

I can give not what men call love; But wilt thou accept not
The worship the heart lifts above And the heavens reject not, -
The desire of the moth for the star, Of the night for the morrow,
The devotion to something afar From the sphere of our sorrow?
- Percy Bysshe Shelley, "One Word is Too Often Profaned"

TO THE FLAME

An adventure for Promethean: The Created
using the Storytelling Adventure System

Written by Jason Bolte Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Jessica Mullins Art: Abrar Ajmal, Sam Araya, James Cole, August Hall, Gavin
Hargest, and Brian LeBlanc Playtested by Jason Bolte, Kevin Bolte

| STORYTELLING ADVENTURE SYSTEM | |
|-------------------------------|-------|
| MENTAL | ●●○○○ |
| PHYSICAL | ●●●○○ |
| SOCIAL | ●●●○○ |

WHITE WOLF PUBLISHING, INC.
2075 WEST PARK PLACE
BLDG SUITE C
STONE MOUNTAIN, GA 30087

I can give not what men call love; But wilt thou accept not
The worship the heart lifts above And the heavens reject not, -
The desire of the moth for the star, Of the night for the morrow,
The devotion to something afar From the sphere of our sorrow?
- Percy Bysshe Shelley, "One Word is Too Often Profaned"

TO THE FLAME

An adventure for *Promethean: The Created*
using the *Storytelling Adventure System*

Written by Jason Bolte Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Jessica Mullins Art: Abrar Ajmal, Sam Araya, James Cole, August Hall, Gavin Hargest,
and Brian LeBlanc Playtested by Jason Bolte, Kevin Bolte

STORYTELLING ADVENTURE SYSTEM

SCENES
10

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

XP LEVEL
0-34



© 2008 CCP hf. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposes of reviews, and one printed copy which may be reproduced for personal use only. White Wolf, Vampire and World of Darkness are registered trademarks of CCP hf. All rights reserved. Vampire the Requiem, Werewolf the Forsaken, Mage the Awakening, Promethean the Created, Storytelling System and To the Flame are trademarks of CCP hf. All rights reserved. All characters, names, places and text herein are copyrighted by CCP hf. CCP North America Inc. is a wholly owned subsidiary of CCP hf. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

Check out White Wolf online at <http://www.white-wolf.com>



Something disturbs the slumber of a quiet, rural town. Sixty years ago, this monster scarred the town in a terrible inferno. Now nearly rebuilt, the sightings have returned. The monster, known locally as Moth, was considered nothing more than a boogeyman to scare children. But those older folk who lived through his first visit know better. They know that Moth brings trouble.

Confronted by a concerned Promethean, your throng enters the town in search of Moth, investigating his mysterious return, and, if it comes to that, removing him before the inferno begins again.

Introduction

To the Flame is a Storytelling Adventure System for **Promethean: The Created**. It's essentially a kit to running this story for your troupe, which means only you, as the Storyteller, should read it. Like a kit, **To the Flame** contains all the parts to build a story. The tools you use to build it are the **World of Darkness Rulebook** and **Promethean: The Created**, as well as the usual paper, pencils and dice. When you get your troupe together, you'll use these parts and tools to build a story, but how you put everything together is up to you. It depends on what you're trying to do, whether it's a stand-alone scenario designed for an evening or two of entertainment or a story in an ongoing **Promethean** chronicle. The only right way is whatever is fun for you and your troupe.

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 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 **To the Flame**:

- **Interactive links.** Clicking on anything in purple 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.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time when the file is open.

Treatment

To the Flame is a story about a town's attempt to overcome tragedy once its past comes back to haunt it. Newton, a small rural community, lost a sizable portion of its population in a great inferno. During the same period a mysterious monster, known locally as Moth, terrorized the village and is believed to be the source of the fire. The conflagration flared up one night after part of the local coal-burning power plant collapsed, sending sparks shooting into the nearby woods and spreading the fire into town. By the following morning, most of the town had been incinerated, and the death toll reached nearly a hundred. Now, sixty years after the first fire, Moth is back and Newton's citizens are terrified.

Rover Cleaves, a Promethean local to Newton, encounters the players' throng and persuades the group to aid him in finding Moth and averting another disaster in his hometown. He and the throng travel to Newton, a small, secluded town, to begin the investigation. Starting with the local diner and its gossip-queen owner, Miss Sue, the search continues around the outskirts of town for the elusive Moth. Along the way the group meets the Wainwrights, a pair of suspicious-seeming ghost hunters who are tracking Moth for their own "scientific" purposes.

While out in the nearby woods, Moth attacks the throng, surprising the Created in a swift attack before escaping into the sky. As the group recovers from the attack, the Wainwrights ambush the throng and kidnap Cleaves. Now without their guide, the group must either go back and attempt to rescue Cleaves or continue forward in their investigation of Moth. Pursuing Cleaves entails a wild goose chase from a haunted hotel to a house full of Pandorans, as the Wainwrights (who are Lilithim in disguise) set up multiple traps for the throng with Cleaves acting as bait, in an effort to allow Moth to cause another Great Fire.

Both the investigation of Moth and the pursuit of the Wainwrights are hampered in part by Newton's local Fire Stomp Festival, a celebration in remembrance of the Great Fire. The entire town is busy with their festivities, the highlight of which is the Fire Stomp Dance, in which the entire town dances around a giant bonfire. Moth interrupts this celebration, and the happy crowd quickly turns into an angry mob out to seek revenge on the nearest scapegoat: the Prometheans.

The throng escapes and follows Moth to the top of the now rebuilt power plant. Working their way to the roof, the throng must make one last stand against the mystifying Created, either persuading him to halt his path of destruction, or destroying him before he causes more harm to the town.



A Chapter in Your Chronicle

This story is designed to work either as a one-shot adventure or as a natural part of your ongoing **Promethean** chronicle. Since there is no means of determining the particulars of your particular storyline, the setting and characters are flexible enough to work with the personal preferences of you and your players. Regardless of what city your chronicle is currently taking place in, the town of Newton can easily be just outside of it, a small rural community that exists just an hour or two away from your current location. The geographic details of Newton are purposefully vague, and the culture is that of a generic small town.

You can use this story in a number of ways. If the throng is in need of a break from their normal routines, consider this an exciting trip to the countryside. If their situation is such that they need to lay low for a while, Newton is a fine, unassuming locale. Due to the nomadic nature of Prometheans, this could also be just another stop on their ongoing Pilgrimage. Some of the characters provided can even be replaced by others the throng has already encountered along their journey. Characters such as Cleaves and Miss Sue may be replaced with more familiar characters if need be, especially if it is difficult to persuade the throng to travel to Newton in the first place.

Theme: History Repeats Itself

A town already beset by tragedy is drastically close to experiencing a new one. Tragedy is not uncommon with Prometheans and is a part of the human condition. Aiding a community from experiencing further strife is a dramatic way of understanding mortality and the misfortune inherent to mortal life. What is the nature of tragedy? How do people respond to catastrophe? How is it caused and why does it happen?

Mood: Creepy Paranoia

Enter a scary place and scary things will follow. Newton is a creepy place even for monsters like Prometheans: a town down on its luck and instilled with an overriding sense of heartbreak and paranoia. Having a creature like Moth haunting the area merely adds to the fear. The troupe should feel a sense of dread and terror, as if something bad is destined to occur soon.

Backstory and Set-Up

Before you sit down with your players and begin the first chapter, there are a few aspects of the story that need to be established. You can reveal as much of this information to the characters as you wish – it's primarily to put the story's event into a historical context and add descriptive flavor to the story. You have complete control over the amount of information you reveal to your players; it is up to you how firmly you want this story to reside within your chronicle.

Backstory

Moth Visits Newton

During a particularly warm summer sixty years ago, the citizens of Newton began to see a strange creature flying above their town. At first, only a few witnesses would speak openly about seeing this monster; no one wanted to be labeled a lunatic who rambled about impossible flying monsters. The town shrugged off these stories as rumors by local nutjobs or pranks by the area's youths. The tone changed when the mayor, Stanley Powell, ran into a town hall meeting ranting about seeing "that Moth creature." Afterwards, dozens of eyewitness reports flooded into the police station and the local paper. While no one reported injuries from their encounters with Moth, tension mounted throughout town as the creature's unpredictable and unsettling visits continued. Eventually, a pattern emerged: he appeared more and more often around sources of bright light, especially fire. Some particularly cocky or curious folks

would host sky-watching bonfire parties in the hopes of catching a glimpse of Moth. Some took his presence seriously, fearing he was a demon or an ill omen. Others viewed Moth as a lark, a harmless and funny creature that visited their town, regarding him more as a humorous anecdote than a threat.

The Tide Turns

Speculation ran wild as the citizens of Newton debated the meaning behind Moth's visits. Some said he was an angel, others an omen. After six months of near-constant confrontations, Moth's novelty began to wear off as Newton became troubled. The town's crops were failing, and normally healthy buildings were falling apart, which they blamed on Moth (a correct assumption, as his Azothic radiance filtered into the entire town). Rover Cleaves was also targeted by the town, as the area around his home was the most affected by the blight (a result of his own Wasteland effect). While he tried to plead with the people, he could not turn their hearts; the Flux was too ingrained in the ground for them to show him pity.

The Great Fire

One evening, as the men at the local power plant were changing shifts, a few workers spotted Moth flying around the main furnace of their plant. Because of his ubiquity by this point, the men thought nothing of it. At midnight, the regulatory valves in the plant began to fail; by two o'clock in the morning, the entire system shut down, and a fire that began with a few sparks at the plant spread into the nearby woods. All of the workers at the plant died in the fire; one of them was Rupert, Miss Sue's husband. Within an hour, the fire spread to the outskirts of Newton. By four o'clock, half the town was engulfed in flame. Firefighters from several counties worked together to fight the blaze and evacuate the town. By dawn, the fire was contained, but the damage was done: one hundred people dead and hundreds more left homeless.

The Aftermath and Rebuilding

In the sixty years following the inferno, Newton has struggled to recover economically, physically and spiritually. Rover Cleaves left town in the fire's aftermath. Moth disappeared. Newton's citizens are on edge, expecting an imminent catastrophe.

Fitting the Backstory into your Chronicle

The history of Newton can be more than just flavor for this particular story. There are a number of ways to incorporate this town and its history into your chronicle before the characters meet Cleaves.

Stories of Strange Prometheans: Moth's Lineage is unknown. Have the characters heard of such creatures? Who is his demiurge and have they encountered her yet? Giving Moth a more detailed background can add more depth to such a mysterious character.

Cleaves Wanders In: Cleaves is an intentionally nomadic character, even for a Promethean. Have the characters crossed paths with him before? He claims to be emotionally attached to this town, but why did it take him so long to return?

The Locals: Since the actual location of Newton is never defined, the town can be located in most chronicles just a few hours away. Newton can act like an exurb to a larger metropolitan area; it is remote enough from the city to be a separate entity while remaining close enough to have some overlap in the population's culture. With this in mind, the denizens of your chronicle's city can be aware of the situation in Newton, or at least know a little something about the Great Fire.

Set-Up

Establishing Newton, its history and the characters surrounding the town in your chronicle has many benefits to the overall story. First, the most important Storyteller character to introduce is Cleaves, as he's the initial spark that sets the story in motion. If you do not choose to use him, a replacement of his can work as well, particularly a character the throng does not know very well who can be given an emotional connection to Newton. The character could be a Frankenstein who was reborn after the Great Fire, an Ulgan with a strong connection to the surrounding forest, or even a mystical Zeka.

IS MOTH A Zeka?

The power plant used in this story is a traditional coal-burning one, a common building throughout the world. However, with a few slight adjustments to the story, you can certainly introduce the Nuclear Prometheans into this story. This Lineage is described in detail in **Saturnine Night** (pp. 77-80). For this story to work, just replace the Great Fire with a Chernobyl-like calamity, make the power plant a nuclear one, and change Moth's Lineage and Bestowment to that of the Zeka.

Second, Newton can be a familiar destination for the throng. Unlike many small, rural towns, Newton lends itself to the odd and the outcast: a perfect Promethean stronghold. The throng may have a familiarity with small town life or more remote parts of the country, thereby lending them an advantage

with adjusting to a small town's slower pace. They could even have traveled through Newton at one point, either during a brief visit on their way to a bigger destination or as a meeting place for political business outside of town.

Milestones

One difficulty in using a pre-constructed story such as **To the Flame** is that these stories are packaged with a large pool of character types in mind. While that works for other game lines in the *World of Darkness*, **Promethean** is different in that each Created has particular tasks designed for their individual Pilgrimage. We have no way of knowing what characters are used in your chronicle or what their personal plights are all about. Therefore, a firm list of milestones cannot be set in stone for you to pick up and use for your chronicle.

Before you begin this story with your troupe, be sure to note what particular milestones are necessary for each player's character. Some of those milestones may be achieved during this story; others are probably not suited for **To the Flame**. That's ok. If you know that you're going to use this story in your chronicle, discuss with your players some possible milestones, but make sure you do so a few sessions before the events of this story begin. For example, if you think a character could benefit on their Pilgrimage by coming into contact with a *qashmallim*, this story provides such an opportunity. But negotiating such a milestone right before the troupe heads to Newton might telegraph some of the surprises. When designating these achievements, be careful to not give away any of the suspense. You're not going to deceive your players, but you're also not there to tell them the ending to the story before they've even played it!

There are a number of generic milestones that we can provide you that you can dole out to your troupe's Prometheans. These milestones are broad in scope, but they can be altered and customized to fit most Prometheans:

- Meet a *qashmallim*
- Experience a Firestorm
- Defeat a Render Mockery (for Ulgans)
- Experience a carnival
- Dance with a mortal
- Eat at a restaurant
- Charm a woman
- Learn a craft from a mortal
- Engage in a friendly competition with mortals
- Win a prize without using your supernatural abilities

Disquiet

One of the most difficult aspects of roleplaying Prometheans is dealing with the ubiquitous effects of Disquiet. While other supernatural creatures have uncomfortable and tenuous interactions with humans, none struggle more than the Created. It is a sad irony exists that Prometheans also desire most to interact with mortals, but that is the nature of the Divine Fire.

The effects of Disquiet can derail any story. If a plot point depends on talking to a certain mortal, but Disquiet causes them to run away before the proper information can be exchanged, the story can come to a screeching halt. One shortcut is to avoid rolling for Disquiet at these major plot points, but that can seem like an abuse of the system.

In this story, the effects of Disquiet are still very real. Whenever a Promethean has an extended exchange with a mortal, a roll for Disquiet should be made. Fortunately, many of the citizens of Newton are used to strange beings and odd creatures roaming around their small town. In a way, their minds have stopped recognizing the "weird" in the world. In terms of gameplay, this translates to an atmosphere in which Disquiet is not easily achieved. Thus, while in Newton, all Resolve + Composure rolls for Disquiet are at +2 to their dice pool, thereby granting a higher chance of normalcy to be attained by the mortals when in the presence of Prometheans.

Certain characters can be assumed to be immune from effects of Disquiet, for ease of play if nothing else. One of these characters is Miss Sue, the hotel matron. This rule is entirely optional; you can have the risk of Disquiet permeate every interaction between the throng and her. Even if you use this option, she will eventually experience Disquiet in this story, albeit as a response to Moth's blatant display of his disfigurement after the Fire Stomp Dance. Having Miss Sue succumb to Disquiet earlier in the story can add to the drama, but it can also be an unnecessary complication between your players and a very significant Storyteller character.

Gathering Information

Because Newton is a town just on the outskirts of the throng's normal stomping ground, it is possible to gather some information about the town and its situation before the characters begin their adventure. This can be done either between the optional prologue "Meet Cleaves" and the "Enter the Steak Pit" scene, or it can be done before the latter scene if the optional prologue is not used. There are three main ways of gathering the pertinent information: asking around, personal recollection and library research.

Asking Around

Dice Pool: Wits + Streetwise or Investigation. The character looks for the right people and the right questions to ask.

Action: Instant (only one roll per topic)

Hindrances: Character is in Torment (-2)

Help: Daytime (+1), Branded throng (+1)

Roll Results

Dramatic Failure: The character hears false rumors or outright lies and believes them.

Failure: No information is acquired.

Success: One rumor or other bit of information is obtained without knowledge of its validity.

Exceptional Success: You have heard all the rumors and know which are true and false.

Personal Recollection

Dice Pool: Intelligence + Investigation

Action: Instant (only one roll per topic)

Hindrances: The character is not native to the area (-1), the character is newly reborn (within 1 year) (-1)

Help: Old (reborn 25+ years ago) (+1), character is native to the area (+1)

Roll Results

Dramatic Failure: The character remembers false information or confuses the topic with something else.

Failure: The character does not remember anything.

Success: The character recalls one rumor or bit of information.

Exceptional Success: You have heard all the rumors and know which are true and false.

Library Research

Dice Pool: Intelligence + Academics

Action: Instant (one roll per topic)

Hindrances: Library is small (-1)

Help: Library has an extensive archive (+2), the librarian is unusually helpful (+2)

Roll Results

Dramatic Failure: Nothing is learned and you cause a scene in the library. Make a Torment roll.

Failure: Nothing is found.

Success: One rumor or bit of information is learned.

Exceptional Success: You have heard all the rumors and know which are true and false.

Moth

RUMOR

- He has not been seen in this area for over 60 years. (True)

RUMOR

- He is really a vampire. (False)

RUMOR

- He was reborn in Newton and started the Great Fire out of spite. (True and False)

RUMOR

- He is not of any known Lineage. (True)

RUMOR

- He started the Great Chicago Fire. (False)

Rover Cleaves

RUMOR

- He has never actually stepped foot in Newton. (False)

RUMOR

- He is a con artist and Moth is his partner. (False)

RUMOR

- He is wanted in seven states for various crimes. (True)

RUMOR

- He killed his creator. (False)

Newton

RUMOR

- Has a history with strange creatures. (True; Moth is just the only one widely publicized)

RUMOR

- The power plant was about to break down anyway. (True)

RUMOR

- It is a high source of Flux. (True)

RUMOR

- The town's power plant is about to be closed down for good. (True)

The Cast

Rover Cleaves, the Wayfarer

Quotes: *"Listen, chief, have you heard this one?"*

"There are some tall tales out there, chief, but I gotta admit that this story is true."

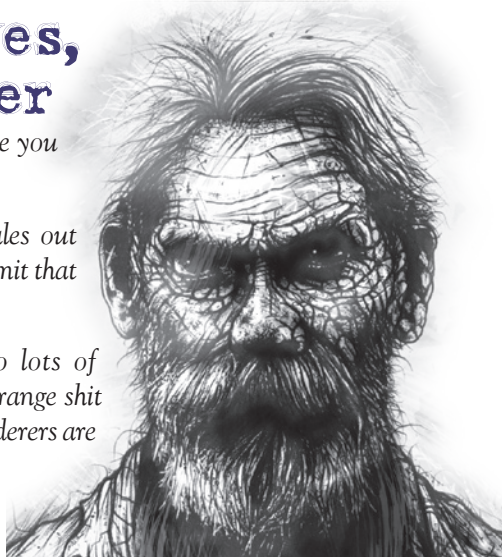
"Bubba, I've been to lots of places. There's a lot of strange shit in this world, and we wanderers are not the strangest."

Virtue: Faith. Cleaves always believed that there was a reason for everything. Despite all the hardships he endured, all the ugliness and base nihilism he has encountered in his travels, he wants to believe that there is good out there, even if he has to scour the land to find it.

Vice: Wrath. Despite all his best intentions, Cleaves is prone to frustration. While he loves humanity and hopes for the best in them, those weak moments when things don't go his way will set him in a fury.

Background: Cleaves was reborn a week after the stock market crash in 1929. Hailing from Newton, he left town with his creator shortly after Black Tuesday, travelling the railroad lines as just another hobo looking for work. After a month of travel, Cleaves awoke with a farewell note from his progenitor pinned to his tattered jacket, the last bit of communication. Lost and alone, Cleaves continued his itinerant path throughout the Great Depression.

After World War II he wandered back to Newton, intent on settling down for good. His timing was unfortunate, however, as the Moth sightings began just a few weeks after his return. In fact, Cleaves was the first person to sight Moth in the area, his Azothic radiance attracting the odd Promethean. While Cleaves told the police about the incident, the town was suspicious of him, as many people believed he was somehow connected to the monster. He was an outcast, trying in vain to gain the trust of the community. After the Great Fire, Cleaves fled the town, knowing an angry mob would accuse him of somehow starting the inferno. He has not returned to Newton since the tragedy.



Description: Years of travelling have etched their scars into Cleaves' appearance, from his ratty jacket and sullied trousers, to the lumpy hat sitting askew on his head. Tall, thin and with slumped shoulders, his body resembles that of a man nearing his midlife crisis; his bearded face, dirty and heavily marked, betrays an even older age. His eyes, however, sparkle with the energy of a much younger person. When his disfigurement shows, his skin darkens to a nearly black hue, and deep V-shaped rents run along his arms and legs in a vague zig-zag pattern. His eyes turn white, his beard and hair matching this color as well.

Cleaves speaks often and in volumes, his tone and idiom matching that of pre-World War II America. He does not respond well to technology, except for ground-based transportation, of which he is vastly familiar.

Storytelling Hints: For the most part, Cleaves is a colorful plot point to persuade the players to travel to Newton. A constant storyteller himself, he will regale the other characters with tall tales from the road without much provocation, and he won't take offense if he is interrupted. This adventure is a homecoming of sorts for Cleaves. In his mind, saving the town from Moth is his greatest milestone achievement; thus he is determined to convince the characters to make the journey with him. If additional persuasion is necessary, Cleaves may have some information on any unsolved objective of the troupe's as a result of all of his travels.

Miss Sue, the hotel matron

Quotes: *"Honey, you look like you need a warm bed for the night. And a good meal. And maybe a strong drink. Lordy, let Miss Sue take care of you nice and good."*

"I don't have time for this nonsense, stranger. I'm a very busy woman."

"You know it's none of my business what she does, but if you ask me..."



Virtue: Charity. Miss Sue is charitable to a fault: she makes enough money to sustain a modest lifestyle, but any drifter or down-on-her-luck sad sack can expect a free meal at the restaurant or an extra sweater mysteriously folded on their doorstep one evening.

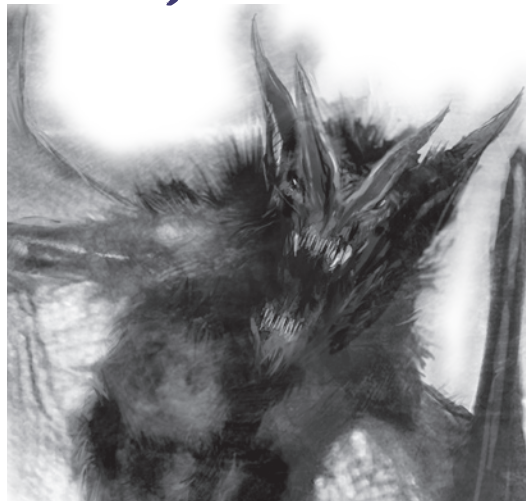
Vice: Pride. Miss Sue is damn good at her job, and she better not catch you saying anything to the contrary. Yes, she gives as much as possible, but she also wants to be recognized for that as well.

Background: Born in Newton, Miss Sue has spent her entire life in the small community, rarely leaving its borders. After starting life a poor farmer's daughter, she moved out of her parent's house and into the "big city" of downtown Newton when she was just sixteen. By eighteen she was married and pregnant. Her husband Rupert worked the graveyard shift at the local power plant, earning enough money for them to open a restaurant one day. He was one of the first people to die in the Great Fire. Miss Sue miscarried a few days later and the double tragedy nearly decimated her will to live. She never remarried, instead putting all her money and energy into her business, building it up enough to expand her enterprise to the local hotel, which she bought for dirt cheap once the original owners went bankrupt. Now she is a successful businesswoman; not quite wealthy, but at least enjoying a respectable lifestyle. She is notoriously generous, often donating large portions of her profits to local charity groups. She also is the founder and organizer of the Fire Stomp Dance festival, which she created in memory of her dead husband and those people lost in their community.

Description: Short and thin with a thick head of gray hair wrapped in a neat bun, Miss Sue is every bit the wiry go-getter. Usually wearing a short skirt and a dark blouse, she almost always has an apron tied around her waist, even when ringing up customers at the hotel. Although she has aged a great deal in recent years, her eyes still shine with the vigor of her youth.

Storytelling Hints: Miss Sue is a busy woman (some would say a busybody), but she is also greatly loved in the community. A tough woman when she needs to be, she is no simple town folk. She has enough sense in her to see through any con man that tries to pull a fast one on her, and for that she is not to be taken for a fool. She has great animosity towards Moth and will not speak of him except to dismiss him as a devil or a nuisance.

Moth, the monster



Quote: *(stares blankly into your eyes, not moving a muscle)*

Virtue: Fortitude. Moth has weathered many storms and survived through horrible disasters (whether he started them or not). But through it all he has stayed true to himself, even if his nature is more monstrous than human.

Vice: Greed. The reason the flames attract Moth is simple: he wants to control them all for himself. However, once he has the flame, he wants an even bigger one. And nobody can stop him.

Background: Moth's Lineage is completely unknown. Some speculate that he was reborn by a crazed entomologist in a bizarre attempt at combining humans and insects. Others speculate that he was birthed straight from the Divine Fire with no real progenitor. What is known about him is that he identifies greatly with moths and other insects. Never one to have any interest in humanity, he chose the Centimanus Refinement long ago in an effort to change himself into a giant insect. Born in Newton during the mid-nineteenth century, he did not stay for long. Wandering around the wilderness for months, he stumbled upon a band of Pandorans feeding on a dying Promethean. Learning from their actions, he soon went on the prowl, hunting for stolen Pyros and gradually turning his body into the grotesque thing it is today. While his humanity is not entirely gone, he can barely hold on to what's left of his human side.

Description: Seven feet tall with lanky limbs, Moth towers over most humans and Prometheans alike. That is, he would if spent any time on the ground. His long, silky wings (like that of a moth) beat furiously wherever he flies. He does not speak, nor does he have a mouth. Rather, he has molded his lips to form a long snout, tapered at the end like a fly's. He does not speak, nor does he respond at

all to language. The few people who have tried to converse with him give up after a short time, too scared or unnerved by his big, round, unblinking blue eyes, which are about the size of softballs and entirely blue in color.

Storytelling Hints: Moth is a monster even among the Created. Whereas most Prometheans make it their goal to achieve human mortality, Moth is only interested in mortality of a different kingdom: insects. With that, his manners are more attuned to moths and butterflies than they are to men and women. He is extremely curious about the world around him, particularly the natural elements. Moth also only attacks when he feels his nest is being threatened (such as in “The Shotgun Willow”), but when he does fight, it is with the tenacity and sacrifice of a honeybee.

NEW BESTOWMENT: STRUCTURAL ROT

Moth’s Lineage is currently unknown, or at least is not one of the traditional Lineages commonly found among Prometheans. While most Created are reborn with the intent of mimicking humanity, Moth’s progenitor found just as much inspiration from the insect world as the human one. Thus, Moth’s Bestowment has more in common with your average pest infestation than with a human being.

The Structural Rot Bestowment reflects the destructive nature of insect infestations: termites destroy houses, moths destroy fabric, etc. Channeling his Azothic radiance, Moth enhances his Wasteland effect and concentrates it on a nearby building, structure or land area.

Cost: 7 Pyros

Action: Extended

Transmutation Cost: None. This is a unique Bestowment.

As long as Moth can concentrate on the building or any area he is standing on, he can shake the foundation to its core, weakening it significantly but gradually. Moth primarily uses this Bestowment on large structures, but he can use it on an area equal to five times his Azoth rating (in square feet).

The Firebrands, Lilithim (aka Ben and Billy Wainwright)

Quote: “The Principle guides us to our destiny. We only follow what it demands.”

(as the Wainwrights)

“There seems to be a cold spot here. Could be a sign of manifestation.”

“Join us.
Join us in divine
fire, and burn.”

Virtue: Prudence. These Lilithim know what they’re doing, and they will not expend any more effort than is absolutely necessary. This is the precision that the Principle demands of them.

Vice: Lust. These *qashmallim* want and desire to achieve the Principle, but even they succumb to the pleasures of mortals. Desire gives them energy and strength to fulfill their goal.

Background: Agents of the Principle and born of the Divine Fire, these *qashmallim* were sent to destroy Moth and enable a Firestorm for the throng. That is their mission, unbeknownst to anybody but themselves.

Description: As the human ghost hunters Billy and Ben Wainwright, these Lilithim have the appearance of quiet academics. Simple shirts, slacks, boots and spectacles, they are as unassuming as possible. As Firebrands, their appearance takes on a radiant quality: swirling colors, bright red hair, long feathered wings and elegant, sexless features.

Storytelling Hints: As angels of the Divine Fire, these beings are sent to perform one duty. All their actions involve the fulfillment of their one duty. They are only granted one chance to succeed,

and thus must act carefully. However, their logic is not entirely human, nor should their motives be clear to mortals. They may seem like they are achieving their objective in a circuitous manner, but that is entirely within their scope of understanding. When dealing with mortals, the Firebrands will say what needs to be said in order to get the job completed. They do not know anything outside of that reality.

QASHMALLIM NUMINA

As agents of the Divine Fire, the Lilithim have certain powers bestowed to them, called Numina. These powers are similar to the Numina for ghosts and other ethereal creatures, although the *qashmallim* have a different set of these powers available to them.

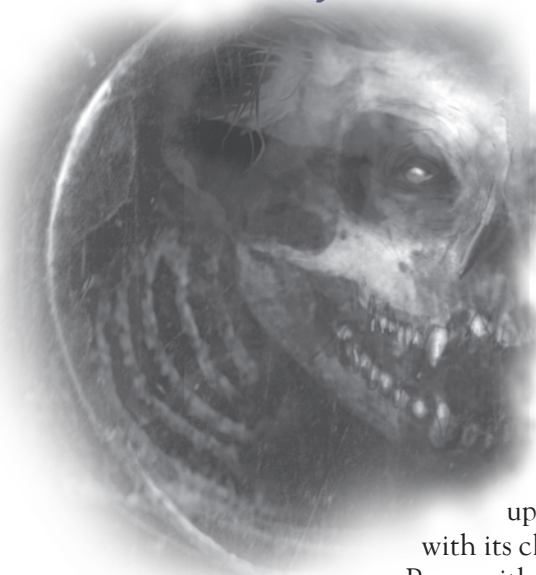
Command Pandoran: Lilithim cause Pandorans to awaken simply by being present, and they can directly control them with this Numen. Spend two Pyros and makes a Power + Finesse roll, contested against the Pandoran's Resolve + Composure. For every success the Lilithim gains, it can control one Pandoran, body and mind, for one scene. Spending one Pyros extends the duration of this power to 24 hours.

Final Strike: A Lilithim whose Corpus has fallen to 4 or below can make one last attack against an opponent. Spend one Pyros. The Lilithim makes an immediate attack against its opponent as a reflexive action, with a +2 bonus to its dice pool. This Numen can only be used once.

Pyros Drain: Roll the *qashmal's* Power + Finesse in a contested roll against the victim's Resolve + Composure. For every success the *qashmal* gains it steals one Pyros point, which it can use to fuel powers.

Aggressive Meme: While not normally used on Prometheans, the Aggressive Meme Numina utilized by the *qashmallim* spreads a simple idea from being to being. Usually used to spread (false) information against Prometheans, the Firebrands use it in this case to impel the throng to attend the Fire Stomp Dance and encounter Moth there. You can find a description of this Numen in *Pandora's Book* (p. 76). When the throng encounters Cleaves, he is already infected with the meme and spreads it to the rest of the throng (there is no roll for resistance: the meme spreads like a virus).

Bellome, the Mockery



Vice: Greed. The only thing that matters in this world is Bellome. Everything exists to please Bellome.

Description: Squat, thick, curved and with stubby arms and legs, Bellome looks like a giant, walking bell. With claws the length of a kitchen knives and feet the shape of bowling balls, this Mockery is surprisingly quick and agile. It will sneak

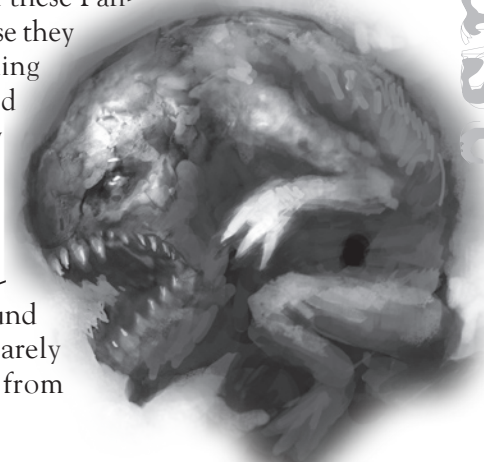
up on its prey and tear at it with its claws, licking at any escaping Pyros with a green, forked tongue.

Storytelling Hints: Bellome is intelligent for a Pandoran, meaning that it has some capacity for speech. However, it is also fat and lazy. It will use its Mantle of Lordship to let other Pandorans do its dirty work, yet still heaping most of the reward for itself. It is a ferocious fighter when it wants to be, although that seldom occurs.

Dii, Oge and Surpoge, Pandorans

Vice: Greed. The only reason these Pandorans are with Bellome is because they share the same ideals: everything must go to them. Is this shared greed an oxymoron? Yes, but they don't know the difference, nor do they care.

Description: If Bellome is the belle of the ball, these Pandorans are, well, the ball. Round and squat, the creatures have barely noticeable limbs protruding from their fat bodies.



Storytelling Hints: These Pandorans are relatively fast for their girth, and vicious in a fight. They are completely under the leadership of Bellome, who will guide them to specific targets if need be. But these Pandorans have enough instinct to latch onto any stray Pyros they encounter, especially the lost Promethean that wanders into their lair.

The Constella Brothers, ghosts



Virtue: Fortitude. The brothers know what they believe and have stood by it, even in death.

Vice: Wrath. Nothing is more dangerous than an angry ghost... Except two angry ghosts.

Description: The Constella Brothers look like they are from a century too late and few hundred miles too far. Only appearing from their waist up, they are dressed as they lived, like bandits in the Old West. How they came to Newton, nobody knows, but it was in this hotel that the brothers were tracked down and shot by a bounty hunter.

Storytelling Hints: These ghosts will manifest as soon as somebody enters their hotel room. They will not attack anybody bodily, but they will throw whatever is nearby in an effort to scare away trespassers.

Scenes

Plotting

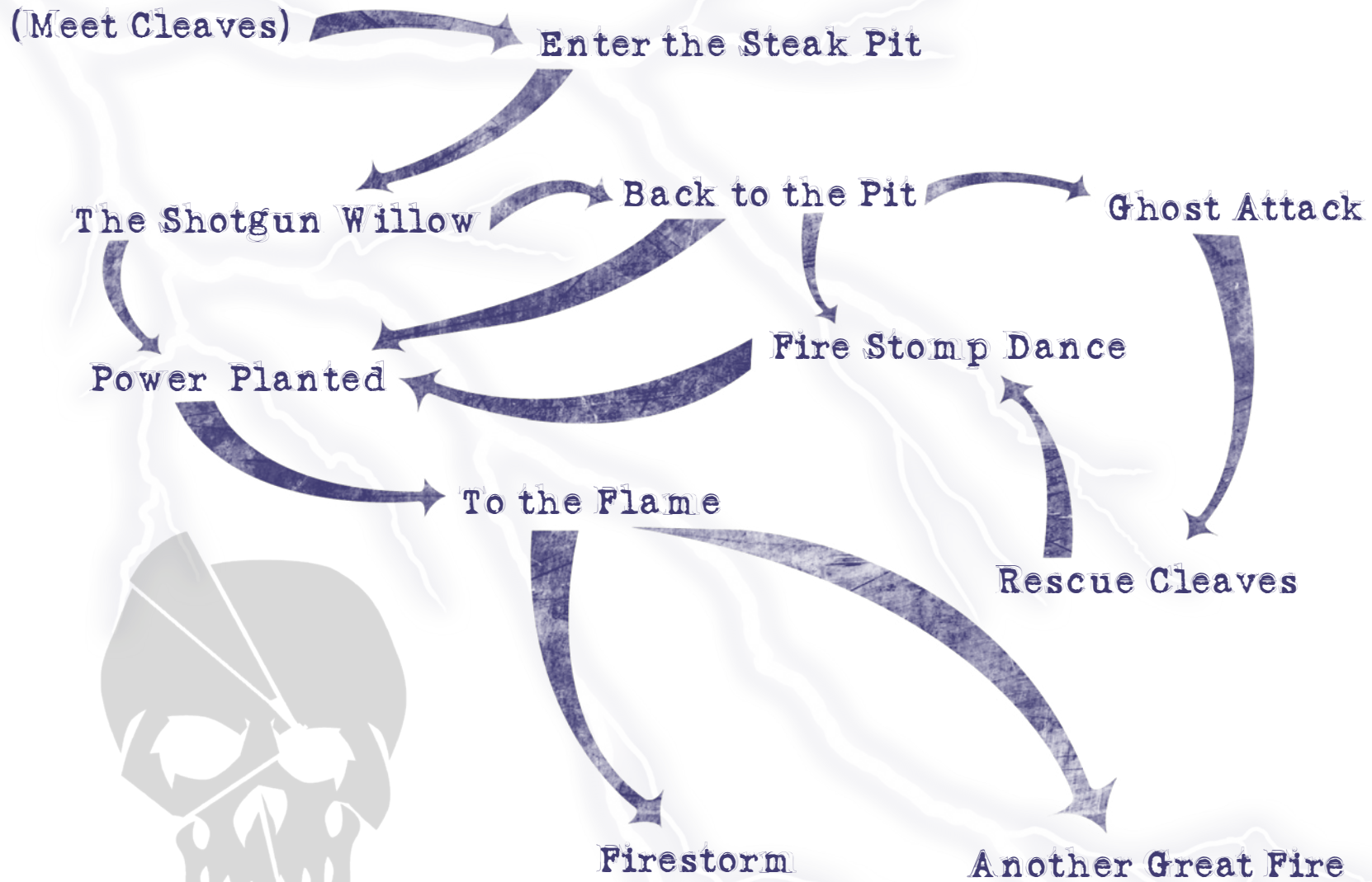
The crux of this story is simple: find the monster and stop it from doing harm. However, this is not an easy task. Not only is the monster very mobile, but it is also very alien – it behaves neither like a human, nor an animal. The characters can gather bits of information of where it's likely to show up, but there is never any solid guarantee for them.

Provided within this document is a basic outline of the events that can take place. You have a suggested place to start (either the optional prologue “Meet Cleaves” or the scene “Enter the Steak Pit”), but from there it is entirely up to you and your players. There is no one proper way of maneuvering through these scenes. If the characters decide that they don't want to go to “The Shotgun Willow” after “Enter the Steak Pit,” that's no problem. There are other options for you to utilize. And if the players throw a curveball at you, feel free to fill in the blanks with your own scenes. Some of these scenes can be combined and recycled, or not used at all!

If they get derailed too much, however, simply remind the players about their mission. They are there to save a town from catastrophe and to stop a monster. If it feels like they are getting sidetracked too much, bring the monster back for a scene — Moth can attack at any time. This story is a hunt and an investigation; when the hunters are lost in the woods is the best time for the prey to strike back.

One possible concern is making sure the story is properly paced. We don't know how many chapters you plan on running this story over; it could be one, it could be ten. If you feel like your players are moving too quickly through these scenes, you could raise the difficulty of the antagonists or even create another diversion. One reason for Cleaves being kidnapped in the scene “The Shotgun Willow” is to offer the characters a choice: they could continue on with their hunt for Moth, or they can try and rescue their ally. If they do the former, they are leaving one of their own; how does that help them achieve mortality? If they follow the latter, they remain that much farther away from completing their overall objective. Every scene involves a choice, often a difficult one, and it is your job as Storyteller to present their options clearly and with the proper sense of dramatic tension. If nothing else, make sure to maintain this tension; that's the best way to keep the story going.

Scene Flowchart



To the Flame

Scene Flowchart

Optional Prologue: Meet Cleaves

MENTAL • PHYSICAL • SOCIAL •

Overview

Rover Cleaves encounters the throng, utilizing his Azothic radiance to find and recruit other Prometheans to aid him. Desperate and distraught, Cleaves relays the story of Moth and Newton in the hopes of persuading them to join his cause. If his initial tactics fail, he resorts to any means necessary to bring the throng to Newton.

Storyteller Goals

This scene is entirely optional and is intended as an introduction to Cleaves and the situation in Newton. You can combine some elements of this scene with “Enter the Steak Pit,” with Cleaves meeting the troupe at Miss Sue’s diner, especially if the throng is particularly wary of strangers doling out quests. It’s a tricky scene to establish, as success predicates the continuation of the story, but it can be an effective tool for establishing the background and adding personal grief to the scenario.

Character Goals

Find Cleaves and learn about the situation in Newton.

Actions

There are a number of ways you can bring Rover Cleaves into this scene, depending on the style of your players.

Mental: If your troupe is more inclined to puzzles and figuring out complex scenarios, Cleaves could stalk the throng during your chronicle, especially through his dreamsharing (which he utilizes as a Transmutation). Cleaves might focus on only one Promethean in the throng, dropping hints and images of Newton into their subconscious, or he may spread the hints throughout the throng.

Physical: The characters can encounter Cleaves in a barroom brawl or some other altercation, saving him from a group of thugs who are harassing him because of the strange stories he tells. After defeating the toughs, Cleaves



describes in very distraught tones the story of Newton and its predicament. And because the characters have proven their effectiveness in combat, he can offer a reward for their services in stopping Moth. (This could be a bluff or not; Cleaves by nature has few possessions and even fewer monetary resources, but he may have an item or information the characters need).

Social: You find Cleaves in a remote bar, drawn to the dive through your Azothic radiance. From there, he engages the characters in conversation, acting particularly on edge and nervous. Eventually he buys rounds for the throng, changing the small talk to more serious matters (such as Newton), until he finally loses all subtlety and blurts out his story, going so far as to mention Created terms. There is an additional challenge for this scenario as the characters must move the conversation away from sensitive topics to vaguer language. A Steering Conversation roll (see below) between Cleaves and the throng can determine the course of the conversation away from Promethean matters. Once he starts talking about supernatural matters, trouble usually follows: the mortals cannot ignore somebody talking about the walking dead, particularly if that man looks a like a walking corpse himself.

The structure of Cleaves’ story will be different based on the situation in which the characters first confront him, but the content should be mostly

the same. You can use these elements of his story in whatever way you see fit, adding to or subtracting from his story to fit your own purposes.

Encounters with Moth

I tell ya, chief, there are some real strange things out there. Real strange. I'm talking batshit loco, if you catch my drift. Did you ever hear of that crazy one of us named Moth? I met that bastard, oh, say, sixty years ago or so? Has it really been that long? Hoo boy, was he a real menace. Creepy bastard. Had these big bug eyes and ugly looking wings. You wanna talk about his Wasteland? Instant rot. Made your skin crawl—or what's left of your skin, if you know what I'm saying.

His Last Hometown

Newton was a fine home for me. Lots of friendly people, lots of area to roam around in, clear skies, good weather. There's just nothing like a small town, you know? I loved that place. I had a home there. I could blend in well enough; the people liked me. I took a girl out on a date once. A lovely little lady named Sally. Scared her away.

The Chaos Before the Fire

Everything was going fine until fucking Moth showed up. Like I said, I was the first to see him around Newton. He popped up as I was taking a long walk. I was lighting my cigarette and he flew down on me. Scared me shitless. I tried to take a swing at him, but he just took my lighter and flew off. That's when I quit smoking.

I didn't tell anyone about it. I was already viewed as strange to begin with, and talking crazy stuff would only make them hate me more. But he kept showing up and scaring people. First the local crazies, who always ranted about UFOs and shit. Nobody believed them anyway. Then the mayor saw him, and the floodgate of weird opened. Everybody and their mother saw him flying around. It was fun for a month or so, when it seemed like something harmless and exotic – like a little piece of those really cheesy tabloids right there in Newton! Then the town started to rot. I'll tell ya, I've never seen as much rot as Moth gave off. The farmers got mad and started sitting next to bonfires with shotguns, hoping to bag them a monster. Anything with wings got shot in that time, just in case. What really pissed me off was when they started dragging me into this mess, saying I was somehow causing the blight. There's no way that was my Waste doing that.

The Great Fire

Then the fire happened. Started when the power plant broke down. The furnace got all funky and flames spread to the trees, the trees to the forest, the forest to town. My house was one of the first to burn down. The tornado

sirens were going 'cause of the emergency, but that only confused people more – people were used to getting in their cellars when it sounded. Not the best way to handle a fire. Most people managed to get out, but the damage was done. A hundred dead, at least; the tallies varied. I tried to stay and help, but the lynch mobs were forming and I ran. I've been running ever since.

Newton Today: The Return of Moth

You know, I hear that thing's back again. Saw it on TV, some show about weird news and such. Bad news. Terrible news. The town's already been fucked once. I think it'll be fucked again. I was chicken shit back then; I should have done something. Now's the time I can make it right.

Steering Conversation

This determines the course of the conversation, either through finesse or resistance to outright risky behavior (actively pointing out the supernatural in front of mortals). For each major section of the conversation, make this roll to determine how skillful the characters are in guiding Cleaves away from Promethean terminology and into more generic language.

Dice Pool: Manipulation + Socialize or Composure + Subterfuge.

Action: Extended contested

Hindrances: Busy room with lots of mortals (-1), Cleaves is extremely drunk (-2)

Help: Empty bar (+1), Cleaves is sober (+1)

Roll Results

Dramatic Failure: Cleaves talks even louder about alchemical matters. All Disquiet rolls are at -2 for the rest of the scene.

Failure: Cleaves quiets down for a bit, but will begin to bring sensitive matters up again. The throng may have to re-roll this action later in the conversation.

Success: Cleaves settles down and gets straight to business.

Exceptional Success: Not only does the conversation appear normal, but the throng blends in particularly well with their surroundings. All Disquiet rolls are at +1 for the rest of the scene.

Consequences

The throng learns of the situation in Newton and travels with Cleaves to the town. Move to the scene “Enter the Steak Pit.”

Enter the Steak Pit

MENTAL • PHYSICAL – SOCIAL ••

Overview

Upon entering Newton, the throng begins their investigation of Moth, first by asking around at the town's gossip hub, a diner called The Steak Pit. There they meet Miss Sue, the matron of the hotel and diner, who is also organizing the Fire Stomp Dance, a local festival commemorating the anniversary of the Great Fire. Before leaving the diner, the throng runs into Billy and Ben Wainwright, ghost hunters also in search of Moth. They drop a hint about a common haunt of Moth's (the Shotgun Willow), and offer to meet them at that location.

Description

You arrive in Newton just before dawn. The old fashioned streetlights shine dimly along a lonely Main Street. You park your car on one desolate block — there are no other vehicles within a three-block radius. The street is old and worn, potholes and ruts dotting the faded asphalt. This is downtown Newton, and it seems as if this might be the busiest it's been in years. You look for an open building, a 24-hour pharmacy, something to explore, but nothing is open. Most of the buildings look like they were abandoned years ago, their windows boarded up and spray-painted in the graffiti of the local youth. "Bring back the fire" says one such mark, scribbled in sharp white ink. You can see some faint pilgrim marks below that, the crescent and pyramid of the vampire symbol, the exotic Z of the mage. There's no telling how old those marks may be; they're etchings are nearly unreadable.

You walk up the street, searching for some sign of life. After two blocks, you wonder if your search is futile. By the third block, though, you hear the faint buzz of neon. Turning the corner, you see the sign: The Steak Pit, a single beacon in the lightening sky. You walk to the storefront and peer inside. Simple décor, dirty counter, harried waitress — all the signs of a greasy spoon. There are only about a half dozen customers at the moment, mostly bored old men and tired workers leaving the graveyard shift — just the right clientele for this time of night.

Once the Wainwrights enter the diner, use this description:

The bell above the entrance rings and two figures enter the restaurant. Solemn and quiet with dark features, they are obviously related. They approach the lunch counter, staring silently at Miss Sue, who is deep in conversation with one of her regulars. Looking askance throughout her conversation, it takes minutes before she acknowledges their presence. "Yes, boys, how may I help you?" she asks with a slight hint of impatience. "We're here for a room. We're ghost hunters and we want your murder room." A hush falls over the diner as the patrons glare at the strangers. Miss Sue, brushing crumbs off her apron, sighs. "Come with me. We don't call it the murder room. We use proper names."

Storyteller Goals

This scene is primarily a chance for the characters to interact with the citizens of this town and to get a general sense of the mood created by Moth's return. Most of the patrons of the diner are either grizzled workers fresh off the graveyard shift or bored old folks who have experienced this hoopla before. Among these elders is Miss Sue, a local bigwig and gossip queen, who can give the troupe as much information as they need, provided they ask the proper questions. As the characters probe the locals for clues and rumors of Moth, they learn more about the Fire Stomp Dance, which almost everybody in town is excited about.

A second possible goal is for Miss Sue to persuade the group to reserve rooms for the day at her hotel, since their search may take a couple of days. She is a tenacious businesswoman, doggedly persuasive, and the hotel serves as a good focal point for the rest of the adventure, particularly after "The Shotgun Willow" if Cleaves is kidnapped.

Character Goals

How the characters deal with the locals is entirely up to them: they can try anything from intimidation to seduction to more supernatural persuasion. Whatever way they choose, they need to find some hints about Moth's more recent sightings in order to find out their next destination. When the Wainwrights appear, it is in the throng's best interest to listen to them, as they are apparent allies to the group and share the same motives (or so they say).

Actions

Drawing information from a tightly knit community such as Newton's requires more finesse than a simple conversation; these folk are friendly, but not exactly trusting of outsiders. Especially when dealing with Miss Sue, the characters performing the interrogation must eke out details bit by bit. You can certainly roleplay these conversations, testing the players' negotiating skills. If you choose this route, you must keep in mind that many of the citizens do not want to see people getting into town business, especially when the subject is Moth. Remain relatively tight-lipped, keep the topics in the area of "small talk" and any pertinent information should be leaked through storytelling and tidbits of town gossip. They may not want others to delve into their business, but they will certainly poke their nose into each other's.

If you want to speed the process up, you can turn the conversation into a Small Talk roll, skipping the minutiae and relaying the information with each success.

Small Talk

The characters may either try to outwit the citizen into the proper conversational topic or trick her into revealing a little more than she wants to reveal.

Dice Pool: Wits or Manipulation + Socialize or Subterfuge, vs. Resolve + Empathy. Assume that everybody in the diner has a base pool of at least three, but no more than five. Miss Sue's pool is five.

Action: Extended contested

Hindrances: Citizen is tired (-1), Citizen has seen Moth (-2)

Help: Talking to Miss Sue (+1), talking to the local drunk (+1)

Roll Results

Dramatic Failure: The citizen continues with his harangue about the weather or the crops, never deviating from the mundane details. She will, however, cause quite the fuss if you try to change the subject. All Disquiet rolls are -1 for the rest of the scene due to the furor she creates in the diner's atmosphere.

Failure: The conversation never deviates to anything substantial and you walk away without learning anything except recipes involving wheat germ.

Success: You learn one of the following rumors without knowing its veracity:

Exceptional Success: You learn all of the following rumors as well as their veracity.

RUMOR

- This particular citizen saw Moth back in the day. Said he talked to him, warning about his crop failure. (False)

RUMOR

- He saw Moth drink the blood of a cow. (False)

RUMOR

- Moth has been seen flying around the Shotgun Willow because he has a nest of baby Moths there. (False)

RUMOR

- Moth destroys most buildings he comes in contact with, especially older ones. (True)

RUMOR

- She saw Moth last night flying to the Shotgun Willow with some metal scraps in his hand. (True)

Consequences

The characters should have some idea of the local Moth sightings, their frequency (almost every day now) and the locations he has been seen the most (the power plant, the Shotgun Willow, Main Street). A hotel room could also be reserved for them. The characters next step is to follow the Wainwrights to "The Shotgun Willow".

The Shotgun Willow

MENTAL •

PHYSICAL ...

SOCIAL –

Overview

Based on a hint gathered from the diner patrons and the Wainwrights, the throng travels to the outskirts of town to the Shotgun Willow, a large tree whose trunk was scorched in the Great Fire. It is known as a favorite haunt of Moth's. As the throng searches for further clues of his presence, Moth attacks from above, swooping in and surprising the throng. After a short battle, he flies away. In the heat of the battle, the Wainwrights ambush the group, kidnapping Cleaves before escaping into the nearby woods.

Description

Cleaves guides you through the dusty streets and country roads. If you didn't know any better, you'd think this was some sort of maze. These backwater areas always seem like a logic puzzle. The roads take you out to the farmland. Out here, the grass is littered with brown patches, the cows butting heads in anger, the bushes and weeds a faint black color. The land does not look healthy at all. Past the farmland, the ruined woods begin. Tall, thin oaks jut out of the ground like tendrils, the occasional pine or fir tree breaking the monotony. Some younger saplings fill the void in the undergrowth; the rest is taken up with dried leaves and rotting bushes. The forest grows thicker the farther you travel, with maples and sycamores mixing in with the live oaks. Dirt paths snake their way into the forest, one appearing every hundred yards or so. Cleaves tells you to pull over at one particular path. Etched into a tree by the side of the road is a simple pilgrim mark: the outline of a shotgun, an unknown mark to you, but Cleaves remarks that it indicates the landmark you're searching for.

As you walk along the path, Cleaves explains about how this forest used to look before the Great Fire: healthy, full, vibrant and in perfect balance with everything. Since the Fire, the foreign trees moved in, making the forest seem more like ramparts than foliage. As you finishes his story, the path opens up to a small clearing. In the middle sits an old willow tree. Its trunk is misshapen from the ground up, resembling a shotgun. It has no branches except near the top, which explode away from the tree in a cloud like so much buckshot. This, Cleaves explains, is the Shotgun Willow, the only tree in that part of the forest to survive the Great Fire.

Storyteller Goals

The area around the Shotgun Willow is eerie. Much of this area was burnt during the Great Fire, and while part of the forest has grown back in the sixty years since the inferno, Moth's Wasteland effect has strongly infected the area: trees are visibly rotting, there are no animals in sight or within earshot, and ground is hard and brittle like clay. The Shotgun Willow is a dark and imposing figure in the forest with a very unnatural look. One of the goals of this scene is to treat this area with a "calm before the storm" atmosphere. The throng is removed from the town, in the middle of nowhere, and Moth is about to attack; the best impression you can give is an uncanny tranquility and tight suspense while the characters search the area for clues. Build the tension throughout the scene, particularly mentioning the utter silence in the area and the effects of Moth's Wasteland. Offer the characters some clues of Moth's visits. When the characters feel like they're onto something, that is the moment to swoop Moth down from the sky unexpectedly.

The combat between Moth and the throng should be short and intense. Moth isn't so much attacking the troupe as surprising them and defending his territory. Once he realizes he is outnumbered, he will escape. *Do not let the characters defeat or kill him.* Keep Moth in the air, let him do a few maneuvers against one of the Prometheans, and then allow him to retreat. The throng should not be able to do much in terms of combat nor should they know where he flies to, except to recognize the general direction of the power plant. This scene is designed to give the group a first-hand look at Moth and to gauge his power relative to their own. If the combat is extended or an attack cripples Moth, have the Wainwrights run in and kidnap Cleaves. This is an adequate distraction from Moth and can allow him the chance to escape.

During this time, Cleaves should seem distracted or depressed, at a distance from the group throughout most of the investigation. If any character notices, explain that he appears to be attempting to interrogate the nearby spirits (he is actually in Torment). He will not participate in the combat with Moth, but he will be enthralled by the action once it occurs. It is during this time that he is captured by the Wainwrights.

Because they are in actuality *qashmallim*, their superior speed and supernatural abilities will allow them to easily outrun the average Promethean. When they flee, the characters may notice their unnatural quickness, but any attempts to follow them will be futile.

Character Goals

Investigate a popular haunt of Moth and learn more about him.

Actions

Before the combat with Moth, the characters can search the area around the Shotgun Willow for clues leading to Moth. Any details can be discovered through an Investigation roll.

Investigation

Each roll for this action constitutes a half-hour of game time.

Dice Pool: Wits or Intelligence + Investigation

Action: Extended

Hindrances: Rain (-1), Fog (-1)

Help: Daytime (+1)

Roll Results

Dramatic Failure: You see nothing in the area and accidentally destroy some evidence in the vicinity, making others unable to comprehend it.

Failure: You don't see anything of use.

Success: You notice one of the following clues:

- A collection of matches and lighters in the hollow of the tree.
- Odd tracks surround the area, leading to the tree and stopping directly in front of it.
- Deep scratches run along the tree's upper trunk.

Exceptional Success: You notice all of the clues.

If an Ulgan uses his Ephemeral Flesh Bestowment to interrogate local spirits, he will be unsuccessful at gathering any information: they're too afraid of Moth to speak and will run away from anybody who talks directly to them.

After any initial surveys of the area, Moth attacks the throng. If you wish, you can have the characters roll to determine if they notice him coming.

Sensing Moth

Dice Pool: Wits + Composure (for characters) vs. Dexterity + Stealth (for Moth)

Action: Contested. Have every player roll for their individual character. Cleaves does not roll.

Hindrances: Darkness (-2), Windy (for characters) (-1)

Help: Silence (+1)

Roll Results

Dramatic Failure: Not applicable.

Failure: The character fails to notice Moth's approach and cannot perform an action in the first round of combat.

Success: The character feels a change in the wind and the faint beating of wings. She is not surprised by Moth and may perform an action in the first round of combat.

Dramatic Success: The character not only notices Moth's approach, but has time to warn the others; therefore no character is surprised by Moth's approach.

Moth fights primarily from the air, either with kicks or by swooping down onto his target. He will fight for two to three rounds of combat at most before flying away. His intent is to scare, not to kill, and thus he will hold back from dealing much damage to the Created.

As he flies away, the Wainwrights grab Cleaves and escape away from the throng. You can offer another contested roll for sensing their presence (similar to the Sensing Moth roll), but the scene will work better if only one such roll occurs in this scenario.

Consequences

After the Wainwrights leave, the characters have a choice to make: rescue Cleaves or follow Moth. If they choose to try and rescue Cleaves, the Wainwrights did mention their hotel room at Miss Sue's. This route will take them to "Back to the Pit." If they choose to follow Moth, proceed to "Power Planted."

Back to the Pit

MENTAL •

PHYSICAL –

SOCIAL ••

Overview

Searching for Cleaves, the throng returns to the Steak Pit, hoping to find some information about the Wainwrights. The diner is closed, but Miss Sue is inside. She gives the characters some details about the Wainwrights' visit to town, particularly their hotel room number. She also discusses the Fire Stomp Dance, which she organizes every year.

Description

The Steak Pit is closed, surprising considering the time of day. The neon sign is switched off, the doors locked, and the lights off. Peering through the window, however, is the faint outline of Miss Sue, sitting at a far table and drinking coffee. She does not notice you staring at her; she simply sits there, lost in thought. You knock on the door a few times. No response. A few more knocks, louder this time, and she turns her head and smiles at you. As you wave, she sidles over to the door, flipping the lock. "Come on in, sweet things. Sorry, I had to close the diner so I could spend some time workin' on the big Dance. What can I do for you?"

Storyteller Goals

While this may seem like a bit of a retread for the characters, this scene has a distinctly different mood from the scene "Enter the Steak Pit." As the characters are now a more familiar face with Miss Sue, she is more open to doling out details to them. Miss Sue is very knowledgeable about everyone and everything in town, especially the odd characters that tend to roll through town.

Each Promethean may use the same tactics found in "Enter the Steak Pit," although with a much easier chance for success (increase their dice pool by two dice, as Miss Sue is now familiar with them). However, Miss Sue directs all the questions to the Dance in some fashion, as that is her biggest distraction at this point. She is almost completely occupied in the final planning of this festival, and she wants it to be as popular and successful as possible.

Character Goals

The only goal for the characters is some direction as to the whereabouts of the Wainwrights. The easiest path is through Miss Sue, who can at the very least give them the room number for the Wainwrights' hotel room. The players may also stay to learn more about the Dance coming up; this is particularly enticing for any Prometheans wishing to achieve some milestones, since a community festival is a fertile place for understanding human interaction.

Actions

As noted above, the framework of the conversation is similar to the previous scene in this diner. You can either use the Small Talk roll to gather the info or simply roleplay the conversation in its entirety. Miss Sue knows the following information:

- The Wainwrights came into town the night before the throng arrived.

"Those ghost hunters are an odd sort. They checked into my hotel just a few hours before you folk arrived, just as I was going to bed. I don't get much sleep anyways, but by gum, it seemed like they came at the worst time possible."

- The hotel is haunted, and the Wainwrights specifically asked for the most haunted room.

"I know it seems like a pretty common story, what with a small town hotel being haunted by ghosts of some grisly murder and whatnot, but I'm tellin' ya it's true. We got at least four ghosts in the hotel, one for each floor. The worst is the Constella twins. I only go in that room if I have to, I'm so afraid of running into them. Real nasty devils. And wouldn't you know, them Wainwrights asked for that room. That takes gumption, real proper gumption."

- Though very familiar with ghost hunters checking out her hotel, she's never heard of the Wainwrights.

"Now I see those silly hunters all the time. None of them ever go into the Constella room. It's got a reputation among the big hunters. I made a few calls this morning, and I swear nobody's heard of these Wainwrights. They seem like they must be important, but I'll be damned if I ever heard of them before. Must be from the other coast or Canada or something."



- She is afraid of Moth showing up to the Fire Stomp Dance.

“That Moth creature is no good, I tell ya. He was always swoopin’ in to check out some small flame or what have you. Hell, he’d even bother the kids smoking cigarettes in the woods. Scared them straight, he did. That’s why we have the Fire Stomp. We always used it as a way to bring him back so’s we can stomp him down. Never showed up, but that didn’t stop us. It’s tradition now. Speaking of which, I have to get going. The festival’s about to start.”

Consequences

With the information from Miss Sue, the throng may continue their search for Cleaves at the Wainwrights’ hotel room or abandon it and continue their quest for Moth. If they choose the former, proceed to “Ghost Attack.” The latter will lead them to either “Fire Stomp Dance” or “Power Planted.”



Ghost Attack

MENTAL ••

PHYSICAL ••

SOCIAL ••

Overview

With the lead from Miss Sue, the throng travels to the Wainwrights' hotel room. After breaking into it, they encounter the Constella ghosts, who attack them. After battling back the specters, the characters discover a note on the end table with an address written on it and the words "Safe House" scrawled across the top of the page.

Description

The hotel lobby isn't much to look at. Most lobbies have a help desk or a bell for service, or even a simple ledger. This "lobby" is just a hallway behind the diner leading to an elevator. The elevator lurches as you climb the hotel, its pulleys scraping against and screeching with effort. You reach your floor and the doors groan open with a six inch dropoff from elevator to floor. You duck your head as you step out. A narrow corridor is in front of you, five doors on either side bearing a strange numerical system. The numbers are not in sequential order, or at least not one you recognize. At the end of the hall is a grimy window and yellowed drapes. Your search for your room, 3F, but no door bears such a number. Nine of the doors have numbers; one is blank. Upon further inspection, the seemingly blank door bears a subtle beveling in the wood in the shape of a 3 and an F. The handle is locked.

Storyteller Goals

The ghosts inside the room are potent apparitions, the spirits of ruthless bandit siblings. They manifest when the throng enters the room, appearing in human form only from the waist up, their legs invisible. They are there mostly to scare away intruders, manipulated by the Wainwrights. The characters may fight them, but they will disappear after four rounds of combat (or at least enough to give the throng second thoughts about coming into the room).

After they encounter the ghosts, the players should be able to assemble the clues they need to progress to "Rescue Cleaves."



Character Goals

The only goal for these characters is to somehow get into the room and find a clue as to the possible whereabouts of Cleaves and the Wainwrights. The note is the only relevant clue in the room.

Actions

There are a number of different approaches to entering the hotel room. The most obvious route is to pick the lock, but the characters may also attempt to break down the door or persuade Miss Sue to loan them the room key.

Picking Locks

Dice Pool: Dexterity + Larceny

Action: Instant

Hindrances: New locks (-1), poor lighting (-1)

Help: Old locks (+1), basic lockpicking equipment (+1)

Roll Results

Dramatic Failure: Not only are you unsuccessful at opening the lock, but your lock picks are broken in the process.

Failure: You are unsuccessful at picking the lock.

Success: You successfully open the lock.

Exceptional Success: There is no further result for exceptional successes.

Breaking Down the Door

The door's Durability is 1 with a Structure of 6. Performing this action is extremely conspicuous and can cause some strife between you and Miss Sue, who will immediately suspect the Prometheans for inflicting the damage. All further Social interactions with Miss Sue will result in a -3 to the characters' dice pools.

Dice Pool: Strength + Stamina

Action: Extended

Hindrances: Reinforced lock (-1)

Help: Worn hinges (+1)

Roll Results

Dramatic Failure: You are unable to break down the door and injure yourself in the process. Take one point of bashing damage.

Failure: You deal no damage to the door.

Success: The Structure rating of the door moves down one point.

Exceptional Success: You break open the door.

Sweet Talk Miss Sue

This is not an easy task to accomplish, as Miss Sue has weathered many a swindler.

Dice Pool: Manipulation + Persuasion (*the character*) vs. Composure + Empathy (*Miss Sue*: dice pool 6).

Action: Contested

Hindrances: Miss Sue is in a hurry (-1),

Help: The diner isn't busy (+1)

Roll Results

Dramatic Failure: Miss Sue not only refuses, but insists on following you up to the room. She may even go so far as to take away your key or kick you out of the hotel.

Failure: She denies you the key and asks you to leave her alone.

Success: She hands over the key, but still remains suspicious of your throng.

Exceptional Success: She hands you the key without a second thought.

After entering the room through whatever means, the players must roll a contested Resolve + Composure roll for each indi-

vidual vs. the ghosts' Power + Finesse (dice pool 5). If the ghosts succeed, the individual runs away from the room and the hotel. If the player succeeds or ties, their character is unaffected by the ghosts' manifestations.

The ghosts act in tandem against a single target at once. They will throw whatever object is in their reach at the Prometheans: chairs, lamps, pillows, end tables, Bibles, etc. This is the only combat action they will take, and they will disappear after four rounds. If the characters have the ability, they may attack the ghosts, but whatever their action, it will not affect the ghosts' course of combat.

Once the apparitions leave, the characters may search the room. You may make this action as simple or as difficult as you want: no roll is necessarily required to notice a single sheet of paper on top of a desk. But if you want to make it more difficult, the players may roll a Wits + Investigation to determine if they noticed the paper in the room.

Consequences

The note is a local address. The characters now have a viable location of the whereabouts of Cleaves and may proceed to the scene, "Rescue Cleaves."

Rescue Cleaves

MENTAL ••

PHYSICAL •••

SOCIAL –

Overview

Using the clue they found in the Wainwrights' hotel room, the throng travels to an abandoned house somewhere in Newton. Inside they find Bellome, a *Sublimatus*, and three of her Pandoran subjects watching over Cleaves. They are feeding on Cleaves, stealing his Vitriol. They attack the throng when they notice their arrival. After defeating the Pandorans, Cleaves directs the troupe to the Fire Stomp Dance, which he thinks Moth will make an appearance at.

Description

The note's scribbled address is barely legible. Grabbing an old map from a pamphlet dispenser in the "lobby" of the hotel, you head off in the direction of the address. The streets of town are not in any discernible grid. Rather, they tend to curve outward from the Main Street, like the legs of a spider. Most of the roads are worn down and not easily traversable. Where street signs would normally reside are metal poles with empty tops. Directions are nearly pointless; it seems like you might have to rely on blind luck. Strangely, there are very few cars on the road, and there aren't many parked in driveways or on the streets, either. You can assume they're all at the festival, but it's still an assumption.

Eventually you find the address, a squat one-story with a box frame. The small lawn in front of it is all dirt, the sidewalk dug up, and the windows boarded shut. You can peek inside, seeing an empty shell with no interior walls. You try the door handle. It's open and unlocked.

Storyteller Goals

Bellome and her Pandorans are persistent fighters and will fight the throng to the death. Having supped on Cleaves for some time now, they are also at a full strength and growing stronger with their stolen Vitriol. Between the four of them, they have stolen 5 points of Vitriol from Cleaves. During the combat, you may use the Vitriol to bolster their stats or grant them new Transmutations at your discretion. Bear in mind, however, that it is only five points between four Pandorans; you can change this so only Bellome gets the Vitriol or only the other Pandorans are feasting. If all the Pandorans

(including Bellome) are feeding on Cleaves, the throng may make a surprise attack. Cleaves does not aid in the fight, as he is tied up, nor does he have any information to give on the Wainwrights (they blocked his memory). Bellome and the Pandorans will not stop fighting until they are killed, and they will make every attempt at stealing Vitriol from the Prometheans.

Character Goals

The goal for the characters is to rescue Cleaves from the house. If the Pandorans are all feasting on Cleaves, the throng may surprise them in a sneak attack, quickly grabbing Cleaves and then leaving. Otherwise, this scene is a straightforward combat scenario.

Actions

Because this is a standard combat scenario, there are no special actions required. However, if you would like to make this sequence a little more exciting (or give the characters a small break from combat), you may allow them the opportunity for a sneak attack. If the Pandorans are focused entirely on Cleaves, they do not hear the throng approach. In that case, follow the same procedure for sneak attacks as Moth initiates against the troupe in "The Shotgun Willow," except reversing the roles of Moth and the characters. Therefore, the Pandorans have an opportunity to sense the coming onslaught. A contested Dexterity + Stealth vs. Wits + Composure roll will suffice for this sneak attack.

A few factors may also be added to flavor the combat. The house is essentially gutted, with all the action taking place in one large room. Obstacles may be added to create cover situations and allow for thrown objects (furniture, large appliances, large wooden splinters, etc). The Pandorans will fight with their innate claws and teeth, rarely taking cover (except Bellome). Additionally, keep in mind that the Pandorans have stolen Vitriol to utilize. Anytime during combat they may use this Vitriol to gain new Transmutations or enhance their stats, especially Bellome. Refer to **Promethean: The Created** (pp. 220-250) and **Pandora's Box** (pp. 36-55) for more information on Pandorans.

Consequences

With Cleaves rescued, the throng may ask him about his kidnapping. He will not have any answers to give them, but will insist on going to the Fire Stomp Dance festival, which is about to begin. When asked about this, he will have no plausible reason outside of a hunch that Moth will show up there. In reality, he was infected with the Aggressive Meme Numina from the Firebrands (Wainwrights). This idea now spreads to the other Prometheans as well.



Firestomp Dance

MENTAL ... PHYSICAL • SOCIAL ...

Overview

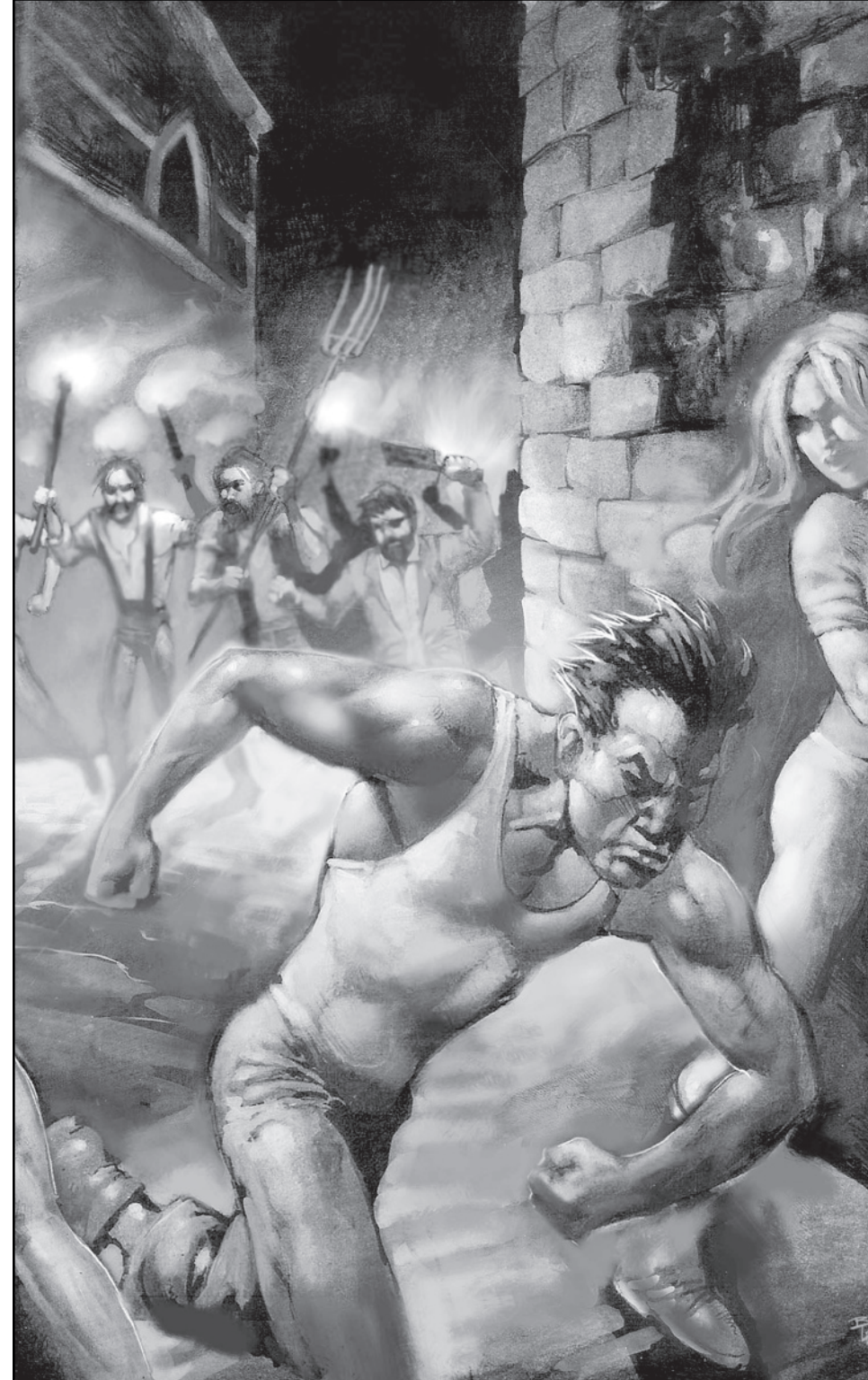
The entire town gathers in a field to celebrate the anniversary of the darkest day in their history. The throng joins the festivities, partaking in the usual goings-on of the festival and experiencing the conflicting aspects of sorrow and joy infused into this festival. After a while, the Fire Stomp Dance is performed, an earthy romp around a large bonfire in which everybody at the festival participates. At the climax of the dance, Moth appears, flying over the crowd and causing an uproar. Disquiet follows: the crowd turns on the throng, blaming them for bringing Moth back. The Prometheans are chased away from the festival and towards the power plant, an angry mob in hot pursuit.

Description

You follow the traffic leading out of town, a column of smoke guiding your way. A few miles from town the land opens into empty hills of brown grass. Cars line the road in rows three deep for miles. There is no particular place to park or stop, and you follow suit, parking your car by the side of the road and walking to the smoke. You crest a hill and peer down to a valley of activity. Booths and tents are arranged in a giant circle, a giant bonfire blazing in the middle. Hundreds of people walk about the festival. Some sit on benches and picnic tables, others throw footballs and baseballs with children. At the far end of the field, a makeshift stage is set up, a bluegrass band plucking away. People dance, people chat. This is a community in celebration, a lively wake and festival of life.

When the Fire Stomp Dance begins:

On the stage, a bell chimes. The crowd of people stops their activity, turning their attention to Miss Sue, dressed in a vivid red and orange dress on the stage. She bows her head, the people following her lead, and begins a prayer. She speaks of missed loved ones and the mystery of suffering, giving thanks for the blessing of life. As she reaches the end of her prayer, a fiddle plays a soft, mournful melody. When she finishes, saying "Amen" in unison with the crowd, the dirge picks up. Drums provide a beat. A banjo plucks a counterpoint. The crowd begins its dance.



To the Flame

The dance is a communal two step, lots of hopping and clapping, jeering and laughing. At the end of the main melody, the dancers stop in their tracks and stomp the ground, then grab a bystander and bring them into the dance. The melody picks back up again, more instruments joining in with a gradual crescendo. A community dancing in unison for as long as they can, keeping their hopes alive. Eventually, strangers grab your throng and pull you all into the bustle. There is no fear here, only hope.

At the climax of the Fire Stomp Dance, Moth appears and flies over the crowd:

When the music and dancing reaches a fever pitch, the stomping gets louder and more vigorous. Suddenly, the music stops: the musicians have stopped playing and are staring up into the sky. The dancers slowly follow suit. Hovering above the bonfire is Moth, staring deeply into the flames. Panic seeps into the crowd. It spreads quickly throughout the people, who are frightened and upset. Shouting and shoving erupts among the revelers. Miss Sue runs onstage, grabs the microphone and points at Cleaves and the throng. "They brought him here. Don't let them hurt us again." You look around in fear. On the outskirts of the field, you can make out the outline of the Wainwrights, who turn and walk to their car. Moth flies away in the direction of the power plant as shots whiz past him.

Storyteller Goals

After the tumultuous action of the previous scenes, this scene allows the characters some space to explore and catch a break. Until the actual dancing ceremony, the festival is like any other town gathering: a carnival atmosphere, booths and vendors, pot luck dinners, outdoor games and demonstrations. In essence, this is an opportunity for the Prometheans to experience meaningful human connection. This scene may be as long or as short as you deem appropriate.

Character Goals

Use this scene as an opportunity for the characters to reach milestones, especially those based in interaction with humans. A festival has a multitude of ways to experience important human interaction, and it is best to attune this situation to the individual characters.

Most important for the characters is participation in the Fire Stomp Dance. When the dance begins, nobody is left out of the Stomp, not even the outcast Created. This is the closest the Prometheans will come to experiencing a connection to a community of humans, and it will make the ensuing mob that much more emotionally devastating to the Created.

Actions

If the players are looking for a chance to explore the festivities, consider the following options:

Music

Any musically inclined Prometheans, especially the Galateids, may find an opportunity to express themselves in one of the music tents. An open atmosphere allows for anyone to join one of numerous makeshift bands, anything from bluegrass strummers to gospel crooners to rock and roll rebels can be found at this festival.

Carnival Games

The more physically-inclined Created may take this opportunity to partake in any of the carnival games, such as ball-tossing games, weightlifting contests, arm wrestling competitions, etc. Most of these contests will involve some sort of contested action. The opponents may be whoever you wish (or the throng may even compete amongst themselves!), but the best idea would be to make it challenging without being excessive. A dice pool of 6 can be used as a basis. Extra Vitriol may be given if Prometheans win contests without using their supernatural abilities.

Auctions

The Prometheans may also enter an auction hall, where homemade trinkets and other sentimental minutiae are sold. It can either be a silent auction or a rousing hall, complete with auctioneer. The items being sold do not necessarily have to be of consequence; it is the spirit of competition and friendly interaction that is important. Use the Auction roll for non-silent auctions.

Auction

Players may spend a Willpower point to automatically win the item, although their bid is significantly higher than the current bidding price (current price times the result of one die).

Dice Pool: Wits or Resolve + Crafts vs. Wits or Resolve + Crafts. Roll for each person betting for a particular item (assume that any human has a dice pool of 4 for this roll).

Action: Extended contested.

Hindrances: Wealthy patron (-1), antique (-1)

Help: Item has personal significance (+2), item is common in Newton (+1)



Roll Results

Dramatic Failure: You win the item at a price higher than one you can afford. You may either take the item and run (possibly requiring a Humanity roll) or deal with the people running the auction (possibly instilling Disquiet).

Failure: You do not win the item.

Success: You win the item you bid for.

Exceptional Success: You win the item at a significantly lower price than expected.

Crafts

If a Promethean is particularly skilled in Crafts, there are a number of booths devoted to various areas of folk art: quilting, pottery, painting, basket-weaving, etc. At the Storyteller's discretion, a Crafts skill specialty can be attained with enough significant time spent at one of these booths.

When the players have spent time attending the different aspects of the festival, the Fire Stomp Dance begins. At first a few citizens take part in the dance, but eventually everyone in the crowd participates. The Prometheans are grabbed by random people and tugged into the dance.

Fire Stomp

Dice Pool: Dexterity or Stamina + Expression. Roll only the highest dice pool among the throng for this action, representing the entire throng.

Action: Extended

Hindrances: None

Help: None

Roll Results:

Dramatic Failure: You are clumsy and bulky, nearly bumping into all the wrong people. You may not participate in the dance any longer and must roll for Torment.

Failure: You may not participate in the dance any longer

Success: The dance continues for you.

Exceptional Success: You continue dancing and gain 1 Vitriol for impressing the humans around you.

Once Moth appears, the crowd is automatically affected by Disquiet. The dance ends and chaos ensues. If you follow his path, you notice that Moth flies toward the power plant. Miss Sue points out the throng and the crowd turns against them, forming a mob. The players must roll to escape.

Escaping the Crowd

Dice Pool: Dexterity + Stealth or Strength + Brawl; either the Promethean weaves through the crowd or pushes her way through it.

Action: Instant

Hindrances: Throng is scattered among the crowd (-1)

Help: Low light (+1), throng is in close proximity to each other (+1)

Roll Results

Dramatic Failure: You are lost in the crowd and cannot escape. They pounce on you and attack. Take 5 bashing damage and roll again.

Failure: You make it near the edge, but can't get completely through. The crowd tightens around you. Roll again at -2 dice.

Success: You have successfully escaped the mob and are out of harm's way.

Exceptional Success: You have successfully escaped the mob *and* have helped another member of your throng out safely. Each exceptional success negates a fellow Promethean's failure.

Once every character escapes the throes of the mob, Cleaves leads them to their vehicle and drives toward the power plant.

Consequences

With an angry mob on their tail, the throng leaves the festival in pursuit of Moth, who Cleaves noticed was flying toward the power plant. Proceed to "Power Planted."

Power Planted

MENTAL –

PHYSICAL ••

SOCIAL ••

Overview

Following Moth to the power plant, the throng must find a way inside and up to the roof.

Description

The power plant rests north of town, the ruined forest separating it and Newton. A small complex of buildings, cooling towers, smokestacks, and assorted warehouses, the power plant appears to be running on a skeleton crew at the moment. A tall chain-link fence surrounds the complex. Barbed wire looped at the top helps keep intruders away. A bored guard sits in a booth near the main gate, reading a magazine. Looking up, you see a faint glimmer in the sky above the central control building: Moth has landed.

Storyteller Goals

Your goal for this scene is provide one last obstacle to the players before they have a final encounter with Moth. The characters arrive just in time to see Moth fly onto the roof of the power plant's central control building.

Character Goals

The character's goal is to find a way to the top of the power plant and confront Moth.

Actions

There are a number of ways for the players to enter the building. First, they may try to persuade the guard at the front gate into allowing them access into the compound. Another way is to sneak in over the fence or when the guards aren't looking. The third way is to strong arm their way past the guards and into the plant. Whatever the players choose, they need to find access to the power plant's compound.

Persuading the Guard

Dice Pool: Manipulation + Persuasion (the character's) vs. Resolve + Composure (the guard's dice pool of 4).



Action: Contested

Hindrances: Guard is alert (-1), guard notices Moth (-1)

Help: Guard is bored (+1), Shifts are switching (+2)

Roll Results

Dramatic Failure: Guard denies entrance and orders more security at the gate.

Failure: You are denied entrance and asked to leave the premises.

Success: The guard grants you access, but remains wary of your group.

Exceptional Success: The guard escorts you to the central control building.

Climb the Fence

Dice Pool: Dexterity + Athletics

Action: Instant

Hindrances: Guards patrolling the area (-1), electrical fence (-2)

Help: Nighttime (+1), no barbed wire (+1)

Roll Results

Dramatic Failure: Your character falls and takes 1 point of bashing damage.

Failure: Your character cannot overcome the barbed wire.

Success: Your character successfully climbs the fence, but takes 1 point of bashing damage from the barbed wire.

Exceptional Success: You climb the fence completely and with no damage done to you.

Barrel Through the Fence

This action requires three successes in order to remove the chain-link fence. The character is essentially hurling her body forward with all her might in an effort to knock the gate off its hinges.

Dice Pool: Strength + Stamina. You are running through a chain-link fence with a Durability of 1 and a Structure of 3.

Action: Instant

Hindrances: Guards are in your way (-2), wet ground (-1)

Help: Heavy object (Durability of 3 or more) used as a battering ram (+3)

Roll Results

Dramatic Failure: You snag part of your body on the fence. Take one point of bashing damage.

Failure: You fail to impact the fence in any significant way.

Success: The fence's Structure rating decreases by 1.

Exceptional Success: You barrel through the fence with no problems, gaining access to the compound.

At any point, you may make a chance roll to determine if any security guards spot the throng intruding into the compound. A dramatic failure on this roll brings the guards into the area. Use the Security Guard Template in the **World of Darkness** rulebook (pp. 204-5).

If the characters have wire cutters, they may cut a hole in the fence. No roll is necessary for this action, although you may make a chance roll to see if an alarm is sounded.

Consequences

Once inside the compound and away from possible threats, such as security guards, it is a simple matter of finding the central control building and reaching the roof of that building (climbing stairs, taking elevator, etc.). Once there, proceed to "To the Flame."

To the Flame

MENTAL ..

PHYSICAL

SOCIAL ..

Overview

On the rooftop of the power plant, the troupe encounters Moth and the Wainwrights, who change form to become the Firebrands. As the *qashmallim* approach Moth with the intent of destroying him, the throng has a choice: either help Moth or help the *qashmallim*. Both choices result in a battle.

Description

The wind howls on the rooftop of the control building. Twenty stories above the ground, even this building is dwarfed by the smokestacks billowing dirty clouds into the air. Moth stands in the middle of the roof, his eyes open and staring at the ground. His body shakes slightly, the building resonating with his vibrations. Behind him, the Wainwrights stand over him. Upon noticing you, they glance up, their expressions blank. Together, their bodies change into different beings entirely, radiant figures with long, feathery wings, shocking red hair and swirling colored robes. You see them now for what they truly are: angels of the Divine Fire.

Storyteller Goals

This is the climax of the story, and the most difficult decision in the plot. As Storyteller, you have a number of ways to influence the decisions of your players. First, Cleaves can insist on attacking the *qashmallim* in retaliation for his kidnapping. Second, the *qashmallim* can plead their case about stopping Moth (although they know that doing so will result in a Firestorm). Moth is in the throes of his Bestowment, focusing his energies on weakening the power plant's structure and starting a new Great Fire. Lay the options out for the players and let them decide for themselves.

Character Goals

With all the options established by the Storyteller, the characters' goals are to simply choose an option and run with it. Either they want to stop Moth and help the *qashmallim*, stop the *qashmallim*, or watch as the action unfolds without their interruption. Any of those actions will have devastating effects on Newton, so there is no easy or correct choice.

Actions

The only action that need be performed by the characters is combat, whether it is against the Firebrands, Moth or both. The Firebrands are defensive fighters, dodging attacks and holding their ground. One *qashmal* is difficult enough to fight against; battling two is even worse. The *qashmallim* are not there to fight and kill the throng; in fact, they find them more of a distraction than anything. Their focus is on Moth and stopping him from starting another Great Fire. If the throng decides to attack the Firebrands, you have the choice of keeping Moth in the background and focused on weakening the power plant (as that is his sole obsession), or he can join the fight on the throng's side. Regardless of whose side he takes, Moth is a ferocious fighter, specializing in attacking from the air. Whereas the Firebrands are calm and collected, Moth is a flurry of claws, kicks, punches and swoops. He has no particular target in mind, only the being closest to him. Moth takes full advantage of the Promethean's persistence in battle: he will fight until he dies.

If the *qashmallim* are defeated, the Created have only a short time to persuade Moth to leave the area. This can be done through threats, intimidation, persuasion or another bout of combat. You can attempt to roleplay this scenario entirely, but bear in mind that Moth is essentially mute. The best determining factor of whether or not Moth leaves is to make a Humanity roll for him. If he passes that roll, he agrees to leave and flies away. If not, he continues with his Structural Rot action. The characters may attack him if it comes to this, although they he will concentrate solely on this action.

Consequences

If Moth is defeated, a Firestorm ensues, spurred on by the *qashmallim*. Proceed to "Firestorm." If they defeat the *qashmallim* and Moth leaves, proceed to "Firestorm." If Moth is not persuaded to leave, proceed to "Another Great Fire."

Firestorm

MENTAL –

PHYSICAL ••

SOCIAL –

Overview

Through the release of so much Flux from the *qashmallim* and Moth, a Firestorm erupts on the roof of the power plant, enveloping the Prometheans. Raging for a few brief moments, the Created are each affected by the storm in some significant way.

Description

The air changes, the wind stops its howling. Your Azothic radiance pulls at your body, tearing at the fabric of your being. The building stops shaking, but your bodies do not. You vibrate furiously for a few, long moments, then stop. A blue flame engulfs your throng, the Divine Fire fluctuating its energies around you, battling with Flux to even the balance. You are caught in a Firestorm.

Storyteller Goal

Firestorms are dramatic events, rarely experienced by Prometheans. They are usually life-changing events, and that is the goal here: by defeating either Moth or the *qashmallim*, the influx of Pyros into the area has created a saturation of Flux. The Created are dealing with the aftereffects of this fluctuation. There are a number of different Firestorms possible, but this one in particular should be a wave of Divine Fire engulfing the Prometheans for a minute or two at most before disappearing. The effects of the storm are contingent on each individual character, but the experience is designed to be life-altering.

Character Goals

The character's only goal is to survive the Firestorm and to learn from it in some significant fashion.

Actions

Firestorm

Dice Pool: Roll Moth's Azoth score (dice pool of four). All the characters contest this roll with a reflexive Stamina roll.

Action: Instant, contested

Hindrances: Prometheans (other than Moth) (-1)

Help: (for Moth) *Qashmallim* in the area (+1), (for throng) Branded Throng (+1)

There are some modifiers to take into account for the Azoth roll:

Roll Result

Dramatic Failure: "Ersatz Mortality" occurs. Refer to **Promethean: The Created** (p. 254) for information about this effect, which washes the supernatural elements away from the afflicted Promethean for one scene, granting her a brief experience of mortality without the benefit of a soul. Once the scene is over, she returns to her Promethean state. Immediately roll for Torment.

Failure: Promethean must roll for Torment

Success: Promethean loses one point of Azoth

Exceptional Success: Promethean incurs one point of lethal damage.

Consequences

The Created struggle with the aftereffects of the Firestorm and continue their Pilgrimage.

Another Great Fire

MENTAL –

PHYSICAL ••

SOCIAL ••

Overview

Moth successfully breaks down the power plant's structure, creating an inferno in the area. The Great Fire destroys the countryside again; the characters must flee the area before it burns them as well.

Description

The building shakes with Moth's every vibration. Groans pour out into the night, metal bends beneath you, windows shatter, and flames lick the air. The building collapses slightly. Moth stops moving. He stares at you, then takes to the sky. A conflagration erupts from the building, spewing forth into the nearby woods. The Great Fire has started again.

Storyteller Goals

This scene is an optional one, designed to show the results of the throng's failed mission. Your only goal in this scene is to have Moth escape the scene alive, if he can.

Character Goals

The characters have one goal: run. The Great Fire spreads quickly, and if the Prometheans do not leave immediately, they will be caught in its wake. If they have the weaponry, they can attempt to shoot Moth down from the sky, but time is short and they can only take one or two shots at most before the fire rages too wildly for them.

Actions

After the conflagration begins, Moth flies erratically in the air, swiftly taking in all that he can of the fiery chaos. His attention is completely devoted to watching the flames. If he is within range, the characters can attempt to shoot at him with whatever projectiles they have. However, their main action will likely be running away from the scene.

The characters only have about three minutes to escape before it is too late. You can measure this time in rounds, with one round equating about three seconds in real time. Remember, the characters are on the twentieth floor of a compound. They must make their way to it and then drive away from the area in order to escape unharmed.

If you don't feel like roleplaying this scene round by round, you can simplify the actions to a few rolls to determine the obstacles in the characters' way. Roll a single die to determine if the elevator is working; a success means it is. If it isn't working, have the characters make a Dexterity + Stamina roll as they move down the stairs. A failure results in them either stumbling or losing their breath about two-thirds of the way down, causing a half-minute delay in their escape. Once out of the building and into their vehicle, have the driver make a Dexterity + Drive roll, representing the increased number of obstacles on the road and the random direction in which the fire spreads. If one of the characters has the Direction Sense Merit, this roll can be negated.

Consequences

The throng leaves town and continues on their Pilgrimage.

Aftermath

No matter which scene you end with, the characters will come out deeply affected, either spiritually, emotionally or physically. Part of the Promethean condition is to experience and understand humanity, and understanding that bad things happen to good people is a crucial lesson. In the aftermath of the second Great Fire or the Firestorm, the Prometheans have learned a valuable lesson about the fate of mortality. The question is, where do you go from here?

Part of the answer is up to the players. They could use this as a springboard to relocate their base to another area entirely, joining Cleaves in a continuing Ramble. Or you can have the Prometheans return to Newton to aid in the rebuilding process. Your group didn't leave in exactly the best circumstances, what with the angry mob forming around you, but if they got a chance to realize that you averted a greater tragedy, there might be some greater reward in that motion. Your throng could reestablish themselves at Newton, basing their activities entirely from its borders.



A few things to consider: If the throng persuaded Moth to leave the area, how long will he stay away? It is not impossible for him to return to Newton, or even hunt down the throng and attack again: Moth can come out of nowhere with relative ease. Also, how does Cleaves fit into your chronicle? Is he a trusted ally? Does he have any more tall tales to inspire and instigate the throng? And finally, what about the Fire Stomp Dance? It's a yearly festival; how would the Prometheans be welcomed if they returned next year? Will the mob form again, or are they just that much closer to achieving humanity and being accepted by society?

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:

- +1 experience for rescuing Cleaves
- +1 experience point for defeating Moth or the Firebrands
- If the characters killed Bellome and the Pandorans, give them +1 for killing Bellome and +1 if they killed any other Pandorans
- If any milestones were achieved during the festival, give them +1 for successfully interacting in a large group festival.
- And of course, give the characters +1 Vitriol for any milestones achieved.

SCENE: Meet Cleaves

12

MENTAL • PHYSICAL • SOCIAL •

HINDRANCES

Busy room with lots of mortal (-1), Cleaves is drunk (-2)

HELP

Empty bar (+1), Cleaves is sober (+1)

OTHER

Optional Prologue

STs

Introduce Cleaves to the throng.

PCs

Meet Cleaves, learn about Newton

SCENE: Enter the Steak Pit

14

MENTAL • PHYSICAL — SOCIAL ••

HINDRANCES

Citizen is tired (-1), Citizen has seen Moth (-2)

HELP

Talking to Miss Sue (+1), talking to the local drunk (+1)

OTHER

None

STs

Establish setting, introduce Miss Sue

PCs

Find clues to Moth's whereabouts

SCENE: The Shotgun Willow

16

MENTAL • PHYSICAL ••• SOCIAL —

HINDRANCES

Rain (-1), fog (-1), wind (-1), darkness (-2)

HELP

Daytime (+1), silence (+1)

OTHER

Combat with Moth, short and intense

STs

First encounter with Moth, kidnap Cleaves

PCs

Find more clues to Moth, stave off attack Moth's attack

SCENE: Back to the Pit

18

MENTAL • PHYSICAL — SOCIAL ••

HINDRANCES

Citizen is tired (-1), Citizen has seen Moth (-2)

HELP

Talking to Miss Sue (+1), talking to the local drunk (+1)

OTHER

See small talk in "Enter the Steak Pit"

STs

Guide characters to hotel room

PCs

Find more information about the Wainwrights

SCENE: Ghost Attack

20

MENTAL ●●

PHYSICAL ●●

SOCIAL ●●

HINDRANCES

New locks (-1), poor lighting (-1), reinforced locks (-1), Miss Sue is in a hurry (-1)

HELP

Old locks (+1), basic lockpicking equipment (+1), worn hinges (+1), the diner is not busy (+1)

OTHER

Ghost attack

 **STs**

Slow down investigation with ghost attack

PCs

Break into hotel room and find clues to Cleaves's whereabouts.

SCENE: Rescue Cleaves

22

MENTAL ●●

PHYSICAL ●●●

SOCIAL —

HINDRANCES

None

HELP

None

OTHER

Bellome and Pandorans will fight to the death

 **STs**

Combat with Pandorans

PCs

Defeat Pandorans, rescue Cleaves

SCENE: Fire Stomp Dance

23

MENTAL ●●●

PHYSICAL ●

SOCIAL ●●●

HINDRANCES

Wealthy patron (-1), antique (-1), throng is scattered among crowd (-1)

HELP

Item has personal significance (+2), item is common in Newton (+1), low light (+1), throng is in close proximity to each other (+1)

OTHER

Music, carnival games, crafts and the Fire Stomp Dance are also present

 **STs**

Create milestones for characters; instigate mob

PCs

Establish meaningful human contact; escape the mob

SCENE: Power Planted

26

MENTAL —

PHYSICAL ●●

SOCIAL ●●

HINDRANCES

Alert guard (-1), guard notices Moth (-1), guards patrolling area (-1), electrical fence (-2), guards are in your way (-2), wet ground (-1)

HELP

Bored guard (+1), shift switching (+1), nighttime (+1), no barbed wire (+1), heavy object used as battering ram (+3)

OTHER

None

 **STs**

Provide hindrance before final scene with Moth

PCs

Get inside the compound

SCENE: To the Flame

28

MENTAL ●● PHYSICAL ●●●● SOCIAL ●●

HINDRANCES

None

HELP

None

OTHER

Fight either the *qashmallim*, Moth or both

STs Provide choice for characters: stop either Moth or the *qashmallim*

PCs Stop either Moth or the *qashmallim*

SCENE: Firestorm

29

MENTAL — PHYSICAL ●● SOCIAL —

HINDRANCES

Prometheans (other than Moth) (-1)

HELP

Qashmallim in the area (+1), branded throng (+1)

OTHER

None

STs Establish dramatic event for individual Prometheans

PCs Survive the Firestorm

SCENE: Another Great Fire

30

MENTAL — PHYSICAL ●● SOCIAL ●●

HINDRANCES

None

HELP

None

OTHER

None

STs Provide obstacles for escaping Prometheans; create atmosphere of tragedy and calamity

PCs Escape the compound and the raging inferno

SCENE:

○

MENTAL PHYSICAL SOCIAL

HINDRANCES

HELP

OTHER

STs

PCs

Name: Rover Cleaves Virtue: Faith
 Concept: Wayfarer Vice: Wrath

Lineage: Ulgan
 Refinement: Aurum

| | | |
|--------------------|-----------------|--------------------|
| Intelligence ●●○○○ | Strength ●●●○○ | Presence ●●●○○ |
| Wits ●●○○○ | Dexterity ●●○○○ | Manipulation ●●●○○ |
| Resolve ●●○○○ | Stamina ●●○○○ | Composure ●●○○○ |

| SKILLS | MERITS | HEALTH |
|---------------------|-------------------------------|--|
| Investigation ●○○○○ | Direction Sense ●○○○○ | ●●●●●●●●○○○○○ |
| Medicine ●○○○○ | Fighting Style (Boxing) ●●●○○ | □□□□□□□□□□ |
| Occult ●●○○○ | | WILLPOWER |
| Athletics ●○○○○ | | ●●●●○○○○○○○ |
| Brawl ●●○○○ | | □□□□□□□□ |
| Drive ●●○○○ | | PYROS |
| Stealth ●○○○○ | | □□□□□□□□■ |
| Survival ●●○○○ | | ■ |
| Empathy ●●●○○ | | AZOTH |
| Persuasion ●●●○○ | | ●●○○○○○○○○○ |
| Socialize ●●○○○ | | TRANSMUTATIONS |
| Streetwise ●●●○○ | Ephemeral Flesh | Deception - Incognito Dice Pool 0 |
| ○○○○○ | | Deception - Leave No Trace Dice Pool 3 |
| ○○○○○ | | Mesmerism - Fixed Stare Dice Pool 5 |
| ○○○○○ | | Mesmerism - Suggestion Dice Pool 8 |
| ○○○○○ | | Mesmerism - Dreamsharing Dice Pool |
| ○○○○○ | | Dice Pool |
| ○○○○○ | | Dice Pool |

Notes

| | | | | | |
|-------------|----------------|--------|-----------|---------|------------------------|
| Humanity: 7 | Weapon | Damage | Dice Pool | Special | Experience |
| | Brass Knuckles | 1(B) | 5 | - | Size 5 |
| | Knife | 1(L) | 5 | - | Speed 10 |
| | | | | | Defense 2 |
| | | | | | Initiative Mod 4 |
| | | | | | Armor |

Name: Moth Virtue: Fortitude
 Concept: The Monster Vice: Greed
 Lineage: Unknown
 Refinement: Centimani

| | | |
|--------------------|-----------------|--------------------|
| Intelligence ●●○○○ | Strength ●●○○○ | Presence ●●●○○ |
| Wits ●●○○○ | Dexterity ●●●○○ | Manipulation ●●●○○ |
| Resolve ●●●○○ | Stamina ●●●○○ | Composure ●●○○○ |

| SKILLS | MERITS | HEALTH |
|---------------------|-----------------------|---|
| Crafts ●○○○○ | Direction Sense ●○○○○ | ●●●●●●●●○○○○○ |
| Investigation ●●○○○ | | □□□□□□□□□□ |
| Occult ●○○○○ | | WILLPOWER |
| Athletics ●●○○○ | | ●●●●○○○○○○○ |
| Brawl ●●○○○ | | □□□□□□□□ |
| Stealth ●●○○○ | | PYROS |
| Survival ●●○○○ | | □□□□□□□□■ |
| Animal Ken ●●○○○ | | ■ |
| Empathy ●○○○○ | | AZOTH |
| Intimidation ●●○○○ | | ●●○○○○○○○○○ |
| Streetwise ●○○○○ | | TRANSMUTATIONS |
| ○○○○○ | Structural Rot | Pandoran - Bestly Assimilation Dice Pool N/A |
| ○○○○○ | | Pandoran - Demon's Call Dice Pool 5 |
| ○○○○○ | | Pandoran - Unwholesome Visitation Dice Pool 3 |
| ○○○○○ | | Pandoran - Wall Walking Dice Pool 5 |
| ○○○○○ | | Pandoran - Wings Dice Pool N/A |
| ○○○○○ | | Dice Pool |
| ○○○○○ | | Dice Pool |

Notes

| | | | | | |
|-------------|--------|--------|-----------|--------------|------------------------|
| Humanity: 3 | Weapon | Damage | Dice Pool | Special | Experience |
| | Punch | 1(B) | 5 | - | Size 5 |
| | Kick | 1(B) | 5 | - | Speed 11 |
| | Swoop | 3(B) | 7 | from mid-air | Defense 2 |
| | | | | | Initiative Mod 6 |
| | | | | | Armor |

