researching colleagues. They are also the enforcers of the Telluric Council's will, protecting fragile lines or punishing mages who disturb or destroy lines wantonly.

The Guardians of the Veil, Free Council and Silver Ladder are in the minority of the orders represented among the Mapmakers. After induction into the Legacy, most members remain in their parent order, but a fair number end up defecting to the Mysterium.

Appearance: The Mapmakers' appearances often reflect their beliefs concerning ley lines. If they believe the lines are to be controlled, they tend to be neat freaks, with their clothes and surroundings perfect in every detail. If they believe in merely monitoring the lines and letting them form on their own, then their appearance may be more free-form and artistic, showing their more organic philosophy.

Background: The Mapmakers come from all walks of life and have only one thing in common: They seek to understand the currents of power that flow over the earth. Some followed the traditions of the Druids, manipulating all sorts of connections from toadstool circles to Stonehenge. Others learned the arts of *feng shui* and manipulate the dragon lines on smaller levels in residential areas. However, they all followed their passion even after their Awakening, and sought greater understanding of ley lines through their magic. Most Mapmakers keep fastidious notes and maps so that they can keep track of the ley lines in their area and the different resonances that travel down them. Often they hold positions of power in the mortal world, which allow them to manipulate the architecture in the city they reside in or own swathes of untouched virgin forests to preserve the lines flowing within them.

Organization: The Mapmakers are one of the more organized Legacies. They are led by the Telluric Council, comprised of the eldest living or most acclaimed members of the Legacy. Rank among the Mapmakers is due to age and accomplishment. Once in a blue moon, a younger member will perform a truly remarkable feat that earns them the respect and recognition of the Council, but most of the Mapmakers operate under the simple rule of "avoid the Council's attention."

The strongest connection within the Legacy is between mentor and student. Someone interested in joining the Legacy has to first locate a Mapmaker who is willing to take him on as a student. He is then introduced to the Attainments and the vast libraries that the Mapmakers have accumulated over the centuries in the study of ley lines. Once the mentor believes the student is ready, the student faces a test to become a full-fledged member of the Legacy. This trial usually comes after the student learns the second Attainment. The tests range from successfully documenting the resonances of a particularly complex ley line to the mapping of all lines that intersect with a particular node.

Once they successfully pass the test, they are free to do as they please. There is, however, retribution if a Mapmaker steps over the line. The Council's interpretation of a wrongdoing does not follow most societal norms; they are far more concerned with the disruption of energy flow along the lines, and anything that destroys or significantly interferes with a large amount of ley lines will draw the Council's immediate attention. Wardens are then dispatched to deal with the offending party.

Suggested Oblations: rearranging furniture for at least half an hour to aid the flow of energy in a living space, making maps, walking through the city to find new ley lines, meditating at a node, successfully mapping the ley lines in an untouched rural area

Concepts: *Feng shui* advisor, construction worker, real estate agent, building code inspector, park ranger, eco-terrorist, mountain climber

Attainments

While Prime is an essential Arcanum when dealing with the mystical energies in ley lines, knowing where the lines come from and go to is an invaluable skill. All Mapmakers are taught the Space Arcanum to do this as it is part of the first Attainment. The Skill of Science (Cartography) is also required as the Mapmaker keeps detailed maps of all the ley lines they find using the first Attainment. In addition to these Attainments, Mapmakers also generally know the spells "Ley Shift" (**Sanctum and Sigil**, p. 97), "Ley Flow" (**Sanctum and Sigil**, p. 98) and "Ley Lines" (**Mage: The Awakening**, p. 226), and possess the Geomancer Merit (see the sidebar on p. 7).



1st: Map of the Land

Prerequisite: Gnosis 3, Prime 1, Space 2 (primary), Science (Cartography) 1

With this Attainment, the Mapmaker can activate a combination of the spells "Supernatural Vision" (**Mage: The Awakening**, p. 221) for Prime and "Spatial Map" (**Mage: The Awakening**, p. 233) at will. All ley lines within her line of sight appear as vivid lines of various colors, depending on the resonance they carry. With the Space Arcanum, the mage can extend her senses beyond mortal norms to locate these lines at greater and greater ranges as her mastery increases. Many Mapmakers claim they can feel the ley lines "in their bones" (and with a successful Wits + Investigation roll) when they are beyond the range of sight. This Attainment is best applied at great heights to maximize viewing distance, which leads many Mapmakers to live in tall buildings or on mountaintops.

2nd: Riding Between

Prerequisite: Gnosis 5, Space 3, Science (Cartography) 3

This Attainment gives the Mapmakers one of their more mysterious abilities. To the uninitiated, this Attainment appears to be teleportation, since the mage disappears and appears either nearby or halfway around the world. What the mage is actually doing is riding ley lines. Through mastery of Space and knowledge of the components of ley lines, the Mapmaker can enter any

ley line at any point and travel to any node. Many Mapmakers explain it as opening a Portal (as per the spell in **Mage: The Awakening**, p. 238) and simply using the ley lines as a conduit. While they can enter a ley line at any point, they can only exit at a node, where the power lines cross and the energy is briefly disrupted. Many younger Mapmakers describe it as akin hopping a train or riding the subway. The Mapmaker can only take herself on the Ride, along with any non-living things she can hold onto. While the mage is Riding Between, they exist with the ley line and travel along its energy. They cannot be harmed until they step out at a node. Riding Between isn't without its risks: unless the Mapmaker knows exactly where he is going, he could very well end up on top of a mountain in Tibet, in the middle of a battlefield in Africa or over the ocean in the middle of a hurricane.

3^d: Manipulate Telluric Currents

Prerequisite: Gnosis 7, Prime 4, Space 4, Science (Cartography) 5

This Attainment allows the Mapmaker to temporarily redirect ley lines as she sees fit. While great good can be done with the new power (such as growing crops with positive growth energy), so can great harm. Ley lines that carry negative resonances can be redirected to a Hallow, tainting the Mana that springs forth, or entire nodes can be destroyed as the lines that form them are redirected. The Mapmaker must make a Gnosis + Prime roll to activate this attainment – the length of time the ley line is moved is as per the prolonged Duration table in **Mage: The Awakening**, p. 120.

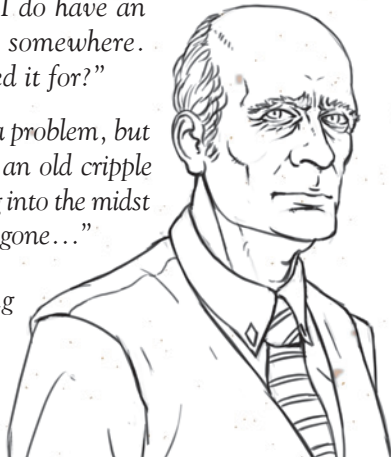
The Cast

Donald McArdle, Seasoned Academic

Quotes: “Why yes, my dear, I do have an 1869 map of France... somewhere. Now, what did you need it for?”

“Mmmm, yes, that sounds like a problem, but what kind of help do expect from an old cripple now, eh? Not like I can go charging into the midst of battle! No, those days are long gone...”

“He took my idea, the young upstart! I’ve never seen such insolence in my life! No consideration for a man who’s poured his entire life into the field!”



Virtue: Prudence. McArdle prefers to know everything and have a plan of action laid out before doing anything.

Vice: Pride. McArdle is extremely proud of his possessions and the accomplishments he has accumulated over his long years.

Background: To the world, Professor McArdle is the quintessential old librarian; he wears tweed jackets and reading glasses, and speaks with a thick Scottish accent. He regularly travels from university to university, giving guest lectures and organizing the long-forgotten map collections in university basements. But, to those who know, Donald McArdle of the Mysterium is one of the foremost in the field of ley line cartography. His occult library is believed to be one of the most extensive in the United States. However, it is known that he always travels with his bodyguard, a tall African man named Mr. Ogola.

McArdle was born in Perth, a city a little north of Edinburgh in Scotland. He was one of the rare few who was inducted directly into the Tellurians and then joined the Mysterium after achieving his first attainment. As soon as he learned the second attainment, he began to travel the world, riding the ley lines to random nodes and bringing back maps of uncharted resonances.

Life changed one day in 1972 when he stepped out randomly at a node and found himself in the middle of a violent conflict in Uganda. The troops turned their guns on him while a young teenage boy crawled out of the rubble and grabbed the gun of a fallen soldier. Before he could raise his gun to defend – or kill – the interloper, the boy suddenly Awoke, the magical surge catching McArdle by surprise. In the confusion, McArdle risked his own life and suffered serious Paradox damage to transport the new mage to safety. McArdle managed to get to a Tellurian safehouse, but he ended up confined to a wheelchair due to his injuries.

Seeing the promise in the young boy’s courageous behavior, McArdle saw to it that the boy was educated alongside the other Tellurian apprentices, and took an almost paternal interest in his progress. McArdle devoted his life to mapmaking, and soon became a renowned cartographer in mortal and Awakened circles alike.

However, this was not enough for the man whose life had once been a rollercoaster ride of new places and danger. With his considerable funds, he has commissioned a dozen houses in various cities to be built based on his extensive study of the ley line grid. Each house’s architecture channels the ley lines in the vicinity, allowing him to create Hallows and study the results. He was making excellent progress until he received word from an old colleague that a new Tellurian apprentice was making revolutionary discoveries in the exploration of how ley lines interacted with Hallows. McArdle was shocked.

After all the time and effort he had put into creating these perfect experiments, a young upstart was gaining more recognition within his Legacy than he, who was decades Layne's elder. McArdle will gladly take any opportunity to subtly undermine Layne and his cabal, especially if he can steal his research.

Description: Donald McArdle is a cheerful, sweet old Scot with a tendency to ramble about geography and the art of mapmaking. He was once a man of tall stature, his long legs now confined to a state-of-the-art electric wheelchair. He wears tweed jackets with suede elbow patches. His manner and dress are both old-fashioned, but he doesn't care. His focus is his research, his library and the protection of the ley lines in his vicinity.

The smell of parchment and ink suffuses McArdle's nimbus, as well as bright glowing lines of color inspired by the ley lines that constantly fill his sight. Whenever he works powerful magic, lines of power appear to bend and twist to his whims.

Storytelling Hints: McArdle is the epitome of a dusty researcher. He is always delighted to help people with maps or ley lines. He sees himself as a magnanimous general, directing troops as he sits in his musty haven. Due to his skill with Space, he will always run instead of fighting. He tries to be always close to a ley line, so he can use it as an escape route with his "Riding Between" attainment. Though he and Mr. Ogola will defend themselves, McArdle is more likely to push the combatants out of his library with Forces and then ward it versus entry with Space.

Dedicated Magical Tools: Old compass on a watch fob chain

MERIT: GEOMANCER (•)

Prerequisite: Occult Skill Specialty in Geomancy

Effect: The character has a sense for the ley line energies in the local landscape, and can apply certain principles to its particular conditions to alter the ley lines' shape and/or flow through construction, architecture, interior design, landscaping and pretty much any activity that goes on in the place.

What this means is that the character can make an extended-action Intelligence + Occult roll to figure out what steps need to be taken in the area to affect its ley energies. The target number depends on the size of the area. A single room might require only five successes; a city block might require 20 or more successes. The time per roll is one day, during which the character studies the area and contemplates how geomantic principles might apply. Possible tool modifiers include classic geomancy manuals (+1 or +2, depending on quality), dowsing rods (+1) and even satellite imagery (+2).

(More detailed information on this Merit can be found in *Sanctum and Sigil*, p. 99-100.)

Notes: *Forces* - Influence Light (•), Kinetic Blow (••), Transmission (••); *Life* - Sense Life (•), Control Base Life (••), Self-Healing (••); *Prime* - Inscribe Grimoire (•), Magic Shield (••), Ley Lines (•••), Ley Flow (••••), Awaken Hallow (••••), Create Hallow (•••••); *Space* - Correspondence (•), Omnivision (•), Scrying (••), Untouchable (••), Ward (••), Ban (•••), Multispatial Perception (•••), Portal (•••), Portal Key (••••), Suspension (••••)

Legacy: Tellurians

Legacy Attainments: 1st - Map of the Land, 2nd - Riding Between, 3rd - Manipulate Currents

CHARACTER RELATIONSHIPS



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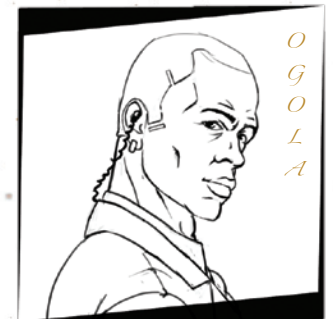
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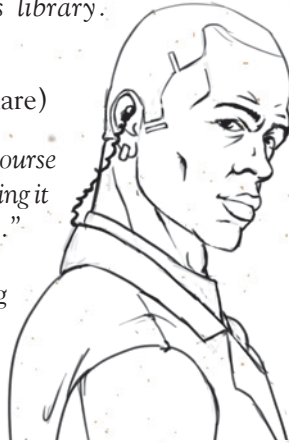
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Matthew Ogola, Fateful Warden

Quote: “You are welcome in this library.
Your weapons are not.”

(silent foreboding glare)

“Perhaps you should consider this course
of action before you pursue it...pursuing it
would lead to your imminent demise.”



Virtue: Justice. Despite his menacing exterior, Ogola works to uphold duty and the balance of right over wrong.

Vice: Wrath. Ogola is easily angered when McArde or his work is threatened.

Background: Matthew Ogola is a child of war. He was born in an unnamed village in Uganda that was destroyed after he Awakened. In his early years, he and his family suffered through regime after cruel regime in Uganda, barely managing to survive. His family was slaughtered before his eyes when he was just fourteen. He Awoke when he attempted to defend his village, and was saved from certain death when McArde teleported him to England.

There he was sent to the finest schools on the Telluric Warden's dime. They heard of his Awakening from the recovering McArde and had great hopes for the stoic teenager. Ogola excelled in school as soon as he mastered English, and entered training with the Wardens at age fifteen. He was going on missions before he was twenty, and traveled to every continent before he turned 21.

Since he has come of age and become a fully trained Telluric Warden, Ogola has been Donald's constant companion, protecting his benefactor's research for the good of the Tellurians.

Description: Ogola is a tall, imposing black man. He speaks with an educated London accent, and always dresses appropriately and immaculately, whether he is in a business suit or fatigues. Ogola is the perfect warrior, completely dedicated to his cause and an expert with any weapon he wields.

Ogola's nimbus is unquestionably martial. The air around him smells faintly coppery, and flashes of metal can be seen whisking around him. Whenever he works powerful magic, the roar of battle and the cries of the wounded can be heard.

Storytelling Hints: Ogola is a servant of the Tellurians first and foremost. He is silent and imposing, preferring to stand over McArde and watch his work rather than interfere. If outnumbered he will retreat with McArde, understanding that the knowledge contained in the old man's head is worth far more than any collection of maps. This character is not meant to enter combat in the scope of this story, as he and McArde are far more powerful than most characters. If it does come to blows, Ogola will follow McArde through the ley line. If this escape is prevented, then he will strike with deadly accuracy.

When in combat, Ogola is a nightmare of fated occurrences. He always has “Lucky Coin” cast on the machete (his favorite weapon), on the AK-47 he carries openly on his back, and on the reinforced armor he wears beneath his tailored suit. Through combining the spell with the Time Arcanum, “Lucky Coin” activates during the first round of combat, which allows Ogola the element of surprise. He also has “Superlative Luck” cast with a conditional trigger for the first round of combat. So, if facing one person, Ogola will use his machete; if facing multiple opponents, he will sling his AK around his back to fire in controlled bursts upon the crowd. As he does this, McArde will use Forces to make the gun absolutely silent, to avoid attracting notice of Sleeper authorities.

Dedicated Magical Tools: Machete, mojo bag

Notes: *Fate* – Interconnections (•), Sharpshooter's Eye (•), The Sybil's Sight (•), Fortune's Protection (••), Lucky Coin (•••), Superlative Luck (•••); *Prime* – Dispel Magic (•), Counterspell Prime (••), Magic Shield (••); *Space* – Finder (•), Omnivision (•), Spatial Map (•), Scrying (••), Ranged Blow (•••); *Time* – Perfect Timing (•), Augury (•), Postcognition (•)

Legacy: Tellurians

Legacy Attainments: 1st – Map of the Land, 2nd – Riding Between



PARDY



ORO



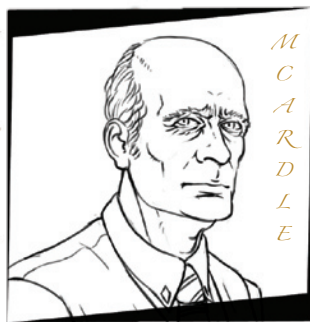
LAYNE



VINDICTA



MARY



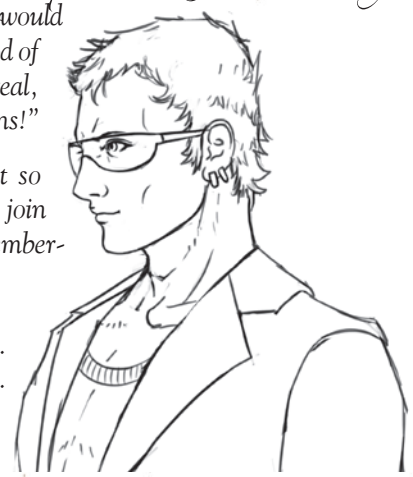
MCARDLE

Peregrine Layne, Arrogant Researcher

Quote: "Hey, ever wonder what would happen if you could touch the life blood of the Earth? It feels like power, mate, real, live power coursing through your veins!"

"Hey, pretty thing, don't take it so hard. If you're good maybe you can join us, we have a special place in our membership for those long legs."

"This time we've got it, boyos. I know this time I can make it work. It's just like that tree in Madagascar, only this time we know better."



Virtue: Fortitude. Layne believes if he keeps trying he will find the secret of melding nodes and Hallows, it is only a matter of time before he gets the formula right.

Vice: Pride. Layne really wants the fame associated with the revelation of the correct formula, and believes he has a unique talent for succeeding where others have failed.

Background: Layne's home is the road. With an absent father and itinerant mother, the idea of a permanent home was never a part of his childhood. One day, someone set fire to his mom's caravan. He Awoke amid the smoke and the heat, his lungs screaming for air as he carved his name into the tower. Fire and magic exploded around him, and he walked from the wreckage of everything he had known. An older gentleman later found the scrawny young boy glowing with power as he wandered the streets of London, begging for food in his thick and untraceable accent.

Layne had the fortune to be found by a member of the Tellurians, who followed the strong resonance of despair course down the ley lines Layne had crossed. Layne was adopted by an old Welsh mapmaker of considerable reputation within the Mysterium. Though bright, his academic career was constantly sabotaged by his constant troublemaking and forays into petty theft. He eventually graduated from school with decent grades, and then his second education began as he was inducted into the Tellurians. Ever since then, he has been a bit of a troublemaker in the organization, achieving great things through unorthodox means, his rapid progress allowing his mischievousness to be overlooked.

Tiring of the stuffiness of the London Tellurians, Layne set out to create his own cabal. He selected newly Awakened mages with little experience in the political world of the orders but with great potential, and guided their development. Every member of the Matrix Tappers is strong in their own right, but they are stronger as a unit; Layne has ensured they all know spells that enhance the performance of the entire team.

What Layne is most interested in is how ley lines interact with Hallows. He has moved around the world with his cabal, ousting mages from Hallows or discovering new ones so he can move ley lines. Once he has moved a ley line to intersect with the Hallow, he studies how the resonances affect the Mana produced at the Hallow. He has come to bask in the acclaim and glory that his Legacy members have grudgingly given to him, becoming ever more cocky and brash as he takes each new Hallow. His cabal has warmed up to his bizarre interests, enjoying the excitement of fighting for Hallows (even if the research part is a bit boring).

Description: Layne is a tall lanky fellow who speaks with a strange semi-British accent. His education lessened his original accent – whatever that might have been – and travel all over the world has made his speech patterns even harder to place. He wears nondescript clothing, picked for comfort and ease of movement. He also usually has big pockets that he can slip things into with ease. He has dark green eyes and ruffled dark hair that never stays combed. His eyes are constantly following ley lines and staring at things no one else can see.

Power sparkles through Layne’s nimbus. Everything about him fills the onlooker with awe, as if he has the ability to offer them their wildest dreams. Only when he casts powerful spells is his true nature revealed. His nimbus seems out of control while sparkling dangerously with barely-controlled magics.

Storytelling Hints: Layne is not a bad guy, or that’s what he keeps telling himself. He just wants to know how the different inherent magics of the earth interact with each other. He tells himself that he only borrows Hallows for a short time to study them. He is completely ruthless when he attacks, and coordinates the movements of his cabal with precision as they take over the next Hallow. He has never killed any of the mages he has attacked, but he is not above knocking them out and leaving them in dire situations. The fact that no one has died yet is one of the main reasons the Tellurians have overlooked his behavior. After all, his research is absolutely fascinating.

In combat, Layne prefers to lash out with “Celestial Fire” to weaken his enemies.

Dedicated Magical Tools: A charred piece of metal from his ruined childhood bed

Notes: *Forces* – Influence Light (•), Control Sound (••), Unseen Shield (••); *Prime* – Dispel Magic (•), Counterspell Prime (••), Magic Shield (••), Transform Aura (••), Celestial Fire (•••), Ley Shift (•••), Magic Wall (•••), Transform Other Aura (•••); *Space* – Finder (•), Scrying (••), Ward (••), Ban (•••)

Legacy: Tellurians

Legacy Attainments: 1st – Map of the Land

CHARACTER RELATIONSHIPS



PARDY



ORO



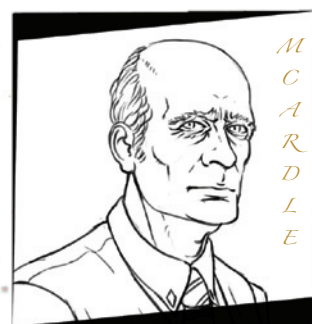
OGOLA



VINDICTA



MARY



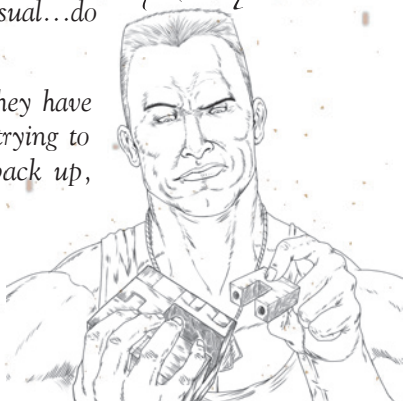
MCCORDE

Bill Pardy, Skeptical Hero

Quote: “Well now, that’s unusual...do they normally do that?”

“We have a 211 in process...they have surrounded the building and are trying to force entry, officer requesting back up, I believe it is a 217.”

“You have the right to remain silent, and if you don’t take it I’ll shove this barrel in your mouth and provide extra incentive.”



Virtue: Justice. Pardy believes he is always trying to do the right thing and sees the world as cops, civilians and criminal.

Vice: Pride. Pardy is very proud of the skills he acquired as a detective and as a mage; he gets touchy when his abilities are questioned.

Background: Bill Pardy was an up-and-coming football star that would have made it to the big leagues was it not for a fateful injury. While still popular in his small college town, Pardy decided to stay and ended up as police officer. He was responding to an emergency call when he got a gunshot wound to the neck. The trauma forced his Awakening, and from it, Pardy was able to understand casework far better than his peers. With the help of Fate and Time, he was able to not only crack cases better but also advance through rank and file by lending expertise to prominent cases. He made detective just before he encountered another mage named Layne, who offered him more than eventually becoming police chief in a dead-end small town.

Pardy is the member of the cabal most involved in the Mysterium; he believes it is his destiny to become an influential member of this secretive order. He is well liked for his unassuming and confident nature, which is unusual for his Path. He has also still maintained his contacts among the police, despite his early retirement.

Description: Pardy is in his late thirties with a Midwestern, classic American look. He is well-built from continuing his police physical training, and has quicker reflexes than most. He has dark brown hair and hazel eyes which scan every scene, looking for telling details.

He often wears rougher clothes, including boots, jeans and jackets. A closer look would reveal the heavy revolver he keeps on him at all times, as well as the Kevlar vest he hasn’t stopped wearing since leaving the force.

Pardy’s nimbus makes every action he takes seem like it was meant to be. It often makes him appear like a hero, arriving at just the right moment with an enchanted light burning in his eyes. When he casts especially powerful magic or in combat when he casts “Superlative Luck,” he seems to move like a classic superhero, with fated strikes that sink deep into his enemies.

Storytelling Hints: Pardy is cool-tempered and observant. His detective senses have never left him, and he analyzes clues methodically. He’s slow to trust others, especially mages, and keeps a weapon on him at all times. He prefers reliability, which is why he tends to use rites as well as revolvers.

In combat, Pardy wears full riot gear left over from his law enforcement days, reinforced by Oro. His trusty revolver is always by his side, and it always has “Lucky Coin” cast on it, with the Fate trigger set to the beginning of combat.

Dedicated Magical Tools: His old police badge

Rotes: *Fate* – Interconnections (•), Sybil’s Sight (•), Evil Eye (••), Exceptional Luck (••), Fortune’s Protection (••), Shifting the Odds (••), Bestow Exceptional Luck (•••), Lucky Coin (•••), Superlative Luck (•••); *Prime* – Supernal Vision (•), Counterspell Prime (••); *Space* – Spatial Map (•), Walls in the Labyrinth (•••, [see sidebar on page 12](#)); *Time* – Perfect Timing (•), Postcognition (••)

Armor: Full riot gear reinforced with “Alter Integrity,” 6/8

Protective Spells: Fortune’s Protection, 3 points.



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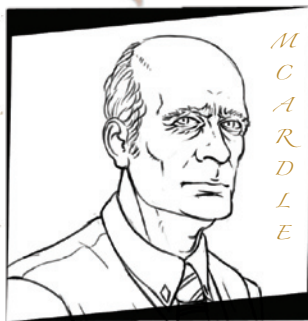
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NEW SPELL: WALLS IN THE LABYRINTH

(SPACE ••• , FATE •• , TIME •• , PRIME •-•••••)

This spell is an exception to the normal spell-control rules (see "Spell Control," **Mage: The Awakening**, p. 128), allowing the mage to add a "Wall" to a pre-existing Ward. He can also combine this spell with a Ward during casting (see "Combining Spells," **Mage: The Awakening**, p. 128).

When combined with another spell (which can be provided by a separate caster), this gives the Ward offensive capabilities. For instance, it could be combined with "Evil Eye" (**Mage: The Awakening**, p. 151) to cause those who passed through it to suffer penalties per that spell.

A Ward altered in this manner uses the casting pool for the supplementary spell when it activates. The Wall has one charge of this spell, but additional charges may be applied without additional rolls if done at the time of casting, at a cost of one Mana each (in addition to any normal Mana costs for that spell). These additional charges do not go off all at once; they activate one at a time, as people come in contact with the Ward.

However, this kind of warding is very fragile. Dispelling either the Ward of the encased spell will eliminate both, with the encased spell having an effective Potency equal to the remaining charges.

Example: Pardy has cast Walls of the Labyrinth with four charges of "Celestial Fire" (Prime 4 version) built in. This costs him a total of four Mana (one for the first casting, and three more for the additional charges). While his Ward has a Potency of 6, the Walls portion has only an effective Potency of 4.

When Bob comes into contact with the Ward, he will be "attacked" by it using Pardy's "Celestial Fire" dice pool. Bob survives the assault and decides to Dispel the Ward/Walls combined spell. After a few minutes of analyzing the spells, he chooses to go after the Walls portion of the spell. He needs only three successes to tear down the Walls (though it he'd noticed them before being attacked, it would have been four successes; one point of effective Potency was used up in the attack).

Mary, Mousy Mind-breaker

Quote: “Please, please get me out of here, please...I invoke the Right of Hospitality... please help me...”

“You make jokes to defend yourself, a typical response for the only child of a divorced couple. How do I know that? Oh, it’s textbook.”

“They’re such incompetent fools... but, any mind is a pity to waste. I hope they come back.”



Virtue: Fortitude. Somewhere out there is a mind that can stand up to Mary’s assault, and she’ll keep on until she finds it.

Vice: Lust. Mary loves the rush of feeling a mind crumple, she yearns for the sensation whenever she sees a new person.

Background: There was never anything impressive about Mary. Her physical appearance is utterly forgettable. Her mind was common but nothing terribly impressive, allowing her to go through school with decent grades. Nothing about her was ever remarkable, and she knew it. She spent all her childhood wishing she wasn’t normal, and idolized the posters of pretty people that decorated her bedroom walls.

Mary’s Awakening, occurring when she opened her acceptance letter to the state university, was almost as unremarkable as her life. After that, it was if everyone’s mind was open to her, with every thought and every wish just floating in the air where she could pluck it out and use it however she wanted. And suddenly, she wasn’t normal anymore. Her grades in college were perfect, and she was quickly accepted into the psychology department. The professors were suitably impressed by this budding genius who knew the answer to every question. She entered the psychology graduate program effortlessly and began to get attention from the academic community. It was then that she was approached by Layne. He offered her everything she wanted: power, respect and challenges for her incredible powers. And she was more than happy to take his offer.

Description: Mousy is the word that best describes Mary. She dresses in plain business casual clothing and wears tasteful eyeglasses. Everything about her is forgettable, even the slightly distracted look she wears as if she’s listening to something no one can hear. Due to her tendency to reach into people’s minds, her Wisdom has degraded. She is not physically violent, but she feels it is her God-given right to break into the minds of everyone around her.

While Mary may be forgettable, her nimbus is not. It is a riot of horrified faces representing the minds she’s violated, each screaming in silent agony. Whenever she works particularly vulgar or powerful magic, these faces twist in agony, and muted screams can be heard as new faces are added to the ever-growing crowd.

Storytelling Hints: Mary is quiet and unassuming, often letting her work speak for her. As a result, she comes across as helpless and naïve. She is fully aware of her normal appearance and uses it to her full advantage. She feels no sympathy for Sleepers, and regards mages as a challenge, to be broken into and then abandoned like an empty vault. In combat, Mary will protect her cabal mates from metal attack by casting “Mental Wall” first and then assaulting the minds of the opposing cabal. If there ever comes a point when physical action is the only choice, Mary will use Space to create a Portal and flee.

Dedicated Magical Tools: Her eyeglasses.

Rotes: *Mind* – Aura Perception (•), Third Eye (•), Alter Aura (••), Memory Hole (••), Mental Shield (••), Hallucination (••••), Mental Wall (•••), Telepathy (•••), Breach the Vault of Memory (••••), Psychic Sword (••••); *Space* – Correspondence (•), Untouchable (••), Portal (•••)



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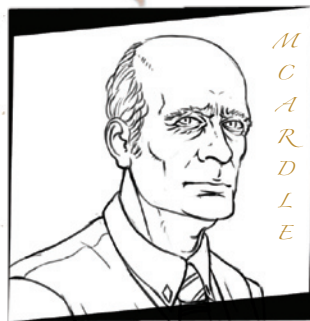
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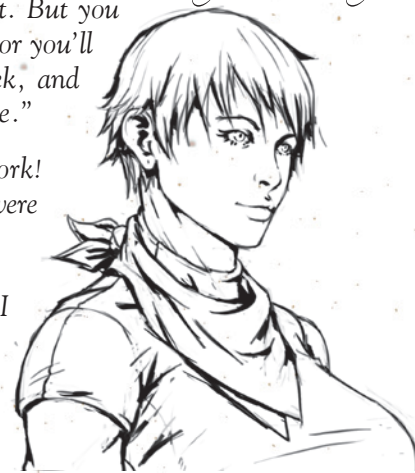
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Abila Oro, Ghetto Mechanic

Quote: "Yeah, I can patch it. But you need a new carburetor or you'll be back here next week, and then it'll cost you double."

"Look at this construction work! My brothers could do better if they were drunk and screwing your mother!"

"Yeah, I'm a girl. And yeah, I know a lot about cars! Enough to tell you that you got ripped off on that piece of plastic crap you drive."



Virtue: Faith. Oro is not a devout Catholic, but she does believe in God and a higher order to the world.

Vice: Greed. If there is enough money or glory in it, Oro won't ask questions.

Background: Oro grew up in South Central Los Angeles, the fourth of six kids born to a mom who worked in a cheap motel and a father who cared for celebrities' lawns. She grew up scrimping for change while wearing hand-me-down clothes and listening to gang violence out of her window. She grew up in her uncle's car repair shop with her brothers, covered in grease and surrounded by boys wanting to look tougher than they were. By the time she was ten, she could already name every car part and most of the top cars on the market. By fifteen, she could disassemble all of them and put them back together again. And when she turned sixteen, she managed to buy her first car and wreck it.

Gasping amid the ruins of her broken body, surrounded by hazy smoke that told her the car was about to explode, Oro Awoke to the Path of the Moros. When she regained consciousness, she managed to jury-rig her car well enough to get her to a hospital. After she recovered, her talents increased exponentially and she became known as the best mechanic in South Central. Her reputation spread further with every drag race her brothers won. She could work miracles with machines, they said. Her touch was magic.

This reputation attracted the attention of Layne. Her brothers almost jumped him when he walked boldly into the garage where she was working, but as soon as they saw the fire in his eyes and the almost palpable

aura of power around him, they backed down. He offered her a better life, a life where her talents could be put to real use and not just fixing beat-up cars in the ghetto. Hoping to make her fortune and provide a better life for family, she jumped at the chance.

Description: Oro is a petite Hispanic girl who appears to be in her late teens. When she is fixing things, she dresses in mechanics overalls and a wife-beater shirt. A heavy mechanic's belt hangs from her waist, every pocket stuffed with tools. When out on the town, she dresses in low-rider jeans and tight shirts with large hoop earrings.

Her nimbus gives objects near her an almost malleable appearance. Forms flicker around her and objects whisper just below hearing range. When working powerful magic, objects seem to almost melt or grow crystalline projections randomly. The whispers and swirling shapes become distinct forms and wails.

Storytelling Hints: Oro is by far the most inexperienced member of the Matrix Tappers. However, she earns her keep well with her strong ability to manipulate Matter. She mostly provides support, making sure the cabal's weapons and armor are accurate and impenetrable. When in a fight, she fuses weapons together or causes them to melt with "Annihilate Matter." She's more inclined to strip a combatant of their armor and weapons than try to beat them with her wrench, which is her last defense.

Dedicated Magical Tools: Large car wrench.

Rotes: *Death* – Shadow Sculpting (•), Touch of the Grave (••); *Life* – Evidence Shroud (••; **Tome of the Mysteries**, p. 65); *Matter* – Dark Matter (•), Alter Accuracy (••), Unseen Aegis (••), Alter Integrity (•••), Jury Rig (•••), Annihilate Matter (••••), Reconfigure Object (••••)

CHARACTER RELATIONSHIPS
ORO



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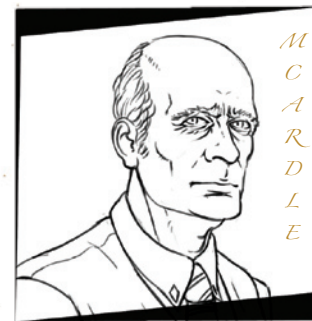
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La Sombra Vindicta, Vengeful Vigilante

Quote: "Just hold still, this'll hurt a lot..."

"Boo."

"He's hungry again... I know we aren't supposed to hurt them... but he only needs a sip..."



Virtue: Justice. Vindicta is still detests criminals and gang members, punishing them is no longer a matter of vengeance, but her own warped sense of justice.

Vice: Wrath. Vindicta has been heavily influenced by the Obsidian Blade

Background: Luisa Maria grew up in Ciudad Juarez, Mexico among the gangs and the ghettos. When she was twelve, her baby brother was hit in an exchange of gunfire and died in her arms, which triggered her Awakening. Though her family went to church to seek solace, she knew there could be no God which would allow her innocent brother to be so carelessly taken. She traded in her faith for a life on the streets hunting down her brother's killer. She became a legend in the back alleys of Guadalajara as all those involved in her brother's death were found, sometimes days after their slow deaths. Their faces had been twisted into violent expressions of horror frozen in death. It was through these actions that she became known as *La Sombra Vindicta*, the Vengeful Shadow. The blood she had shed in vengeance called out to an artifact abandoned long before the city was ever built. She followed its call outside of the city and dug it up, tunneling down below the desert to find a blade clutched in the bony hands of a long dead Aztec priest. The blade called for blood, and its obsidian edges glittered sharply even under the dirt.

Armed with this new weapon, Vindicta returned to the streets. She was discovered by the Adamantine Arrow in the area after a particularly gruesome killing that infuriated many of the spirits in the area. While dodging werewolves and irate spirits, Luisa ran into an Arrow patrol and was spirited away to their Sanctum. She was slowly educated in Awakened society and reintroduced back into the mortal world. It was through Layne's contacts among the Tellurian Wardens that he

located Vindicta, who had now taken her street name as her shadow name. He offered her a different war to fight, a war against those who held things they did not deserve, and a war to discover the power that existed all around them. Vindicta, eager to bring justice to the world, accepted his offer.

Description: Vindicta is a wiry young Mexican teen with sharp features that betray her Aztec heritage and the Obsidian Blade's influence over her. Her hair is cut short and spiky, which is more to keep it out of her eyes than any fashion statement. She wears fatigues or dark clothes most of the time, and all are close-fitting and flexible. Knives are tucked into various hidden sheaths on her body, many in unexpected locations.

Vindicta's nimbus is a vibrant swirl of almost-seen spirits and bloodstains that hover just out of the viewer's field of vision. When she works powerful or vulgar magic, the blood patterns become violent splatters that fall from the Blade.

Storytelling Hints: Vindicta lives for the dance of knives, in the smell of blood, and in the surprise of her victim's face as she steps out of the Shadow Realm. While her desire for vengeance has been mostly sated by killing her brother's murderers, the Blade does call to her. Every time she kills, its pull becomes stronger while easing her choice to kill the next victim.

Vindicta prefers to use her stealth to her full advantage. She slips into the Shadow Realm and then slips back out again to leap upon her surprised victim. She prefers to use the Obsidian Blade, but will utilize the dozens of knives on her body if necessary.

Dedicated Magical Tools: Obsidian Blade

Obsidian Blade (Artifact ●●●)

Durability 4, Size 1

Mana Capacity: Maximum 11

The Obsidian Blade is kept at Vindicta's hip in a reinforced sheath, and its leather wrapped handle stands out amid her dark clothes. It is about the size of a Bowie knife and does equivalent damage (2L). The Blade itself is made of magical obsidian and has been altered to cause aggravated damage after it has shed blood. The first strike with the Blade is always lethal damage, but as soon as the Blade activates, it does aggravated until the fight is over. Every time it is used to kill someone, the user must make a Willpower check. If they fail their Wisdom drops a point. The Blade is aware in an alien way and speaks in whispers to its user, murmuring for blood.

LINES OF POWER
 CHARACTER
 VIGNETTE
 ES TO SCHEDULE

• **Rotes:** *Fate* – Interconnections (•), Winds of Chance (•); *Life* – Cleanse the Body (•), Pulse of the Living World (•), Sense Life (•), Organic Resilience (••), Self-Healing (••), Healing Heart (•••), Transform Self (•••); *Spirit* – Spirit Tongue (•), Ephemeral Shield (••), Gossamer Touch (••), Spirit Road (•••), Road Master (••••)



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UNDENIABLE RIGHTS

BETRAYED FROM WITHIN

HOMELESS

GETTING INFORMATION

PAYBACK'S A BITCH

TALKING TO MCARDLE

THE MAGICIAN'S TOWER

REDECORATING

GET OUT OF MY HOUSE!

SCENE FLOW CHART

Undeniable Rights

Mental ••

Physical —

Social •

Overview

Mary stumbles onto the character's territory badly wounded. The Matrix Tappers have done enough reconnaissance to know who the characters' primary enemy is. Mary's wounds have been inflicted in such a way to represent an assault by that enemy. If not located when she enters their territory, she will stumble haphazardly closer and closer to their primary Sanctum while ignoring any markers they have set up for the Right of Crossing.

Once she is discovered, she will beg for the Right of Hospitality. If she is questioned as to why she did not follow the markers, she will say that she was not seeking to cross but seeking aid. If asked why she was headed toward the Sanctum, she will say that she was seeking a place to heal herself and was desperate. Mary is completely meek and acquiesces to anything the characters ask. She has the spells "Mental Shield" and "Memory Hole" activated when they find her, as well as "Untouchable." If asked why she is shielding, she will say she was trying to protect herself from her attackers. With "Memory Hole," she has removed any memories of the Matrix Tappers and their purpose, and with "Breach the Vault of Memory," she has created a fictional history for herself and of her attack. Perhaps she was assaulted by patrolling werewolves who are encroaching on the characters territory or was magically damaged by the local Seers of the Throne. Whatever would most rile up the characters and cast suspicion off Mary is the story she tells them.

There are many ways the Matrix Tappers could have set up Mary's attack. If the player's enemies are mages then marks of their rites could be found, such as melted concrete for Forces or reshaped walls for Matter. Claw marks, dog paw prints and fur can be found if the players are rivaled by werewolves. Perhaps ash, impossible to lift objects moved by supernatural strength or blurred footprints to indicate vampires.

When the characters take her back to tend to her wounds, she will subtly break into each of their minds with "Telepathy." She makes sure her ruse has worked as well as searching for anything she can glean about

the more subtle protections around their Sanctum. Once she has been taken inside the Sanctum, she will ask if she can move around, and, if so, do normal things such as take a shower, eat food, and watch TV. She is more than willing to answer any questions the characters may have and will become plaintively helpless and terrified if they attempt to break into her mind. She will feed them their worst fears and as they decide what to do next she will carefully examine the defenses of their Sanctum.

Mary has hidden her true self and memories away behind a trigger. This trigger is Layne's face. This will be important in "Betrayed from Within".

Description

You see the bleeding broken form of a woman staggering towards you and who cries out desperately for help when she sees you. She is wearing the remains of what was a casual beige business suit that is now covered in blood and debris. Her skin is pale with pain and her gaze seems to pierce the souls of those she makes eye contact with as she begs for the Right of Hospitality. A trail of blood stretches out behind her and reveals the long way she has walked in search of sanctuary.

Storyteller Goals

Mary's arrival is the first sign to the characters that something odd is happening in their city. Getting Mary to the Sanctum is of vital importance to the story. Steer Mary's responses towards the innocent and naïve. She honestly believes she has been attacked and is utterly terrified. For this scene, she is a complete innocent. She thinks she is using Telepathy to reach out and understand her saviors. However, through her own expertise with her mind and much experience with infiltrating Sanctums, she is capable of running two different personas. One is the confused grad student who has been horribly assaulted. The other is the conniving Mastigos spy who is willing to rip apart the minds of her "saviors" if it is necessary. Let the characters catch subtle hints of this duality, but this should not distract them from the threat of their current enemies whom Mary has led them to believe are attacking them. Invoke feelings of panic as the players believe their enemies are about to strike.

Character Goals

Provide Mary with the Right of Hospitality and tend to her wounds. Investigate the crime scene. If they want more information than Mary provides, they can attempt to break into her mind.

Actions

Tending Mary's Wounds

Dice Pool: Intelligence + Medicine or as per spell

Action: Extended (if done mundanely)

While you attempt to make Mary comfortable and tend her wounds, she moans and tears of pain run down her cheeks. She is in obvious pain and appears quite unused to physical wounds. When she has been healed and her remaining wounds bandaged, she attempts to sit up and thank her healer. Mary has suffered 5 points of lethal damage, which need to be healed. The wounds might look ugly, but there are no complicating factors the players should be aware of in order to heal Mary.

Hindrances: Lack of proper tools (-2)

Help: Not as bad as they look (+1)

Investigating Mary's Attackers

Dice Pool: Wits + Investigation or as per spell

Action: Extended (if done mundanely)

Mary has left a trail of blood behind her which is fairly easy to follow. The length of the trail depends on how deep she got into the character's territory before they found her. The dice-rolling comes in when they actually find the crime scene. The Matrix Tappers staged the attack in an alley near the characters' enemy's territory, and then Oro used the "Evidence Shroud" spell to destroy all the forensic evidence before planting her own. The crime scene only requires one success for the character to see what the Matrix Tappers want them to see: that their enemies did this.

Hindrances: Obscuring weather (-1), scene has been compromised (-2), lack of forensic equipment (-3)

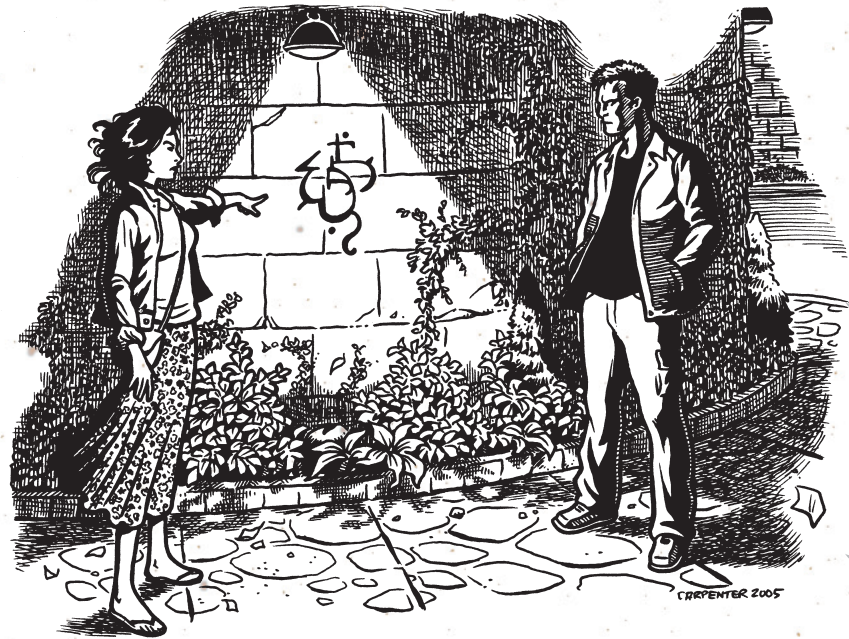
Help: Forensic kit (+1), unrestricted access to the scene (+2), Matrix Tappers didn't make it too hard to figure out (+1)

Roll Results

Dramatic Failure: You draw incorrect conclusions about the crime scene.

Failure: You get no useful information.

Success: You uncover useful information, making it look as if your enemies were responsible. Each success reveals one clue: the blood is Mary's, there are scraps of fabric that match her clothing, and so on.



Exceptional Success/10 accumulated successes: You find a lot of clues that point to your enemies attacking Mary, but a couple of things are a little too tidy. Something makes you think that this scene is a little too perfect, almost as if it's staged for your benefit.

USING TIME MAGIC

Acanthus and other Time mages might want to look at the scene in the past and see what happened (such as with the spell "Postcognition"). Since Mary doesn't remember exactly when the attack happened, it can be difficult to find the correct time to look for, and standing around a crime scene doesn't give mages that much time. If you want to make sure your players don't find anything, you can have Layne cast an improvised version of "Erase History" (**Legacies: The Sublime**, pp. 133-134), which erases all information about the scene in question from Time magic; it's not very subtle, but it does keep the information from falling into the player's hands. Otherwise, if you want to reward the players for being particularly creative or skilled, then they can uncover the Matrix Tapper's plans. It's likely in that case that they will capture Mary and attempt to interrogate her. Ultimately, knowing the Matrix Tapper's plan won't stop the attack in "Betrayed from Within," but the player cabal might be better prepared for it.

Dice Pool: As per spell

Action: Instant

If one of the characters is suspicious, then the Storyteller should try to dissuade this as much as possible by amplifying Mary's helplessness and the danger of whoever she says attacked her. If the characters do try, they will have to break past Mary's strong mental shield to use "Telepathy" or another manner of reading her thoughts.

Hindrances: Mary's "Mental Shield" spell (-4)

Help: Circumstances make her very trusting of the cabal (+1)

Roll Results

Dramatic Failure: You are firmly convinced that she isn't hiding anything. Further, Mary will detect the attempted intrusion, and will probably become hostile to you.

Failure: You feel that there's a barrier between you and her thoughts. Mary may notice the attempt, depending on the spell used.

Success: You managed to get through the mental shield. Inside her head you find a riot of fear and confusion mixed with sincere gratitude. Blurry images of her attackers flash past you and then you see yourself and your cabal members rescuing her.

Exceptional Success: As above. Further, you cannot seem to find coherent memories of what happened before Mary was attacked. There are clear images from her childhood and before she Awakened, but, afterwards, it skips to her attack. It is as if someone or something has erased her memories in between.

Consequences

Whether the characters trust Mary or not, their Sanctum will be attacked. Move to "Betrayed from Within."



Betrayed from Within

Mental •••

Physical ••••

Social ••

Overview

Here is where the characters experience a rude awakening the morning after they find Mary. The Matrix Tappers have been scouting the Sanctum for days and know all of its ins and outs. They also now have someone on the inside. They have had time to prepare for this assault, and all their spells are cast and the plan is in place. Oro has reinforced all of their armor so that it is double its natural defense and toughness. Pardy has cast "Bestow Exceptional Luck" on the party, giving everyone 9-agains for four turns with a Fate trigger for when they enter combat. Layne has cast "Magic Shield" on all his cabal mates, adding four dice to their defense against magical attacks. He has also cast "Control Sound" on a hundred foot area around him so that the attack force moves in utter silence and "Alter Other Aura" to make them all appear as Sleepers so they may slip past any supernatural alarms. The last trick up Layne's sleeve is Vindicta, who will be shadowing the cabal in the Shadow Realm while waiting to jump out when she is needed.

They bust down the doors of the Sanctum in absolute silence before moving from room to room with precision. They work flawlessly as a team: Oro destroys the character's equipment; Layne dismantles any protective or enhancing spells; Vindicta watches from the Shadow Realm, ready to surprise anyone who becomes too combative with a knife to the throat and Pardy provides back up with his Fate-enhanced revolver. The first room the cabal goes to is Mary's. As soon as she sees Layne, she remembers everything and gets up to join her cabal. She will cast "Mental Wall" on everyone, adding 4 dice to their defense versus mental attacks.

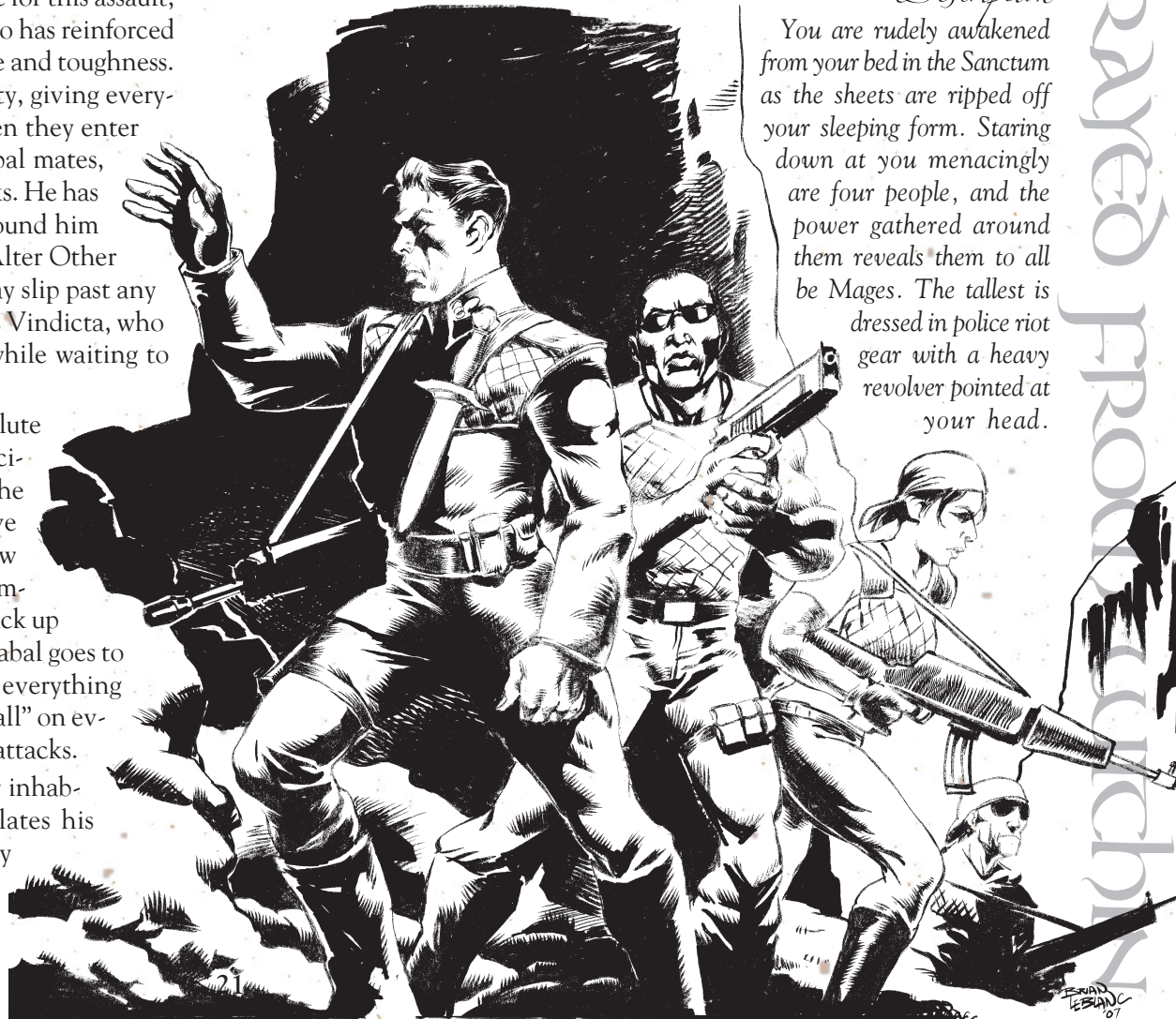
Their goal in each room is to get the inhabitant or inhabitants to surrender without a fight. Layne manipulates his "Control Sound" so that his voice can be heard only by the character he is talking to. The cabal doesn't wish to harm anyone and will preferably knock the

characters unconscious. If violence is required, then both Pardy and Vindicta are willing to oblige the more stubborn. (Note that you may have to change these tactics as needed. For example, it may be impossible for the cabal to go to Mary's room without encountering one of the resident player character mages first.)

If the characters do make it into full melee combat, the Matrix Tappers will fight as a team and take out one person at a time while relying on their numerous defenses to protect them from any attacks. The scene can end many ways, but how the characters leave the Sanctum will determine the next scene.

Description

You are rudely awakened from your bed in the Sanctum as the sheets are ripped off your sleeping form. Staring down at you menacingly are four people, and the power gathered around them reveals them to all be Mages. The tallest is dressed in police riot gear with a heavy revolver pointed at your head.



His eyes gleam unnaturally behind the clear Plexiglas of his visor. The next one who catches your attention practically shines with power that sparkles around his Nimbus. He's dressed in casual clothes and his dark eyes watch you imperiously from under a tangled mop of dark hair. Standing next to him is a young Hispanic girl who looks maybe twenty. She's hefting a large wrench in her hand and taps it against her pants every now and then. In the haze of your rude awakening, you notice that you can't hear anything: not the alarm that should be sounding, your sheets rustling, or the wrench tapping against the girl's hip. Behind them stands your mousy refugee with a cruel smile on her once-innocent face. Then the dark-haired one opens his mouth.

"Good morning, sleepyhead. I'm Peregrine Layne. We're taking over the Sanctum from you for a bit. Surrender peaceably, and we'll let you live."

The man's strange accent echoes eerily in the unnatural silence as you lie there in shock. The armored man cocks his gun, and your choices are starting to look very slim.

Storyteller Goals

It's very likely that the cabal will be forced to surrender or be defeated. The Matrix Tappers are better equipped and prepared than the characters, who are hopefully caught sleeping. Describe the intimidating way that they just burst into the character's bedroom and demand that she surrenders. Consider taking each player aside and playing out the scene individually to promote the feelings of shock and despair. Encourage the feeling of helplessness as much as you can as the characters face almost overwhelming odds. If the characters do manage to get out of their rooms and into melee combat, try to throw up obstacles in their path such as fallen debris from the fight, awkwardly arranged furniture, even the prone bodies of their fallen comrades. And unless Layne's spell is unraveled, the entire thing will be fought in eerie silence.

It's also possible that the cabal managed to survive the Matrix Tapper's initial attack on their Sanctum and threw their opponents back out into the night. Much will depend on if Layne managed to reach Mary before this happened. If he did not, then feel free to run the gather information scenes, in which the amnesiac Mary will gladly help out of gratitude. However, if she sees Layne's face she will revert to her conscious self and attempt to betray them to Layne. If he took her with him, then Mary will join in the next assault. The second attack will be an all-out assault instead of a request to surrender. The Matrix Tappers will not stop until they have suffered extreme damage, at which time they will retreat again to their base of operations.

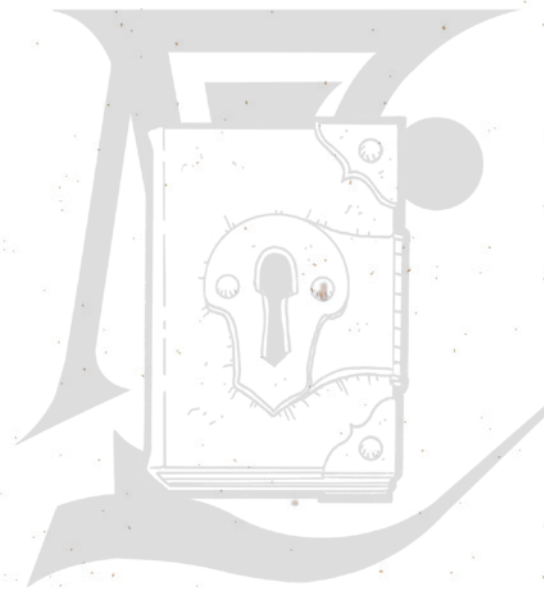
The characters can learn about the Matrix Tappers in other scenes, and even apply to McArdle for help. He would be more than willing to offer his services on capturing the cabal as he is very interested in Layne's work. They can also carry the fight to the motel and finish or capture the rival cabal.

Character Goals

Obviously the characters will want to fight, but the odds are stacked against them.

Consequences

If the characters lose the fight, go to "Homeless." If they somehow manage to defeat the Matrix Tappers, they'll probably want to know more about their attackers, which they can do in "Getting Information."



Homeless

Mental •••

Physical ••

Social •••

Overview

The characters regain consciousness after their humiliating defeat by their invaders. They awake in a cheap motel on the opposite side of town from their Sanctum (or in the nearest town if they have a country Sanctum). The characters now have several options before them. They know two names: Mary and Peregrine Layne. They also know Mary said she was a member of the Mysterium. The likeliest course of action would be to try and find out who these people are through any contacts in the Mysterium the group may have. Another way is to find out where the Matrix Trappers had stayed, either through contacts or by hacking local hotel registries and transportation records. Feel free to let them take the direction most suitable to their characters.

ALTERNATE SCENE START

Another way to run the scene has the characters just barely managing to get out alive. The Matrix Tappers were brutally efficient as they attacked the cabal. The first concern should be to find transportation and a safe haven; be sure to apply the wound penalties to any Drive checks the characters make. One of them may need immediate help and need to go to a hospital. Or perhaps they can seek sanctuary in a friendly Sanctum nearby. If they are unwilling to ask their Allies or Contacts for help then they can always go to a motel. Or they can return to the homes they had as mortals if they still have ties to the "normal" world and try to explain their situation. The whole point of "Homeless" is to give the cabal a chance to regroup.

Description

You wake up in a stiff bed. The first thing you see is the peeling paint on the ceiling. Sensation floods your awareness as you realize you can hear again. It's a subtle thing, but hearing the ragged breathing of your cabal members is oddly reassuring. You turn your head to see them all in various states of consciousness. Next, you notice that your wounds have been bandaged; this seems particularly odd after you were so brutally attacked.

Storyteller Goals

The goal here is to give the characters a chance to regroup. They have been brutally ousted by another cabal who set them up and knocked them down with ease. Attempting to retake their Sanctum is probably going to be foremost in their minds. They were left in the motel room with only the clothes they were wearing when they were attacked. All of their various forms of identification, money, phones, as well as any weapons and equipment are still in the Sanctum unless they have a separate residence or multiple copies.

Character Goals

Discover who Mary and Layne are, acquire weapons, or find some other way to improve their dire straits.

Actions

Waking Up

Dice Pool: Stamina + Gnosis

Action: Extended

After the characters were knocked unconscious, they were placed under a spell by the Matrix Tappers. Mary, Parady, and Vindicta have developed an extended-action ritual to keep defeated Mages in a state of unconsciousness long enough for them to move them from the taken Sanctum to a new location. (The spell is inscribed in a grimoire – see **Mage: The Awakening**, p. 220-221 – so it doesn't show up on any of their sheets.) Unless the character manages to accumulate any successes to throw off the spell, he will awaken a day later. Every success represents an hour earlier that the character can wake up before the twenty-four hour mark.

Hindrances: The character was badly injured before the spell was cast (-1 to -3, depending on wound penalties)

Help: Magic-damping protection spells like "Magic Shield" (bonus equal to the Potency of the spell)

Roll Results

Dramatic Failure: You have difficulty waking up, even after a full day. Further, you feel a strange fatigue in your soul, which makes your access to the Supernal sluggish and painful. -1 to all spellcasting rolls for the next day, and -1 to all rolls for the next hour.



LINES OF POWER

homeless

Failure: You wake up after a full day of sleep, but you're sore and groggy. -1 to all rolls for the next hour.

Success: Each success subtracts one hour from the twenty-four effect of the spell.

Exceptional Success: Same as "Success."

Postcognition

Dice Pool: As per the spell (**Mage: The Awakening**, p. 260)

Action: Instant

If the characters were all knocked unconscious then they should awake with their wounds bound as described above. They can use "Postcognition" to determine how they ended up this way.

Roll Results

Dramatic Failure: The spell snarls the threads of time in the room, making future Time magic difficult. -1 to Time spells for the rest of the scene.

Failure: You learn nothing of importance.

Success: The room warps slightly and you see Layne and Pardy carrying you and your cabal mates into the room. They lay each of you on the bed carefully, taking care not to aggravate your wounds. Mary comes in and argues with Pardy, who yells back at her. Layne seems amused but keeps out of the fight. Pardy pulls out a first aid kit and binds each of your wounds with experienced precision. Then he and the rest of the Matrix Tappers leave the room.

Exceptional Success: The light in the room fades and then you hear a light switch click. Lights flicker on overhead as Layne and Pardy carry you and your cabal mates into the dank motel room.

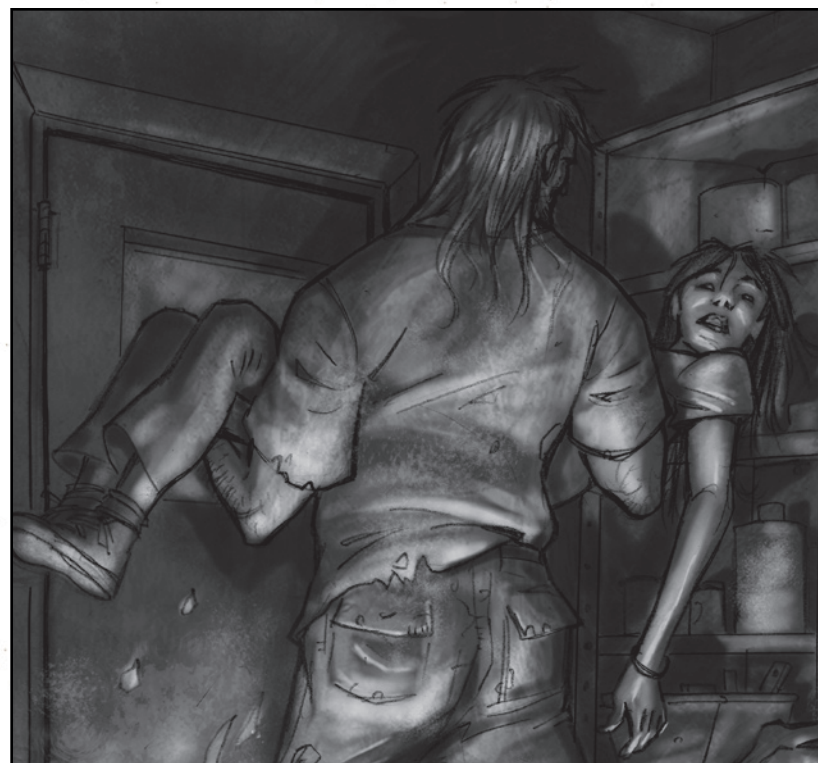
"Is that all of them?" Pardy asks as he deposits you on the bed, careful of your wounds.

"Yeah, unless we missed one, in which case they'll have a nasty wake up call!" Layne says lightly from near the door.

Pardy just grunts and nods as he leaves the room.

Mary slips in beside Layne. "Can I look inside one of them?" she asks, her voice monotone with a slight whine.

"No, you may not!" Pardy snaps as he comes back in the room, carrying a large first aid kit. Layne just smiles at Mary and arches an eyebrow.



"But we could find out more information on them, their contacts, friends, another Hallow..."

"I said no, you sociopathic bitch!" Pardy says sharply. He begins to dress your cabal's wounds with confident hands.

Mary levels an evil look at Pardy and stalks out of the room.

After she leaves Layne looks over at Pardy. "She'll try, one of these days."

"Let her," Pardy growls as he bandages you. "We shouldn't hurt the unarmed unless it's absolutely necessary."

Layne sighs and shakes his head as the scene fades.

Consequences

Odds are likely that they'll want to find out more about their attackers. Go to "Getting Information."



Getting Information

Mental ●●●

Physical —

Social ●●●

Overview

Now that the characters have names and faces, they can track the Matrix Tappers across the city. While Layne made sure his team stayed below the characters' notice before attacking the Sanctum, it does not mean that they were invisible. They stayed in a cheap motel, went grocery shopping, acquired ammunition, and checked out the character's enemies. By successfully tracking the Matrix Tappers' movements, and the use of a few spells, the characters should be able to find out more about their new enemies.

Storyteller Goals

The characters need to figure out what to do next. Feel free to let the characters be as creative here as they want. The Matrix Tappers didn't exactly hide from surveillance cameras, which are mounted in most stores, or from talkative locals. Particularly clever players might realize that if the characters walk where the cabal went and using Time spells, they might even be able to hear their plans.

Character Goals

Find out as much as you can on the Matrix Tappers.

Actions

Contacting the Mysterium about Mary or Layne

Dice Pool: Manipulation + Persuasion or Intimidation

Action: Instant

If one of the characters is a member of the Mysterium or has Mysterium contacts, it should not be too difficult to ask for information on Mary or Layne. Layne is the better known of the two, but it will be easier to gather information using both names.

Hindrances: The inquiring character is an Apostate (-2), character spends less than a whole night trying to get the information (-1)



LINES OF POWER

Help: Mysterium Order Status (+1 per dot), pictures or very realistic drawings of Mary or Layne (+1 per picture), character has a suitable contact (+2)

Roll Results

Dramatic Failure: Not only do you learn nothing about Mary or Layne, but your contact lets others in the Mysterium know about your questioning, which might lead back to Layne.

Failure: You don't find anything.

Success: Each success reveals one fact:

- Layne and Mary are members of the Mysterium.
- Layne is from England, and leads a cabal known as the Matrix Tappers.
- Another local Mysterium mage may know more about them. His name is Donald McArdle, and he currently works at the local university.
- The Matrix Tappers oust mages from their Sanctums and take over their Hallows for experiments with ley lines.
- Layne is a member of a legacy called the Tellurians, which works with ley lines. McArdle is also a Tellurian.

Exceptional Success: You learn all of the facts under "Success."

Accessing Mysterium records on the Matrix Tappers

Dice Pool: Manipulation + Intimidation or Persuasion

Action: Instant

In order to find out about the Matrix Tappers, the characters will have to gain access to the Mysterium's records, which is an extremely difficult task.

Hindrances: Characters are not members of the Mysterium (-5)

Help: The record keepers are sympathetic to the characters' plight (+2)

Roll Results

Dramatic Failure: The record keepers refuse to let you access the records, and move the records they do have to a more secure area.

Failure: The record keepers won't let you access the records.

Success: The record keepers let you access some of the records. Each success reveals one of the facts from above, as well as one name from the Matrix Tappers, in this order: Layne, Pardy, Mary and Oro.

Exceptional Success: You learn everything under "Success."

Searching the Internet (and Cracking Secure Sites)

Dice Pool: Intelligence + Computer

Action: Extended

If one of the characters has considerable computer skills, they can try to find information on Layne, Mary, or how their cabal got into town.

Hindrances: Dial-up access (-3), poor equipment (-2)

Help: Knowing that they're from out-of-town (+1), thinking to check hotels (+2)

Roll Results

Dramatic Failure: Your browser crashes, causing you to have to completely retrace your steps. You lose all accumulated successes.

Failure: You make no progress in learning more.

Success: Each success gives you one fact:

- Layne registered in a motel near your Sanctum (the same one you awoke in, if you woke up in "Homeless").
- He registered two rooms about a week ago. He paid in cash.
- One of the rooms is the same room you woke up in. (Ignore this if you didn't play through that part of "Homeless.")

Exceptional Success: You get all of the facts under "Success." Further, you manage to get access to the hotel's digital security files, and find the time when they checked in. You get a clear image of all of the members of the cabal.

Talking to the Neighbors

Dice Pool: Manipulation + Persuasion or Intimidation

Action: Instant

Characters can ask around and discover where the Matrix Tappers have been.

Hindrances: Contact has never met the cabal before (-1), contact has a negative opinion of the cabal (-1 to -5, depending on opinion)

Help: Pictures of Matrix Tappers (+2), cash "incentives" (+1 to +3, depending on size of bribe), contact has a positive opinion of the players' cabal (+1 to +5, depending on opinion)

Roll Results

Dramatic Failure: The contact refuses to speak to you about the Matrix Tappers, and may tell others that the characters were snooping around.



Failure: The contact doesn't remember the Matrix Tappers.

Success: Each success provides one fact:

- Pardy bought slugs for his revolver.
- Oro went shopping for ingredients for authentic Mexican food.
- Layne has been buying maps of the area and doing research at the public library.
- A witness saw a local drug user ask Mary for money near the hotel before the user started screaming out of nowhere.
- One of them mentioned staying at a motel nearby.

Using Postcognition in the Motel

Dice Pool: As per spell.

Action: Instant

If the players choose to visit the motel the Matrix Tappers stayed at, they find that the rooms have been emptied. Apparently, they took everything with them to attack the Sanctum. However, use of "Postcognition" within the rooms the cabal stayed in can provide valuable insight into their plans.

Roll Results

Dramatic Failure: You get false information and believe it to be true.

Failure: The spell fails.

Success: The room shifts and the light changes as you look into the past. You see the Matrix Tappers spread out around the room. Pardy is cleaning his revolver, Oro is pacing, Vindicta plays with her knives, Mary sits quietly in a corner and Layne is poring over blueprints.

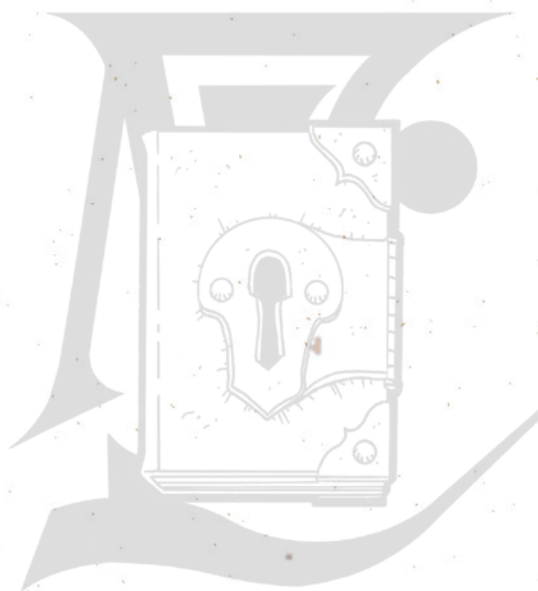
"Alright, thanks to a little police work we have our blueprints," Layne says with a nod to Pardy, who grins. Layne proceeds to detail exactly how the Matrix Tappers infiltrated the Sanctum. He even describes all the magical defenses you have in place. "Now, according to my calculations we only have about three days before the Hallow is irrevocably drained or altered. But that old bat McArdle is in town, so this might just be our lucky break."

Exceptional Success: In addition to what you learn from the above description you also hear Layne run through what defenses they are going to add to the Sanctum once they take it. They are going to create several magical traps the characters will have to get

through before they can attack the Matrix Tappers. They will also erect barriers to prevent remote viewing of their operation; Layne is not worried about the characters, but he thinks McArdle might try to spy on them.

Consequences

Once the characters have gained information, they may try to talk to McArdle; if so, go to "Talking to McArdle." If they want to spy on their own Sanctum and see what they have to work through, go to "Redecorating." If they have ousted the Matrix Tappers and just want to get on with the revenge, go to "Payback's A Bitch."



Talking to McArdle

Mental ••

Physical —

Social •

Overview

The characters find McArdle with ease as he's teaching a class. Depending on what time they walk in, they will either get a quick education in how to draw accurate maps without a computer or catch him as the students leave. McArdle is perfectly willing, even eager, to help them and will even suggest that they go to his home where they can speak freely if they talk reasonably and do not threaten him. He sees this as a golden opportunity to take over Layne's research. If the characters are belligerent, however, Ogola will request they leave or he will call campus security.

Description

Professor Donald McArdle is guest lecturing in a cartography course offered by the university's geography department. His office hours and course times are listed on departmental website. He teaches at least one class every day and should be easy to find. As you walk into the dim auditorium, you hear a Scottish accent coming from the front of the room. There is an old man in a wheelchair who is pointing a laser pointer at various points on a map of Europe projected onto the screen. He wheels himself around with surprising dexterity as he points out changes in the physical landscape. After the class ends and the students file out, he gestures you down to the front of the room.

"Do come down here, my dears. Now what brings such powerful young ones to my humble class? Not interested in cartography are you? Didn't think so. ...Layne? Why yes, I do know him—in fact, I knew his mentor as well. If Layne is indeed in town then you must have many, many questions. I can take you back to my home if you like, so we can talk a bit more candidly. Don't want me students to hear about such nasty business."

Storyteller Goals

While the characters are tired and stressed mentally and physically, they should also be running low on Mana. Though they may be feeling crabby and a bit belligerent, this should be primarily an information-gathering scene. If the characters talk instead of fight, McArdle proves to be an excellent source of information for them. He knows everything

about the Tellurian Legacy, as well as generalities about Layne because he was also a member of the Tellurians in London for a time. If they do want to fight, Ogola is an absolute terror in battle even though he and McArdle will flee rather than fight. If the characters do attack after class ends, then Ogola will shield McArdle as he uses "Riding Between" to escape and then follow using the same method.

Character Goals

Find out who McArdle is and gain his trust.

Actions

Noticing the Ley Line

Dice Pool: Intelligence + Occult

Action: Instant

In the class room, the characters can definitely sense the presence of power flowing through the room. This check determines its source.

Roll Results

Dramatic Failure: You are overwhelmed with strange and conflicting Supernal information, and are effectively blind for ten minutes.

Failure: The only thing you notice is that McArdle and the African both have protective spells on them.

Success: As you search for the source of the power, you notice a bright red line running along the bottom of the wall where the screen is. As McArdle moves in front of the screen the energy that runs through the ley line swirls around him and then travels down the line. Ogola is also sitting within arm's reach of the ley line.

Exceptional Success: Your Sight is immediately drawn to the powerful red current rushing along the bottom of the wall. McArdle rolls in and out of it on his wheelchair, which is causing eddies in the rush. The resonance seems to cling to him while fueling him and slipping away from him at the same time. Even at a distance, you can feel that this ley line contains a powerful resonance of Knowledge. The African is sitting in a chair next to the ley line, so that it is within arms reach.

Consequences

If the characters accept McArdle's invitation to speak with him, go to "The Magician's Tower." If they decline, they can either get more information from "Getting Information" or spy on their own Sanctum at "Redecorating."

The Magician's Tower

Mental ••

Physical •••

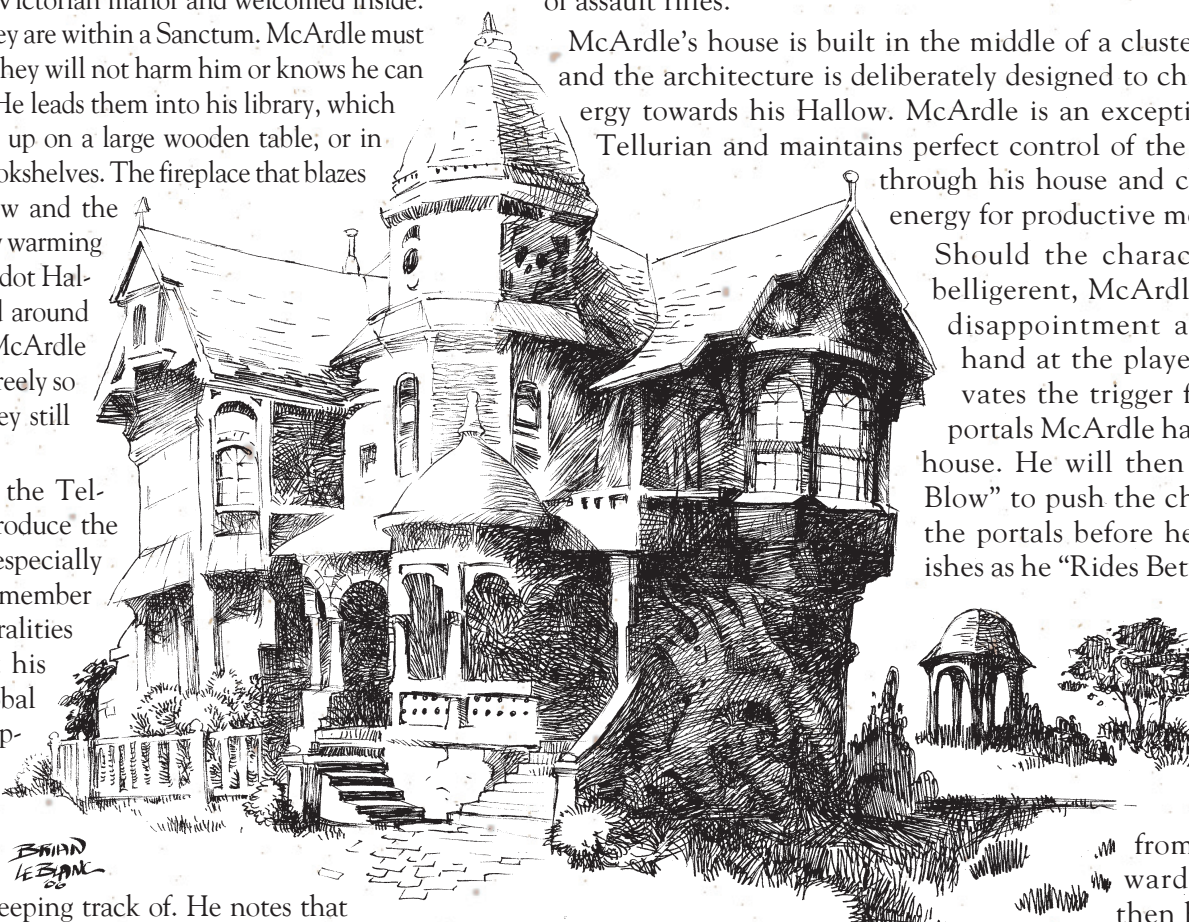
Social ••

Overview

The characters are led to a large Victorian manor and welcomed inside. As soon as they enter they realize they are within a Sanctum. McArdle must be either supremely confident that they will not harm him or knows he can defend himself against all of them. He leads them into his library, which is filled with maps – framed, rolled up on a large wooden table; or in bound volumes that line the large bookshelves. The fireplace that blazes happily in the corner is his Hallow and the characters can drain Mana from it by warming their hands in its light. It's only a 2-dot Hallow, but all of the embers scattered around in it are tass that has accumulated. McArdle offers the embers to the characters freely so that they may heal any wounds they still have or replenish their inner stores.

McArdle knows everything in the Tellurian Legacy and is happy to introduce the characters to the Legacy's tenets, especially if they are Obrimos like him or a member of the Mysterium. He knows generalities about Layne's life, mostly about his recent exploits. He even has a global map with little pins stuck in it to represent where Layne attacked Halls all over the world. If asked why he has this, he says that Layne has reached considerable acclaim within the Legacy and is worth keeping track of. He notes that Layne has mostly hit less powerful Halls possessed by young cabals, which is one of the reasons that he has managed to stay below the Tellurian Warders' radar. Layne is – much to McArdle's dismay – actually one of the leading field researchers in how ley lines interact with Halls. McArdle speaks of him respectfully in terms of how he is forwarding the research on resonance but clearly disapproves of his methods.

BRIAN
LEBANE



McArdle will say that he is willing to help the characters for only a small price: any of Layne's research on the characters' Hallow and how it has been impacted by the ley lines. This should be inside a grimoire Layne carries that is written in his own secret code. McArdle is willing to give them Mana and any weapons they want. McArdle has a well-stocked armory, if they agree to pursue Layne and the research, Ogola will show them where he keeps his guns; mostly AK-47s, police-grade shotguns, heavy pistols, and a variety of assault rifles.

McArdle's house is built in the middle of a cluster of ley lines, and the architecture is deliberately designed to channel the energy towards his Hallow. McArdle is an exceptionally strong Tellurian and maintains perfect control of the lines flowing through his house and channels their energy for productive means.

Should the characters become belligerent, McArdle will sigh in disappointment and wave his hand at the players. This activates the trigger for a series of portals McArdle has set up in his house. He will then use "Ranged Blow" to push the characters into the portals before he simply vanishes as he "Rides Between" on one

of the many ley lines crisscrossing his Sanctum. If he is prevented

from heading towards a ley line, then he and Ogola

will fight their way towards the closest line. The portals will drop the offending party outside the walls of the house and then a ward will be activated to prevent any further entry into the house. Should the characters attack McArdle, they will be cutting off one of their best sources of information.



Description

McArdle's car pulls up in front of a large Victorian house with a well-manicured front lawn. He welcomes you through the front door, introducing his "colleague" Mr. Ogola in passing and each of you is suddenly aware that you have entered a Sanctum and that somewhere near there is a Hallow. The interior is decorated with antique weapons ranging from American Revolutionary war muskets to African shields. He leads you deeper into the house while commenting occasionally on the origins of various pieces. Ogola opens a massive pair of double doors that leads into a truly well appointed library. The shelves stretch at least two stories high and are packed tightly with a mixture of scrolls and old books. Although the entire room should feel musty, it's actually rather warm and welcoming due to a large fireplace blazing cheerily in the corner. McArdle welcomes you to his Sanctum and waves his hand around proudly. Ogola moves silently to stand unobtrusively beside a rack of African spears.

"If you think you can take your Sanctum back then you should do it as fast as you can. The last one he took was so drained it just became faded away completely. Sad thing too — not too many Hallows in Nepal. Layne works well with his team, trained them himself, he did; they're like a crack military unit. But, you know the ins and outs of your own Sanctum, now, don't you? I'm sure you can figure out a way to take them out one by one, just like they did to you. Poetic vengeance, eh?"

Storyteller Goals

McArdle is like a grandfatherly old librarian in his eagerness to speak to the characters, whom he will constantly refer to as "lassies" or "laddies." Ogola will not speak unless spoken to, he prefers to stand out of the way while McArdle goes on and on about maps, ley lines, and Layne. Allow the characters to relax a bit here and replenish their energy, both magical and emotional. McArdle's Hallow is a place of learning and wisdom, reinforced by the ley lines channeled throughout his house. If it fits your game or an interest of the characters, McArdle can relay some specific information about ley lines and their cartography.

Character Goals

Find out all they can about Layne and his capabilities.

Actions

Detecting McArdle's Ley Line Layout

Dice Pool: Wits + Occult or Craft (Architecture)

Action: Instant

Roll Results

Dramatic Failure: There are so many ley lines that you keep losing track of them. You're not able to make any sense out of them.

Failure: You notice nothing usual.

Success: As you walk through the house, you notice that there are ley lines flowing through it, almost as if the walls are channeling the lines. As McArdle leads you through the house, you notice that while none of the lines converge, they all flow towards the library.

Exceptional Success: As McArdle walks you through his house, you notice that the structure appears to be channeling ley lines. While none of them intersect, their power is almost palpable. When Ogola opens the doors to the library, all the lines flare and rush towards the fireplace.

Consequences

From here, the characters should be armed with enough knowledge to start reclaiming their home. Go to "Redecorating."

Redecorating

Mental •••

Physical •

Social •

Overview

It is a strange feeling to spy on your own home. In this scene the characters have the chance to access any surveillance they might have set up in their Sanctum, see what magical countermeasures the Matrix Tappers have put up and check out how far Layne has gone in mucking up the resonance and Mana of their Hallow. This will need to be customized to fit the player's Hallow.

Storyteller Goals

Look ahead to "Get Out of My House" to check out the wards the Matrix Tapper have set up. Be sure to include them as you describe the Sanctum. Add an air of confidence to the Matrix Tappers: they've done this a dozen times, how could this cabal be any different?

Character Goals

Find out as much as you can about their defenses and patterns to put together a successful re-entry plan that does not involve the destruction of your Sanctum.

Actions

Spying on the Matrix Tappers

Dice Pool: Wits + Occult

Action: Extended

Hindrances: Space wards (Potency 4), Matrix Tappers patrolling the Sanctum

Help: Knowing the layout of the area well (+1 to +5, depending on how long the cabal lived there and how intimately they're familiar with their Sanctum)

Roll Results

Dramatic Failure: You believe the Matrix Tappers haven't had time to set up new defenses. The time to strike is now!

Failure: As you watch the Matrix Tappers, you are unable to discover any useful information about their habits.

Success: Each success reveals one fact about the Matrix Tappers:

- You know which Matrix Tapper sleeps in which room, as well as their sleeping schedule (except Vindicta).
- There are new, strange spells protecting the Sanctum.
- They are all wearing red armbands that they didn't have before. The armbands have a Supernal resonance, and allow them to pass through the various protective spells in the Sanctum.
- There are new ley lines coursing through the Sanctum, disrupting the resonance of your Hallow.
- You find out where they keep their weapons and armor.
- You notice Vindicta spends much of her time in the Shadow.

Exceptional Success: Nothing on top of the standard success.

Consequences

This is the preparation for the final assault. Once the cabal is ready to attack, move to "Get Out of My House!"

Get Out of My House!

Mental ••••

Physical •••••

Social •••

Overview

The characters must now enact their plan to retake their Sanctum. This scene can go many ways and hopefully ends with the Matrix Tappers being expelled from the character's Sanctum. This time the characters, having gathered as much information as they could on the cabal, have the benefit of surprise. If they manage to catch the Matrix Tappers out of their armor, the fight should be a lot more even. However, in the brief time the cabal has been there they have set up various wards and detection devices to let them know if the previous owners are returning. Each Matrix Tapper also wears a talisman in the form of a red armband that protects them from their protective spells. If the characters could steal or remove one or all of them, it would give them a significant advantage. Layne is storing his notes in a massive grimoire written in his own secret code. The grimoire will be kept somewhere near the heart of the Hallow and Layne will fight almost to the death to defend it. Hopefully, this entire battle can happen without attracting the notice of the Sleeper authorities, whose involvement would greatly complicate the fight. The Matrix Tappers are fundamentally cowards and if they think they are on the losing end, they will leave.

Storyteller Goals

Make this fight as hard as possible. The characters need to earn their victory so they can truly appreciate how valuable a Sanctum can be.

Character Goals

Kick ass and take names.

Actions

Breaking through the Walls

Dice Pool: As per spell used

Action: Instant

There are many Prime spells to deactivate the wards the Matrix Tappers have set up. There should be at least five walls placed strategically throughout the Sanctum. A failure to deactivate a protect spell will result in the ward activating an alarm, alerting the Matrix Tappers to the characters presence. Layne will have set up the wards with his cabal in a series of group rituals. The characters will roll against the Matrix Tappers' successes (all of the Wards have 3 charges).

- The Fate Ward casts "Evil Eye" (Mage: the Awakening, p. 151) on anything and everything that passes through the ward. All passing people have this cast on them with a pool of 7 - the target's Composure.
- The Forces Ward possesses an energy-based attack which attacks those who pass through it with a pool of 5 (Layne's Gnosis + Forces, as he doesn't have an appropriate rote). The target's Defense does not apply; however, Mage Armor does.
- The Space Ward combines Portal into the effect, sending anyone who passes through back to the entrance. There is normally no test to avoid this effect, so characters may only unweave or otherwise bypass this effect. One option is running it out of charges.
- The Mind Ward casts "Hallucination" on those who pass through, with a pool of 12 (Rote version) vs. the target's Resolve + Gnosis. The Hallucinations have been programmed to have the characters believe that un-warded areas are warded and vice versa. This does not reactivate broken wards; it merely reverses the character's perceptions of what is warded and what isn't.
- The Prime Ward unweaves (or attempts to) all magic that passes through it. This is defined as spells cast through the ward or existing spells cast on characters that pass through it. The pool for this is 7 vs. the target spell's Potency. Since this effect only attacks one spell per passage, there are probably multiple copies of this ward throughout the character's Sanctum.

Dice Pool: Intelligence + Investigation

Action: Extended

If they manage to get the grimoire from the Matrix Tappers, it's inscribed in Layne's unique cipher, which will require a total of 10 successes to decipher.

Hindrances: Trying to decode while being distracted by combat (-3)

Help: Access to codebreaking software or manuals (+1 to +3, depending on quality)

Roll Results

Dramatic Failure: You are completely unable to decode the grimoire. No further rolls can be made.

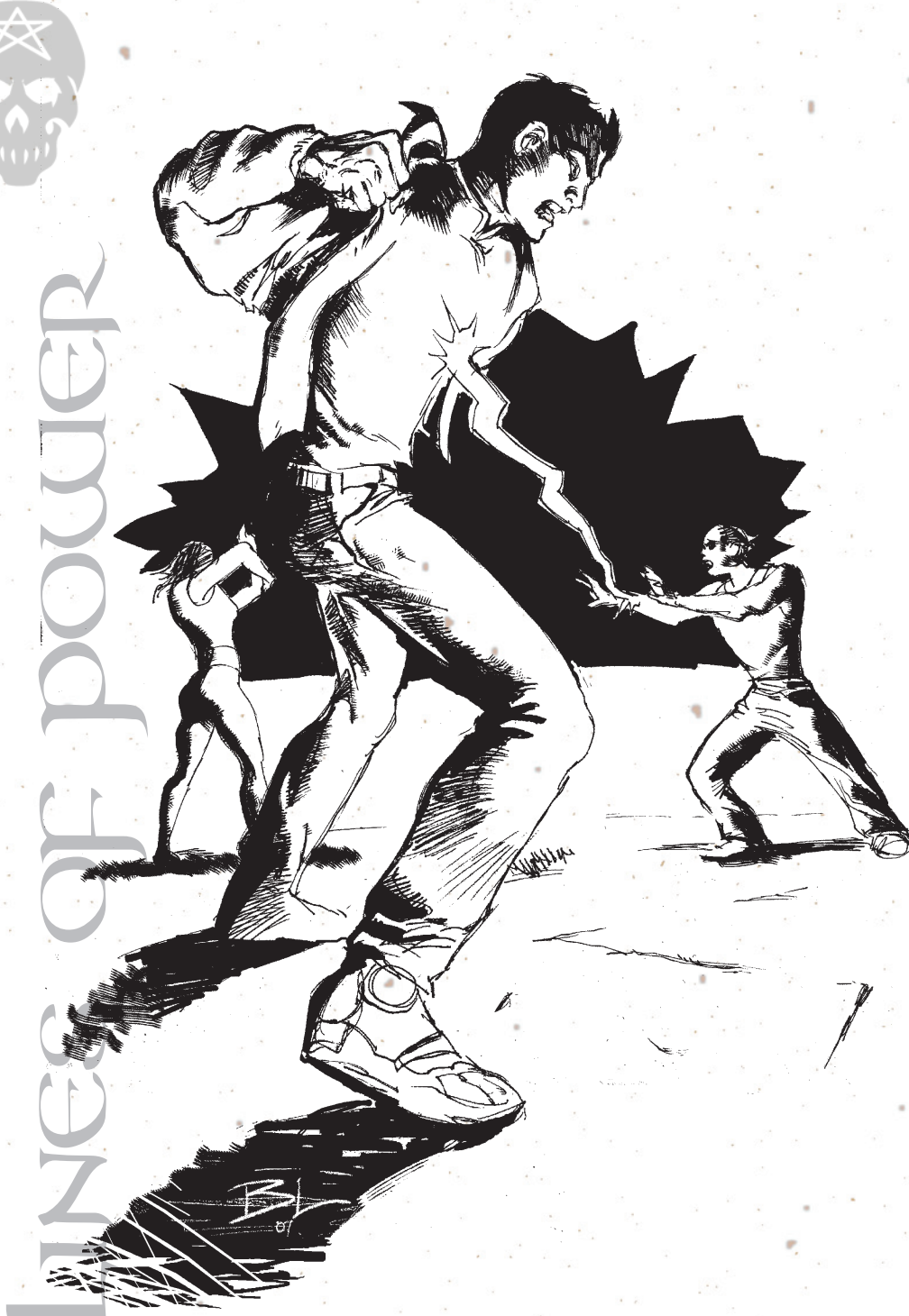
Failure: You make no progress in cracking the code.

Success: You've made progress in cracking the code.

Exceptional Success: You make incredible progress in cracking the code.

Consequences

Either the cabal firmly defeats the Matrix Tappers, the Matrix Tappers escape but leave the Sanctum, or they lose and the Matrix Tappers finish their investigation before leaving the Hollow in tatters. If the Matrix Tappers escape and the cabal wants to regroup before tracking them down and finishing them off, you can choose to move to "Payback's a Bitch" as an optional epilogue.



lines of power

get out of my house

Payback's a Bitch

Mental ••••

Physical ••••

Social ••

Overview

If the characters succeeded in preventing from the Matrix Tappers from ever taking their Sanctum and managed to find their motel with them in it, then this should be the final scene for that story pathway. This scene puts the Matrix Tappers at a very serious disadvantage with only minimal defenses. Depending on the time elapsed and how fast the Tappers could heal, the characters might even catch them wounded. Layne will have set up a ward to protect them from magic and prevent scrying. The ward has a Potency of 4, and the Ban against magic on the ward has a Potency of 3.

Description

The motel is run down and shabby, hardly the place you would expect a magical conflict. There are a few people milling about on their own business, the kinds of folks you would expect at this hour. Once in a while a car passes by. No one seems to take any particular interest in you. Your Unseen Senses tingle as you get closer to the hotel. There's something mystical around here.

Storyteller Goals

The goal of this scene is straight-forward: to give the characters a chance to get some payback for trying to steal their Sanctum. You can also use this scene if the cabal managed to oust the Matrix Tappers from their Sanctum in "Get Out of My House!" and they want to track them down and finish the job. The Matrix Tappers likely won't have the Mana or time to set up such an elaborate defense as they did with the Sanctum in "Get Out of My Home!," but Layne is able to put up a ward and Ban that offers moderate protection from scrying and magic. The Matrix Tappers also don't have time to prepare their armbands to protect them from their own ward, so they'll resort to more mundane attacks to keep the characters out (unless the ward is dispelled). The Matrix Tapper's ultimate goal is to survive, and they'll risk Paradox and casting magic in public to do that.



If you want to make this conflict a little more difficult, Vindicta may have had a chance to ask the Adamantine Arrow to help her out, or Layne may have made a plea to the Consilium and made them think that the Matrix Tappers have been unjustly attacked by the characters' cabal. On the other hand, perhaps Layne or one of the other Tappers has some contacts with the Seers or one of the left-handed legacies, and have brought in some less-reputable help. This is a good way to bring back some antagonist mages that the characters might have crossed in the past, or to plant the seeds of a new story.

Character Goals

Take vengeance on the mages who tried to steal your Sanctum, and maybe learn what they were trying to do.

Actions

Detect Wards

Dice Pool: Wits + Occult

Action: Instant

Roll Results

Dramatic Failure: You don't notice any mystical defenses at all.

Failure: You do not notice the wards.

Success: You're able to detect the wards.

Exceptional Success: You not only notice the wards, but if Mage Sight is active you can read the resonance to determine that it also has a ban on magic.

Consequences

Either the cabal firmly defeats the Matrix Tappers or the Matrix Tappers escape again, possibly to return as antagonists in the future.

Aftermath

The story can end many ways: the characters can regain their Sanctum and bring the Matrix Tappers to the justice of the local Consilium if they manage to catch them. Or, they could never regain their Sanctum within the three days it takes to drain it and are left with a Hallow that barely functions and will take a great deal of effort to bring back to full capacity (reduced to a one-dot Hallow). After all, once their experiment is done, the Matrix Tappers will simply leave for their

next Hallow. Should they retake their Sanctum, several issues will need to be taken care of: the ley lines now criss-crossing their Hallow will need to be removed and any damage will have to be repaired. The Matrix Tappers should be prosecuted for their unorthodox manner of research, which will be challenging considering their extensive contacts within the magical community. The characters could cite the amount of damage done to them personally and to their Sanctum as reasons for the Matrix Tappers to be brought to justice. McArdle would probably be willing to help them in this ordeal, and his support would most likely bring many of the Mysterium to the character's side. If they did not silence their weapons, then they will have to deal with Sleeper authorities who heard the fighting and came to investigate. They will need to decide if they hand over the grimoire with all of Layne's discoveries to McArdle. McArdle can become a powerful ally of the characters as long as they stay on his good side, opening up new avenues of information as well as access to a Legacy.

Experience

Experience points are handed out after each chapter according to the suggestions in the **World of Darkness Rulebook**, pp. 216-217. After the story is over, there are a few additional points that can be awarded:

- The Sanctum: If the cabal manages to reclaim their Sanctum with their Hallow intact, they each get one experience point.
- The Tellurians: If the characters talk to McArdle or otherwise learn about the political conflict between him and Layne in the Tellurians, they get one experience point.
- The grimoire: If a character manages to translate the grimoire, they get one experience point.

SCENE: UNDENIABLE RIGHTS

MENTAL ●●
PHYSICAL ●●
SOCIAL ●

HINDRANCES

Lack of proper tools (healing)

Obscuring weather, scene has been compromised, lack of forensic equipment (investigation)

"Mental Shield" spell (reading Mary's mind)

HELP

Not as bad as they look (healing)

Forensic kit, unrestricted access to the scene, Matrix Tappers didn't make it too hard to figure out (investigation)

Very trusting of cabal (reading Mary's mind)

STs Getting Mary to the Sanctum.

PCs Provide Mary with the Right of Hospitality and tend to her wounds. Investigate the crime scene.

SCENE: BETRAYED FROM WITHIN

MENTAL ●●●
PHYSICAL ●●●
SOCIAL ●●

HINDRANCES

Matrix Tappers are prepared for this fight

HELP

Mary might act as an ally if she doesn't see Layne

STs Give the cabal a hell of a fight.

PCs Fight to protect your Sanctum; however, the odds are against you.

SCENE: HOMELESS

MENTAL ●●●
PHYSICAL ●●
SOCIAL ●●●

HINDRANCES

Badly injured (waking up)

HELP

Protection spells (waking up)

STs Give the characters a chance to regroup.

PCs Discover who Mary and Layne are, acquire weapons, or otherwise improve your situation.

SCENE: GETTING INFORMATION

MENTAL ●●●
PHYSICAL —
SOCIAL ●●●

HINDRANCES

Apostate, less than a whole night getting information (contacting Mysterium)

Not members of the Mysterium (accessing Mysterium records)

Dial-up access, poor equipment (searching the Internet)

Contact has never met cabal before, has negative opinion of cabal (asking neighbors)

HELP

Mysterium Order Status, pictures or drawings of Mary or Layne, suitable contact (contacting Mysterium)

Sympathetic to the cabal's plight (accessing Mysterium records)

Knowing they're out-of-towners, checking hotels (searching the Internet)

Pictures of Matrix Tappers, bribes, contact has positive opinion of cabal (asking neighbors)

STs Let the players find out as much as they can about the Matrix Tappers.

PCs Find out as much as you can on the Matrix Tappers.

SCENE: TALKING TO McARDLE

MENTAL ●●
PHYSICAL —
SOCIAL ●

HINDRANCES

Cabal is belligerent or looking for a fight

HELP

McArdle has personal issues with Layne

 STs

Let the players get access to McArdle.

PCs

Find out who McArdle is and gain his trust.

SCENE: THE MAGICIAN'S TOWER

MENTAL ●●
PHYSICAL ●●●
SOCIAL ●●

HINDRANCES

None applicable.

HELP

None applicable.

 STs

Allow the characters to relax, regain their strength and learn about Layne and McArdle.

PCs

Find out all you can about Layne and his capabilities.

SCENE: REDECORATING

MENTAL ●●●●
PHYSICAL ●
SOCIAL ●

HINDRANCES

Space wards

Matrix Tappers patrolling the Sanctum

HELP

Knowing the layout of their own Sanctum well

 STs

Let the characters find out what the Matrix Tappers are up to and what they've done with their Sanctum.

PCs

Find out as much as you can about the Matrix Tappers' defenses.

SCENE: GET OUT OF MY HOUSE!

MENTAL ●●●●
PHYSICAL ●●●●●
SOCIAL ●●●

HINDRANCES

Matrix Tappers have several protection spells up (attacking)

Trying to decode during combat (decoding the grimoire)

HELP

Matrix Tappers aren't as familiar with the layout of the Sanctum (attacking)

Access to codebreaking software or manuals (decoding the grimoire)

 STs

Make the characters earn their Sanctum back.

PCs

Kick their ass.

SCENE: PAYBACK'S A BITCH

MENTAL ●●●●
PHYSICAL ●●●●
SOCIAL ●●

HINDRANCES

Matrix Tappers are much more mobile when they're on the run

Hastily erected wards

HELP

Matrix Tappers don't have access to a Hallow

Matrix Tappers don't have time to prepare a more thorough defense

STs Give the characters a chance to get some payback.

PCs Take vengeance on the Matrix Tappers, and maybe learn what they were trying to do.

SCENE:

MENTAL _____
PHYSICAL _____
SOCIAL _____

HINDRANCES

HELP

STs

PCs

SCENE:

MENTAL _____
PHYSICAL _____
SOCIAL _____

HINDRANCES

HELP

STs

PCs

SCENE:

MENTAL _____
PHYSICAL _____
SOCIAL _____

HINDRANCES

HELP

STs

PCs



DONALD MCARDLE
SEASONED ACADEMIC

CHARACTER RELATIONSHIPS MCARDLE

PEREGRINE LAYNE, ARROGANT RESEARCHER

Vile young upstart with no respect for his betters.

LA SOMBRA VINDICTA, VENGEFUL VIGILANTE

The Blade owns her now, better to put her down than let it continue its mindless slaughter.

MATTHEW OGOLA, FATEFUL WARDEN

A worth friend and colleague.

MARY, MOUSY MIND-BREAKER

The is such a thing as enjoying your gifts too much.

ABILA ORO, GHETTO MECHANIC

A young woman in need of a serious reapplication of her skills.

BILL PARDY, SKEPTICAL HERO

A misguided young man with great potential to be a leader.

NAME: Donald McArdle VIRTUE: Prudence

CONCEPT: Seasoned Academic VICE: Pride

CHRONICLE: PLAYER:

PATH: Obrimos

ORDER: Mysterium

CABAL:

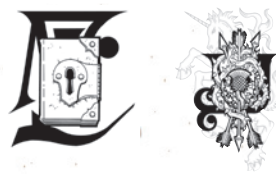
INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESOLVE	●●●●●	STAMINA	●●●●●	COMPSURE	●●●●●

ROTE SKILLS	SKILLS	MERITS	HEALTH
<input type="checkbox"/> Academics	<input type="checkbox"/> (History) ●●●●●	Allies (Mysterium, Tellurians) ●●●●●	●●●●●●●●●●●●●● □□□□□□□□□□□□
<input type="checkbox"/> Science	<input type="checkbox"/> (Cartography) ●●●●●	Direction Sense ●●●●●	WILLPOWER ●●●●●●●●●●●● □□□□□□□□□□
<input checked="" type="checkbox"/> Investigation ●●●●●	<input checked="" type="checkbox"/> Occult	Status (Mysterium) ●●●●●	MANA □□□□□□□□□□□□ □□□□□□□□□□□□
<input checked="" type="checkbox"/> (Geomancy) ●●●●●	<input type="checkbox"/> Drive ●●●●●	Eidetic Memory ●●●●●	Mana per turn: 7
<input type="checkbox"/> Stealth ●●●●●	<input type="checkbox"/> Survival ●●●●●	Geomancer ●●●●●	GNOSIS ●●●●●●●●●●●●
<input type="checkbox"/> Weaponry ●●●●●	<input type="checkbox"/> Empathy ●●●●●	Hallow ●●●●●	PROTECTIVE SPELLS Untouchable 4 points Magic Shield 5 points
<input type="checkbox"/> Expression ●●●●●	<input type="checkbox"/> (Drawing) ●●●●●	Hallow Speech ●●●●●	Wisdom 6
<input type="checkbox"/> Persuasion ●●●●●	<input type="checkbox"/> Subterfuge ●●●●●	Language (Irish Celtic) ●●●●●	Speed 3 (Electric Wheelchair)
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	Library (Ley Line Maps) ●●●●●	Defense 3
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	Resources ●●●●●	Initiative Mod 7
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	Retainer (Telluric Warden) ●●●●●	Armor
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	Sanctum Size ●●●●●	
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	Sanctum Security ●●●●●	
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	00000	
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	00000	
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	00000	
<input type="checkbox"/> 00000	<input type="checkbox"/> 00000	00000	

ARCANA

Forces	●●●●●
Life	●●●●●
Prime	●●●●●
Space	●●●●●

Flaws: Crippled.



MATTHEW OGOLA
FATEFUL WARDEN

CHARACTER RELATIONSHIPS

OGOLA

PEREGRINE LAYNE, ARROGANT RESEARCHER

Young fool with more drive than common sense.

DONALD MCARDLE, SEASONED ACADEMIC

The man who saved me from death.

LA SOMBRA VINDICTA, VENGEFUL VIGILANTE

She is mindless battle, beautiful, but ultimately it must end before it destroys everything it touches.

MARY, MOUSY MIND-BREAKER

Her mind is a powerful weapon, her body is not.

ABILA ORO, GHETTO MECHANIC

Her skills could be put to great use.

BILL PARDY, SKEPTICAL HERO

A worthy man following an unworthy cause.

NAME: Matthew Ogola

CONCEPT: Fateful Warden

CHRONICLE:

VIRTUE: Justice

VICE: Wrath

PLAYER:

PATH: Acanthus

ORDER: Mysterium

CABAL:

<i>INTELLIGENCE</i>	●●●●●	<i>STRENGTH</i>	●●●●●	<i>PRESENCE</i>	●●●●●
<i>WITS</i>	●●●●●	<i>DEXTERITY</i>	●●●●●	<i>MANIPULATION</i>	●●●●●
<i>RESOLVE</i>	●●●●●	<i>STAMINA</i>	●●●●●	<i>COMPSURE</i>	●●●●●

Rote Skills	SKILLS
<input type="checkbox"/>	Academics ●●●●●
<input type="checkbox"/>	Science ●●●●●
<input type="checkbox"/>	(Cartography) ●●●●●
<input checked="" type="checkbox"/>	Investigation ●●●●●
<input type="checkbox"/>	Medicine ●●●●●
<input type="checkbox"/>	(Battlefield) ●●●●●
<input checked="" type="checkbox"/>	Occult ●●●●●
<input type="checkbox"/>	Athletics (Cross-Country) ●●●●●
<input type="checkbox"/>	Running) ●●●●●
<input type="checkbox"/>	Brawl ●●●●●
<input type="checkbox"/>	Drive ●●●●●
<input type="checkbox"/>	Firearms ●●●●●
<input type="checkbox"/>	(Pistol, AK-47) ●●●●●
<input type="checkbox"/>	Stealth ●●●●●
<input checked="" type="checkbox"/>	Survival ●●●●●
<input type="checkbox"/>	Weaponry ●●●●●
<input type="checkbox"/>	(Machete, Spear) ●●●●●
<input type="checkbox"/>	Animal Ken ●●●●●
<input type="checkbox"/>	Empathy ●●●●●
<input type="checkbox"/>	Intimidation ●●●●●
<input type="checkbox"/>	Streetwise ●●●●●
<input type="checkbox"/>	●●●●●

MERITS
Allies (Telluric Wardens) ●●●●●
Brawling Dodge ●●●●●
Danger Sense ●●●●●
High Speech ●●●●●
Quick Draw (Melee) ●●●●●
Quick Draw (Firearms) ●●●●●
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HEALTH
●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□
WILLPOWER
●●●●●●●●●●●●●●
□□□□□□□□□□□□
MANA
□□□□□□□□□□□□
□□■□■□■□■□■□■
Mana per turn: 5
GNOSIS
●●●●●●●●●●●●●●
PROTECTIVE SPELLS
Fortune's Protection 3 points
Magic Shield 2 points
Wisdom 6
Speed 13
Defense 4
Initiative Mod 8
Armor Bulletproof vest 2/3

ARCANA
Fate ●●●●●
Prime ●●●●●
Space ●●●●●
Time ●●●●●

NOTES



MARY
MOUSY MIND-BREAKER

CHARACTER RELATIONSHIPS

MARY

BILL PARDY, SKEPTICAL HERO

Good, old fashioned, American...tastes like a hamburger.

LA SOMBRA VINDICTA, VENGEFUL VIGILANTE

If I ate her mind would it taste like blood or stone?

MATTHEW OGOLA, FATEFUL WARDEN

Old man's shield, destroy his mind and his master will fall.

PEREGRINE LAYNE, ARROGANT RESEARCHER

He'll do for right now.

ABILA ORÓ, GHETTO MECHANIC

If it wasn't for her skills she'd be a tasty appetizer.

DONALD MCARDLE, SEASONED ACADEMIC

Old man with lots of useless books.

NAME: Mary

VIRTUE: Fortitude

PATH: Mastigos

CONCEPT: Mousy Mind-Breaker

VICE: Lust

ORDER: Mysterium

CHRONICLE:

PLAYER:

CABAL: Matrix Tappers

INTELLIGENCE	●●●●●	STRENGTH	●●●●●	PRESENCE	●●●●●
WITS	●●●●●	DEXTERITY	●●●●●	MANIPULATION	●●●●●
RESOLVE	●●●●●	STAMINA	●●●●●	COMPSURE	●●●●●

Skills	Merits	Health
<input type="checkbox"/> Academics <input type="checkbox"/> (Psychology) ●●●●● <input checked="" type="checkbox"/> Investigation ●●●●● <input checked="" type="checkbox"/> Occult ●●●●● <input type="checkbox"/> Stealth ●●●●● <input type="checkbox"/> Larceny ●●●●● <input type="checkbox"/> Empathy ●●●●● <input type="checkbox"/> Intimidation ●●●●● <input type="checkbox"/> Persuasion ●●●●● <input type="checkbox"/> Subterfuge ●●●●● <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000 <input type="checkbox"/> _____ 00000	Contacts (Academic) ●●●●● Encyclopedic Knowledge ●●●●● High Speech ●●●●● Resources ●●●●● _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000	●●●●●●●●●●●●●●●● Willpower ●●●●●●●●●●●● Mana _____ Mana per turn: 3 Gnosis ●●●●●●●●●●●● Protective Spells Misperception 4 points Mental Shield 4 points Wisdom 5 Speed 9 Defense 2 Initiative Mod 4 Armor _____

ARCANA

Mind	●●●●●
Space	●●●●●
_____	00000
_____	00000

Flaws: Sociopath

