

Banshee in Paris: An Adventure for Mage: The Ascension™ Roleplaying Game

An Adventure/Scenario set in Paris for [White Wolf's Mage: The Ascension™ Roleplaying Game](#)

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Estimated Duration

4-6 Hours

Suited for 4 Players

Playtesters

Peter, Fiachra, Erik and Vietrung



Blurb

"Magic users across the Fair City of Paris have been suffering visions of a howling spirit in the burnt remains of Paris. Maxime, Head of the Order of Hermes, has asked you to find out what is going on and what it may mean. Even the Technocracy has no clue."

A very non-canon Mage story set in the French City of Paris. A City dominated by the very ancient Order of Hermes and the very new technology of the New World Order and everything else just bubbling up through the cracks."

Concept

A mage adventure set in the *magical* city of Paris.

seeing a vision of a Banshee howling over the remains of Paris. Is Paris in danger? And can they stop and avert it?

Point

The players take the role of Tradition Mages told to investigate why mages all over Paris are

Summary (or How to Run This Scenario in Ten Minutes...)

Paris. The Head of the Order of Hermes, Maxime, has asked the players, to investigate



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

the cause of the visions that have been inflicting mages and other magically embued citizens of Paris. The vision shows a "Banshee" screaming in the possible ruins of Paris.

The players have characters that are just a rag-tag bunch. Their mission, though they don't know it, is nothing more than a front.

The Technocracy is also interested in the visions, as some of their more "sensitive" operatives have been impaired because of the visions. Le Fay, a manager in the Technocracy, offers any help to the players.

The players discover that the woman in the vision is a Banshee who normally heralds the death of someone but this case it's more like a psychic scream from the future of some impending disaster.

They find a person (a homeless man) being chased by two Gendarmerie (French Policemen!). The homeless man is showing signs of receiving the vision. The police turn out to be Nephandi who turn on the mages. The mages should manage to defeat them but the homeless man is killed by a mysterious "Man in Grey" who disappears without any sort of trace (be it mundane or magical).

Also occasionally they should come across protestors about nuclear testing. This is a seed for the plot later on. They are protesting about several corporations who are doing nuclear testing. Some of the corporations are owned by the Technocracy, one of the companies involved is Pentex (but this should mean nothing to the players' characters in-game).

Eventually events conspire to tell them that it involves the "clockers" and Paris's Eiffel Tower. As it turns out the Sons of Ether are holding a convention there and invite the group along. They hold a meeting during the convention to discuss the visions and the cabals' investigation. As it turns out, the Eiffel Tower is a paradox magnet built by Jules Verne. It attracts and stores paradox from the city, giving Paris its magical air.

At that time, Maxime head of the Order of Hermes strikes. Using powerful magic he makes

the clockers and the Eiffel tower disappear (though he does "save" the characters first). Maxime explains that his and others predictions show that the disaster predicted in the Visions is related to the Clockers and Eiffel Tower. So they get rid of them.

Later, the cabal get a visit from the "Man in Grey" who explains that the Nephandi have been involved in helping this disaster come around. They are glad of the cabal's intervention that got rid of the Tower. He explains that he has been aggravating protestors in the city and soon they would do something everybody would regret. And so the cabal is dropped into a realm of nothingness.

But the end is not at hand; the clockers and the Eiffel tower appear and save the cabal. They have jerry rigged the tower and so are all on a mission back to Paris.

And pop! The tower returns to Paris, though not where it should be. But things have gone insane. People are running around infected by a terrible madness. Spirits and Nephandi monsters wander freely. The Umbra merges with reality in a horrible way and at its epicentre is the Technocracy centre.

The group should journey towards the centre and the madness and Umbra get wilder and people start exhibiting mutations. With the help of the clockers they should be able to enter the epicentre to find that the Technocracy are holding the whole thing from just going wild. The Technocracy had been experimenting with a new form of energy – Paradox. Unfortunately they never knew about the Tower's dual purpose and once it was removed the mix became unstable. Along comes the protestors who break in and accidentally set off a chain reaction.

One of the characters knows a lot about Prime – he is nearly a master and well respected. He can attempt to sacrifice himself to seal the hole. But he needs time. Outside the Nephandi are attacking so that has to be stopped.

In the end, the cabal should manage to turn the tide and stop the complete annihilation of Paris but more than likely the victory costs their lives.



Setting (though you don't have to read it all to run it...)

Forget the Ascension Wars. All there is a delicate balance, a truce between the powers of the ancient and the new power of technology and a whole lot of darkness bubbling through the cracks.



Figure 1: A view of Paris

The Ancient Order of Hermes has a **truce** with the collective Technocracy in Paris. There is no pogrom though there are occasional turf incidences but in Paris, the traditions are policed by the Order and technology-wielding Agents by the New World Order. Both sides leave each other alone to pursue their own interests.

The **Order of Hermes** is a monolithic ancient order that is spread across Paris.



Figure 2: Another view of Paris

They have chapter houses everywhere, though the main one is at the famous Louvre. Louvre is a huge gallery (which contains the famous Mona Lisa) in an old massive palace. There is a park, mall, cafés, shops (include Virgin Megastores)

around and underneath the building. Thousands of tourists and visitors pass through it everyday. Underneath all that are the massive vaults where paintings and other artwork that is not on display are stored. It is here that there are secret massive libraries owned by the Order spanning centuries of occult teaching. Access is only to Order members and occasional Tradition member with special disposition. Many of the well ranking Order Masters have offices around the old palace.

There are several smaller ones around. Many are just bookshops or cafes where intellectuals meet.

The Order of Hermes is filled with politics though now a day it's not as lethal as it once was. Masters are often gunning for important positions or agendas. Even the lower ranking members are politically motivated. The few that aren't are often left alone and respected if they have real power or drawn into the fold regardless of how hard they try to resist.

Saying that, the Order is still deadly efficient when it decides to do something. Bureaucracy is still a constant pain but here it does work.

Students are the new life in the Order. The Order sponsors many people that might have magical potential and some that don't. Education, Learning and Scholarship are considered cornerstones of the Order.

Maxime is a high-ranking Master in the Order and is often seen as the Leader of the Order in Paris even though a council rules it. He is known to get dirty in situations that require someone to do it. His reputation is one of power and direction.

The **Technocracy** is La Défense. La Défense is a huge monument made of glass and steel that resembles the famous Arc de Triumpe. In fact the three, La Défense, Arc de Triumpe and the Eiffel Tower are meant to lie in a direct line. Around the La Défense are huge glass skyscrapers and buildings with glowing neon corporate names and logos. Office blocks, Corporation headquarters etc. Here the New World Order's French Division is based. They are involved in Government decisions on technology



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

and information. One of their landmark achievements was the banning of any sort of encrypted data passing through France allow for easy data mining of communication for the Division. They are involved in all kinds of technological and data related developments and fund many other projects.



Figure 3: A Skyscraper in Paris

The New World Order's relationship with the Order of Hermes is one of mutually respect. Neither could succeed in attempting to dominate Paris and it is often in both their best interests to compromise. The NWO control and maintain the technology of the city, the Order of Hermes police the traditions and maintain an open but structured magical presence.

Recently a project was started to develop a new magical power source based on the unlimited resource of Paradox. This was done with many other corporations including Pentex. Because the nature of this project was top secret, the experiments and research were actually being done near the La Défense.

The same alliance of corporations was responsible for much research into power sources including nuclear and a different set of Protestors every day are outside the offices placating the corporations. These same Protestors are being aggravated by Nephandi magic, enraged to do dangerous and stupid things.

Unbeknown to the NWO is that the paradox energy they generate is safe because the most

dangerous elements are siphoned into the Eiffel Tower by a Son of Ether's invention.

Le Fay is the spokesperson for the New World Order and deals with any issues between the Order of Hermes and the Conventions. He is smart, charismatic and has a way of appearing to be always telling the truth.

What lies beneath the city is another thing.

There are the **catacombs** that tunnel all over the city. The catacombs are built of bones and skulls. Small sections are maintained as tourist attractions but vast amounts of catacombs lay hidden under basements and along side metro lines. The **Euthanatos** and **Hallow Ones** use them as they're meeting places and they have an "oracle" that goes by the title of Queen. She maintains a powerful sanctum and node and is prophetic and mad. There are stories that she is the remains of Queen Antoinette but most clever Euthanatos dismiss that and say she is much older than the Revolution.



Figure 4: The Eiffel Tower

The Queen has actually conversed with the Banshee and knows what will happen and how it will happen though she seems forbidden to pass that information on. She can only push the characters to the next step. The Queen never leaves her sanctum but there she is practically omnipotent.

Then there are the **sewers**. Much like the catacombs, small sections are tourist attractions. The sewers are deeper and cover more of Paris than the catacombs. But dark things lurk here just under the dark waters. The Nephandi creations and infernal magic bubbles up constantly. No person (be it tradition mage or



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

NWO agent nor mortal) would dare travel the darker parts of the sewers.

A major Nephandi player is the **Man in Grey**. He is a spirit with immense power. As the time gets closer to the disaster prophesied by the Banshee, his power becomes stronger and more able to withstand paradox. He can disappear at will and reappear. He is aware of what the Banshee tells and actively tries to

bring it about without directly getting involved.

The Queen and the Man in Grey are enemies and the Man in Grey is bringing his forces to bear, particularly now when there is a lot to gain for the Nephandi.

The other traditions are all knocking around the place.

The **Sons of Ether** or the Clockers as they are known in Paris have a long tradition with the city. Jules Verne is a celebrated inventor. His construction, the Eiffel Tower is a testament to the Clockers. It *sucks* the most dangerous paradox into it and recycles it into harmless gas. Every year at roughly this time, the Clockers hold a three-day convention to demonstrate their inventions and discuss major issues in science world. From the apparently very sane computer programmers to the obviously insane tinkers come from all over France. Devices to make the perfect cappuccino, reviving steam-tech armour, new abstract genetic algorithms, wild crossbreeding animals, calculation and prediction devices etc. Think the wildest of

Victorian science fantasy made real in the modern day.

The Clockers are aware of the visions (though most will refer to them as vibrations in the collective unconscious or some other long

winded technical description). Their own predictions have revealed that the Eiffel Tower and themselves will be involved. When the cabal show up, they'll also realise they are involved in the



Figure 5: Map of Paris

resolution of the visions. Though they have no idea what is really going to happen.

The other traditions are mostly just random assortments of cabals spread across the city.



Figure 6: Latin Quarter

A lot of the **Cult of Ecstasy** can be found in the Latin Quarter, a popular student and tourist area with many cafés and night-clubs and Montmartre a famous place for artists.

The **Celestial Chorus** once shared power with the Order of Hermes in controlling the city but has since been reduced. There work in the many



churches of different faiths across the city with their centre in Cathédrale Notre Dame.

The Akashics can be found in nearly any part of Paris. There are many gyms and clubs specialising in Martial Arts and many are run by Masters. Judo is a popular sport and is taught to children in schools.



Figure 7: Statue from a Parisian Park

You may think the **Verbena** and **Dreamspeakers** would have little to do with such a metropolis as Paris but indeed there is some real cabal floating around the many parks and estates.

The **Virtual Adepts** work everywhere in the city for IT companies to Media corporations to Internet Cafés.

I've left out on purpose any suggestions about Vampires, Werewolves and other world of darkness types. This story is about Mages. For all practical purposes, there are no Vampires, Werewolves or other heavy-duty supernatural types beyond Mages and Spirits dwelling in Paris.

Paris is the city of magic, literally. More than any other place, magic seems to be easier and flows much smoother, mostly in part to the function of the Eiffel Tower as a paradox magnet. Like all cities it has its bad areas and its good areas, its popular centres and its tourist centres. But everywhere seems to be teeming with life more so than other places.

In the **Umbra** the city is made up of glittering illuminated towers, even the technocracy

buildings are works of industrial beauty. Above all this the Eiffel Tower stands tallest and beams a great light across the entire city day and night. The spirits nearly always have regal and noble appearances.

The Vision that is affecting the magical citizens of Paris is violent and shocking. Theses that are inflicted fall to the ground in pain. Blood dribbles from their eyes and ears and are incapacitated for an hour or so afterwards. They see in terrifying detail a woman in white and grey rags with streaming white hair flying incredibly fast through the ruins of Paris. The buildings are burnt out and destroyed. The sky is dramatic red. The woman's scream is more than just sound and it hurts incredibly. The vision is a psychic scream from the future where the Technocracy experiment into utilising paradox energies goes horrible wrong. Reality will be terrible mutated and madness and death are a short distance after.

Often the Nephandi are close behind when someone suffers a vision. If the vision sufferer can be removed without any eyebrows being raised (down and outs, tourists, by themselves etc.), the Nephandi will move in and destroy the victim. Otherwise they keep their distance. The cabal will at some point foil one of these attacks.

You now know enough to run Banshee in Paris. What follows is some stuff that might be useful as reference or inspiration.

It's The Little Things that make a Difference...

The Small and The Very Large Roads & Driving in Paris



Figure 8 : Small Streets of Paris



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Paris is made up of little tiny streets with huge buildings standing right on the edge of the pavement. Because of the age of Paris the areas are very hilly, going up and down. If you've ever seen the movie "Ronin" with Robert De Niro you'll know what I'm talking about.

Though the exact opposite can be said. In fact there is a huge motorway, that's over 16 lanes of traffic, that circles the city!

Driving is much more hectic then Dublin. The tight roads require delicate parking and aggressive driving to get anywhere. Most cars have got a few dents in them. But at least they indicate before pulling out.

Café versus Pubs

There isn't the same pub culture in Paris as there is here. They are cafés on every corner and wine bars everywhere else. A pint will cost you eight Euro (twice the price of a pint in Dublin). Wine is popular particularly with food. Whiskey and liquors are more popular in the bars.

Coffee, Wine, Cheese and Bread

Coffee, Cappuccinos, Wine (red or white), Hundreds of different Cheeses, Long Baguettes etc. The French don't eat snails every day but they do have some good stuff.

The French Attitude

The French are often described as rude. That's pretty unfair. They have very little tolerance of stupidity and what they consider rude and have are very efficient and serious attitudes. Once they finish dealing with you they move on (which can seem quite rude to everyone else).

As a tourist, if you make an effort to speak the language you'll get a different treatment then if you don't bother.

The Metro and Public Transport

Forget all the complaints about Dublin transport and you're just about beginning to imagine French transport. While Paris suffers traffic jams like every major European City, the metro (the underground trains) is efficient and very reliable. You can use it to get you anywhere in the city, on average, about twenty minutes.

Even the bus service is a utopia compared to Dublin. Most bus stops have a time indicating when the bus will be there and it's generally right. And people really do exit by the side doors.

You can buy a single ticket and it'll work on the bus *or* the metro.

The French do it with Style

The French are much more into their appearance then most Irish folk and therefore much more stylish. Well seeing Paris is the home of fashion...

Melting Pot

Paris is a huge city. 2.15 million people leave there. There are all kinds of ethnic diversity. The more popular areas are pumping with vitality and amazingly diverse cultures and communities live right atop of each other.

Oh yea, they all speak French

Least you forget. Everyone speaks French. Though it's quite likely some speak English as well.

List of Useful Locations

Louvre Museum – Beautiful ex-palace converted into a Gallery. It contains many masterpieces. It contains a huge public park with many Cafés. It is also the main chapter house of the Order of Hermes.



Figure 9: Eiffel Tower

Eiffel Tower – Built over 100 years ago for a



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Paris Universal Exposition it was only meant to be up for a few months but was never taken down. Design by the famous Son of Ether Jules Verne. It can be seen from nearly everywhere in Paris. At night it is lit up and a huge light rotates on top. It is often referred to as the Lady of Paris. The clockers use the tower for their annual convention in memory of Jules Verne.

Catacombs – In the 1700s there was a terrible shortage of graveyard space in France. The government moved over 4 million bodies to the Catacombs. Because it was impossible to identify the bodies, so it was decided to arrange the bones into rows of skulls, femurs and so on. There is a small section open to the public but the rest is hidden or lost or just inaccessible. The Euthanatos and Hallow Ones like to “hang” out in sections hidden from the Public. An “oracle” called The Queen is meant to habit a small section.

Sewers – The sewers of Paris are extensive. The original system was built in 1200 and over the centuries has been extended, rebuilt and lost. Contained in the waters are the dark things, the missing things and the things that nobody wants to think about. Nephandi lurk here, waiting and getting ready.

La Grande Arche de la Défense – A glittering arch that lies on the same axis as the Arc de Triomphe. It is at the centre of the la Défense, an area dominated by modern style skyscrapers, towers and office blocks. The Technocracy dominates the area.

Arc de Triomphe – Built in 1836, it stands overlooking the Champs-Élysées.



Figure 10: Cathedral of Notre Dame

Cathédrale Notre Dame – The famous Cathedral dates back to the 13th Century. It's incredible

large (130 meters long, 48 meters wide and 35 meters high) and filled with stunning stain glass windows and religious artwork. The Celestial Chorus often convenes meetings there for Tradition issues.



Figure 11: Statue from Père-Lachaise Cemetery

Père-Lachaise Cemetery – One of the four “garden” graveyards of Paris. It contains the bodies of Balzac, Victor Hugo, Colette, Marcel Proust, Chopin, Oscar Wilde, Sarah Bernhardt and Jim Morrison.

Avenue des Champs-Élysées - The Champs-Élysées, also named "La plus belle avenue du monde" in French (the most beautiful avenue in the world) stretch from the Concorde square to the Arc de Triomphe. It is a very pleasant promenade with lots of shops, restaurants and cafés.



Figure 12: Sacré-Coeur on Montmartre

Montmartre – Montmartre is the tallest hill in Paris. It's crowned by the large and white Sacré-Coeur Catholic Basilica. A very popular tourist area as the view of Paris is amazing. It has a very rural feel. Many artists still sell their



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

paintings there like the many artists from the bohemian life in the early 20th century (Renoir, Monet, Van Gogh, and Picasso among others). Many of the Cult of Ecstasy sell artwork around here.

Scene #5: A Meeting with The Queen
Scene #6: The Clockers Convention
Scene #7: Maxime knows how to spoil a Party
Scene #8: The Man in Grey acts
Scene #9: Saved by the Clock(ers)
Scene #10: The New Horror of Paris
Scene #11: Saving the City/Climax



Figure 13: View from Montmartre

How to play it (or Advice to GMs)

In the end it's up to you, as a GM, to decide how you can run it. You could "Ham it up" – all the incidental characters say "o la la", wear striped blue and white tops and wear a ring of onions. Or you could treat it as "a romp/adventure set Paris", a city that is bigger, grander and little more magical than anywhere else. But in the end, just make sure you have fun. There really is no serious point to this scenario except to have a magical adventure.

The nature of this scenario is one initially of investigation. The players are charged with solving a mystery. Rather than set out a blow-by-blow plot, I've created a set of scenes to throw in some action to the game and get the plot moving onto the next stage.

If the players are very pro-active then go with what they do. If they are not then you may end up depending quite heavily on these scenes to push the scenario along. You may have to force the plot along anyway, particularly if you start running out of time... Use your own judgement.

Breakdown of Scenes is like this:

Scene #1: Meeting with Maxime
Scene #2: Meeting with Le Fay (w/ Protestors)
Scene #3: Nephandi accosting a down-and-out
Scene #4: Neola gets the Visions



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Scenes/Plot

Scene #1: Meeting with Maxime

Point of Scene (or why are we doing this scene?):

- To get the whole scenario started
- Form the Cabal, introduce the players and tell them their mission

Actions (or what needs to happen in this scene):

- Maxime explains what is happening and what they need to do, their “powers” and their responsibilities.

Description:

He explains to them about the visions that have been afflicting mages across city. The player characters may already know a little about them. He explains about their mission, to discover what the visions mean and if they indicate some disaster to attempt to stop. He emphasizes the amount of responsibility that this entails, the mages of the city are expecting some sort of result from the Order.

Maxime is middle age but still incredibly impressive. Power is inherent in his personality. He has invited the players to his office in the Louvre Museum and it is a large office: oak desk, the walls covered in dusty tombs and artifacts that seem to have a certain magical presence.

“Welcome Gentlemen. I’m glad you heeded my call. Sit sit all of you. Would any of you like to drink?

Very well. Gentlemen I’ll get straight to the point. You may already know that many of the mages in Paris have been afflicted with a sudden and violent vision. What this vision is or means I don’t know.

That’s why I have gathered you all here. I have been given the responsibility to gather a cabal to investigate this visions and act on them to prevent them if they are a terrible prophecy.

You are that cabal. This is a great responsibility. The tradition mages of the city are expecting results.

You will report to me about anything you discover. Now is there any questions?”

Maxime has very little knowledge of what the visions are and who has been effect. This should be the first thing the players try and figure out.

Scene #2: Meeting with Le Fay (w/ Protestors)

Point of Scene:

- Introduce the Protestors.
- Introduce Le Fay and the Technocracy.
- Introduce what the visions are.

Actions:

- A meeting with Le Fay
- A description of the visions
- An incidental meeting with the Protestors

Description:

The players get a call. Be it a mobile that one of the characters own, or a telephone that “happens” to be nearby. It is Le Fay who asks to meet with them in the la Défense in relation to their *mission*.

If they for some reason they do not wish to visit the Technocracy (though there is no reason for the characters to fear the Technocracy in Paris), Le Fay will appear nearby (though the run-in with the Protestors will have to be arranged later).

When the cabal travel to the la Défense, they will find themselves in the middle of a protest. Hundreds of people protesting about illegal nuclear tests. Outside the building there is a permanent protest setup with people dispensing café and soup to the protestors. The players will have to make their way through. Let them talk with the protestors, if they wish. The protestors are angry about the illegal nuclear tests that are being performed. They should be nearly beyond reason if they are let to rant about the irresponsibility of the corporations (remember they are being aggravated and stirred by Nephandi magics).

Inside the New World Order building, it is hyper clean, smooth and utterly comfortable. All evidence of technology is hidden and neat. When a computer is required, a small display will appear in marble tables. There are no buttons to press or obvious sensors. The doors open as they approach and people will



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

appear without needing to be called. Even though everything seems comfortable, the characters will feel an oppression sensation. Magic will be harder and the mages will not feel truly comfortable here.

Le Fay will meet them as soon as they enter reception. He wears an all-black suit and white shirt but his tie is a dark shade of grey. He smiles a lot showing off his bright white teeth and shakes their hands. He is the ultimate in politician/diplomat.

Le Fay brings them into a beautiful board room. A huge black marble table and comfortable leather chairs. A small mini-table will raise from the centre of the table with hot café and tea. This café is okay in an odd way. It isn't nice but not disgusting. It's just got a same-y kind of taste.

"I'm aware that Maxime from the Order has charged you with uncovering the source of these peculiar visions. Many of my agents have been affected, even those with training to deal with spiritual dimension influences and direct mental psychic attacks.

It concerns me deeply and wishes to help you as much as I can. I have already compiled a collection of reports for your perusal."

Le Fay will be more giving in information. He'll have actual images of the vision taken from the memories of his agents. He'll have names of locations and people (both tradition and technocracy members) who have suffered them but then he'll go on about chaos theory in an attempt that they have been unable to figure out what the pattern is.

Le Fay will not talk about the protestors say it is a regular problem with the struggle of science and progress. He is hiding the knowledge of the secret paradox project but he does believe there is no connection with the project and the visions.

Armed with this knowledge the players can go off and learn about "Banshees" and death but it should be obvious these visions are more than just the regular Banshee visions. Something bigger and more magical and probably more terrible is going to happen.

Scene #3: Nephandi accosting a down-and-out

Point of Scene:

- Revealing evidence of Nephandi involvement
- The first real evidence of the Visions
- Introducing the Man in Grey

Actions:

- Two gendarmerie (policemen) are pushing around a homeless man
- The characters recognise that the man is suffering from the vision
- The two policemen reveal themselves as Nephandi Fomori and attack the cabal
- The Man in Grey appears, winks, and kills the homeless man

Description:

Two Parisian policemen (Gendarmerie) are beating on a homeless man. Emphasis the difference between the French policemen and our own Irish police. For a start they both have holsters with guns in them. They are tall wearing big blue bomber jackets, which make them look even more intimidation. They carry batons, which they are using to beat the homeless man.

It should be obvious that the man is suffering the vision. Blood is streaming from his eyes and ears. He is glowing with dark twinkling prime that anyone with awareness can sense.

As soon as the two policemen notice that the cabal has noticed them they charge the cabal and combat ensues. The stats for the Fomori are available on the Nephandi Stat sheet. The combat should be quick but violent. The bodies of the slain Fomori will melt into the ground.

But before they can reach the body of the homeless man, a mysterious man dressed in a suit of grey appears. He seems slightly translucent as if he's not really here. He touches the forehead of the homeless man. Acknowledges the cabal with a slight wave and leaves. The homeless man is instantly dead.



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Scene #4: Neola gets the Visions

Point of Scene:

- Meet a Hallow One who will arrange a meeting with the *Queen*.

Actions:

- Neola, a Hallow One mage, suffers the vision in front of them.
- The cabal help her and after she recovers she explains that the Queen in the catacombs knows about the Visions.
- She says she'll contact her cabal members and see if meeting the Queen is possible.

Description:

Neola, a young female Goth, falls on the ground in front of the cabal somewhere in public. She starts to suffer the vision, blood streaming from her eyes.

As long as the cabal help her after she recovers she seems delusional and wants to speak to the Queen. After she regains her senses she explains that the Queen is a powerful oracle in the catacombs. She explains that Queen knows what the visions are and will talk with those who suffer them.

The players may wish to convince her to bring her to the Queen or if not then she says she'll try and convince her cabal to arrange a meeting with the Queen.

They can either let her go and she'll contact them later or they can go directly to the catacombs.

Scene #5: A Meeting with The Queen

Point of Scene:

- Combat: a battle with the Nephandi
- Meeting with the Queen
- Indications that it all lies with the Clockers

Actions:

- The cabal arrive at the catacombs while a battle is being fought between Nephandi
- After the combat they meet with the Queen
- The Queen explains that they and the clockers are involved in the conclusion of the visions but no more

Description:

The cabal arrive at a private entrance to the catacombs. They are attacked by three or four Fomori. After the battle the cabal go down into the catacombs. First through a steep tunnel then into a small area who's walls are lined with bones. Several wounded Euthanatos meet them and explain the Nephandi have been attacked all day.

The Queen is expecting them.

The characters must enter into a secret section of the catacombs that is heavily protected by magic and Euthanatos. The Queen is dressed in the rags of an aristocracy gown. Her face is covered by a dusty dark veil. She speaks in circles and does not answer any questions directly. Any of the players magic does not work in this area. She will keep referring to the Lady and Clocks and how they will disappear and the world will open up. She tells them to go to the Lady and there the paths will move into alignment.

Eventually the Queen will shake her hands and the players will find themselves gone from the catacombs and beside the Eiffel Tower (the *Lady* of Paris).



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Scene #6: The Clockers Convention

Point of Scene:

- "Clocks" means "Clockers" means Sons of Ether
- The Convention
- The purpose of the Eiffel Tower

Actions:

- Meet the Clockers

Description:

The player characters *happen* to spot a few Son of Ether Mages heading to the inventors convention in the Eiffel Tower. The Son of Ether are known as Clockers (as in "Clock" from the Queen's cryptic message).

The Son of Ethers can be any kind of inventor from a little eccentric IT specialists to grey hair white lab coat mad men. Whatever is your particular fancy.

The Clockers eventually invite them to the convention in the Lady (i.e. the Eiffel Tower and the "Lady" reference from the Queen).

The convention will be filled with every kind of mad invention. Think steam punk meets the modern day. From the quintessential nerds to men (and women of course) dressed in steam-powered armour.

Use your imagination.

A huge red machine chugs in the corner and it's owner is determined to get everyone to try the coffee it produces, which happens to be excellent (in stark contrast to the coffee served in the Technocracy building).

Strange "Forbidden Planet" type robots, genetic clones, strange devices that have sparkingly lights.

All the people there are more than willing to describe their inventions and their work to anyone that will listen.

But at some point a meeting will be convened and the players invited. There a mage with lots of clocks hanging from his coat and scratch pad under his arms starts quivering about "converging streams of time and potentiality" and points to the player characters.

Not all the Clockers are mad. Many are very rational. The ones in this meeting are and they explain that they believe that the visions are "temporal disturbances" from the future caused by "wild paradox energies". They don't understand why this can happen because they have the Eiffel Tower at which point they explain what the Eiffel Tower is: a paradox magnet. It drains and makes harmless excess and dangerous paradox from the surrounding city.

At some point though, something very odd happens. The player characters start to *fade*...

Scene #7: Maxime knows how to spoil a Party

Point of Scene:

- The Eiffel Tower is lost and the "cap" on Paradox is taken off

Actions:

- Maxime uses correspondence to take the PCs out of the Convention
- Maxime makes the Clockers and Eiffel Tower disappear

Description:

The players find they are being corresponding out. They can try to resist but they fail quite miserable. Maxime is using correspondence and he is a master.

Once off the Eiffel Tower they see that the Order of Hermes has circled the Eiffel Tower with a ring of Salt. No one else is around. There is a huge surge of powerful magic and the Eiffel Tower pops out of existence.

Maxime is tired. His usual sharp attire is raggy and looks like he slept in them. He has a full day of beard growth. He is not prone to talking right now but if persisted explains that it was necessary, the clockers would be the *cause* of the terrible disaster and this was to prevent it. He doesn't believe anything the players say and dismisses them say they were nothing more then a PR stunt to alleviate the other traditions worries. The Order had been conducting prediction magics all along and had come to the conclusion that this was the solution. They use very old and dark ritual to make the Eiffel Tower disappear.



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Scene #8: The Man in Grey acts

Point of Scene:

- The Plot is revealed by the Man in Grey
- The PCs are spirited away before they can stop it

Actions:

- The Man in Grey appears to the characters.
- He casually thanks them and explains the plot
- He teleports the cabal to a place of nothingness

Description:

At some point, when the cabal are alone – be it in an isolated corner of a café or one of their apartments, the Man in Grey appears.

He is smiling and seems genuinely happy to see them. Any magics or attacks just pass through him. If the players try to leave they find they can't.

He genuinely thanks each one of them on their astounding work. Attempts to shake their hands. He then goes onto explain why he is happy.

"Your work was exceptional. Your investigations led the Order of Hermes directly to the Eiffel Tower, which setup the whole chain reaction.

The Clockers were right you see. The Eiffel Tower is a paradox magnet. What they didn't know is what the Technocracy are doing. You see they have been experimenting with paradox as an energy source. With the Eiffel Tower gone, their energy source is now a disaster waiting to happen..." he grins and rubs his hands together.

"My agents have been aggravating the protestors. Later today a group of them will break into the technocracy's labs, with a little help from us, and that disaster waiting to happen... will happen. It is just so delicious..."

He starts to leave by the same way he came and after he is gone, the players find that the room they are in now floats in a realm of total darkness. The door leads to nothingness and the windows peer into total blackness.

Scene #9: Saved by the Clock(ers)

Point of Scene:

- The Clockers come to rescue the players

Actions:

- The Eiffel Tower and the Clockers appear out of the nothingness
- With the Clockers help they teleport back to Paris

Description:

The player's senses some magic occurring – something arriving and pop! The Eiffel Tower is now floating beside the room the players are in.

The Clockers jerry rigged the Tower as a magical teleportation device and were hopping between dimensional realms. They picked up the players' magical signature and homed in.

In their most eccentric way, they invite the player characters to a nice warm of coffee before returning.



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game
By Mark Cunningham

Scene #10: The New Horror of Paris

Point of Scene:

- It's all seems too late.

Actions:

- The Paradox experiment has gone awry and all kind of weird things are happening
- The Nephandi are revelling in the horror

Description:

They appear back in Paris. The room appears back where it's suppose to be but the Eiffel Tower is right beside the room. This odd position of the Lady of Paris is unnoticed by the citizens of Paris because they are running around li ke mad men.

They are running and rioting through the streets infected with a terrible form of madness. They see hallucinations of terrible horrors. To make matters worse the Nephandi Fomori are walking openly in the streets, crawling up out of the sewers, attack and adding to the terrible mayhem. None of the services are running. The metros are dead; cars are crashed and burning.

But this is the tip of the iceberg. The sky is weird contrast of red and blue. A huge glowing dome shape dominates the La Défen se. Anyone with awareness can tell that this is the centre of the disaster. Huge amount of magic is involved in preventing the *dome* from expanding.

As they approach the epicentre, the lines between the umbra and reality fade. Wild bane Spirits fly maniacally around, the landscape changes and mixes with unreality to normality. As they get closer they meet citizens mutated by the explosion. Extra or missing limbs, faces have hidden or changed into branches of the tree. As they get closer, the mutations get more base. At the very edge of the doom, people are half amoebas, half-human.

The Nephandi swell in number but are as preoccupied with attacking each other as the mages. Around the Epicentre, the ground breaks and huge slithering tentacles reach out.

It is an image of reality gone mad.

Scene #11: Saving the City/Climax

Point of Scene:

- The Climax

Actions:

- The players must stop the Paradox from exploding AND stop the Nephandi hoards from succeeding

Description:

The Clockers use the jerry-rigged Eiffel Tower to make it appear beside the dome and suddenly the dome shrinks by a meter. They explain that they think they can send someone inside to try and stop it.

At the same time, the Nephandi make a concentrated attack on the Tower and the Clockers are made to make a stance.

If some of the players gone inside on the Clockers' jerry-rigged "boat" they discover that at the centre is a makeshift Technocracy lab using similar magical protection as the Clockers' jerry-rigged "boat".

They've been trying to control the leaking paradox but failing (that's the glowing dome). They are desperately trying to solve the situation. Le Fay is there and he is totally devastated by his *pet* project causing such a terrible disaster.

Any of the characters with prime can attempt to stop the paradox expansion but it will require self-sacrifice (and probably everyone in the lab will die). More then one person can help.

If any of the players are outside then they must defend the tower for as long as possible for while the tower is there the dome will not expand any further.

It is a race between those inside stopping the leak and the tower from being overrun.

As soon as the leak is stopped the doom subsides and reality returns to some normality. The Nephandi scuttle off and return to the sewers. Though those effected by mutations still suffer the terrible effects.

If the Tower falls then the dome quickly expands and swallows the entire city in a paradox storm that has never been seen before in the history of magic.

You should play it as a desperate race where those outside fighting a losing battle and those inside play a dangerous game.



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game

By Mark Cunningham

Cast of Non Player Characters

Maxime

Powerful council member and Spokesperson of the **Order of Hermes**

Personality and Appearance

Tall and thin, always dressed impeccably in fine tailored suits and with well-groomed black hair and clean well shaven face. Though he often smiles his face is stern and serious with deep-set eyes. For the most part people will only know his business persona and it's always on a serious level. Once he's finished business with you he'll quickly dismiss you and move onto his next responsibility. He believes in getting down and dirty when it's required and dealing with certain finality.

Attributes

Strength: 3
Dexterity: 2
Stamina (tough): 4
Charisma (overbearing): 4
Manipulation: 3
Appearance: 2
Perception: 3
Intelligence (academic): 4
Wits (cynical): 4

Awareness: 1
Brawl: 1
Dodge: 2
Expression: 3
Leadership (order of Hermes): 4
Subterfuge: 2
Drive: 2
Etiquette: 3
Meditation: 1

Abilities

Melee: 1
Performance: 3
Technology: 1
Academics (ancient works): 4
Law: 1
Linguistics: 2
Occult: 4
Science: 4

Arete: 6

Advantages

Willpower: 8

Spheres

Correspondence: 5
Prime: 3

Forces: 1
Mind: 2

Health	0	-1	-1	-2	-2	-5	-
Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Le Fay

PR Spokesperson and Liaison for the Technocracy **New World Order** Convention

Personality and Appearance

Smiling, Friendly and Honest. That's the impression he cultivates behind his New World Order black suit and white tie uniform. He is the ultimate salesman. He treats his business dealings as if they are just some not really important work to get out of the way yet behind it he is quite *deadly* serious. He believes in the work of the Conventions with genuine conviction.

Attributes

Strength: 2
Dexterity: 3
Stamina: 2
Charisma (sales man smile): 4
Manipulation: 3
Appearance: 2
Perception: 3
Intelligence: 3
Wits: 3

Dodge: 2
Leadership: 3
Streetwise: 2
Subterfuge (sales pitch): 4
Drive: 2
Etiquette: 1
Firearms: 1
Performance: 2
Technology: 3

Abilities

Computer: 3
Investigation: 1
Law: 3
Linguistics (English, Germany, Chinese & his native French): 3
Medicine: 1
Occult: 1
Science (physics): 4

Enlightenment (Arete): 7

Advantages

Willpower: 8

Spheres

Mind: 4
Prime: 3

Correspondence: 2
Entropy: 2
Forces: 3

Health	0	-1	-1	-2	-2	-5	-
Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Man in Grey

Powerful **Nephandi** Spirit

Personality and Appearance

Sly and Cunning. The Man in Grey appears as a parody of the New World Order's black suit white tie in his grey suit, white shirt and grey hat. He is immensely powerful and ancient spirit and takes great pleasure from his work. His current appearance as the Man in Grey is a humorous take on how the NWO's project will turn into a disaster.

Background

Ancient and old, this spirit has had many lives thorough out this history of Paris. He is the agent of the great oblivion that rule the Nephandi and works to further their goals. His nemesis is the also ancient oracle of the Euthanatos – the Queen.

Stats

He can kill with a touch, can perform great feats of magic without paradox, appear and disappear at will anywhere (even places warded against such powers) and other impressive feats. He is forbidden from interacting directly and must only influence and direct, though occasionally he can bend those rules if it is of vital importance to his current mission.

Basically, he is impossible to kill and incredibly powerful. If the players attack him, forget it – the powers just bounce off him (or go right through him).

The Queen



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game

By Mark Cunningham

Euthanatos Oracle

Personality and Appearance

She is dressed in the rags of a white ball gown with a veil hanging over her face which seems to be only darkness. Her hands are gloved but hinted at terrible thin wrists and withered fingers. She smells of the incredible old that is about to dissolve into dust.

She speaks in symbols and riddles and has an insight into the future that frustrates the Man in Grey. She can also communicate with anything or anyone.

She never leaves her sanctum deep in the catacombs.

Stats

She is as powerful as the Man in Grey and she is impressively prophetic. But she can not leave her small room buried in the catacombs and can only guide others in their paths. The Man in Grey wishes to destroy her but she does not seem intent on his destruction and so has remained an elusive threat to the Nephandi plans.

Magic used on her will fail though she can do anything to those in her sanctum.

Background

Who or what the Oracle is, is unknown. The stories speak of her as being the remains of Queen Antoinette but the records of the Euthanatos show she much older then that and she is probably as ancient as the city itself. She guarded by chosen Euthanatos mages and the Tradition as whole through France always heed her words. The Euthanatos say she exists between the place of death and life but is neither part of them and can see how the lines of fate of everyone are linked.

Neola

Young **Hallow One** Mage

Personality and Appearance

A young pretty Goth who recently enlightenment has left her infatuated with all things Mage. She appears perky and tries desperately to show how knowledgeable she is but it is quite obvious to most older jaded mages that she has very much to learn.

Attributes

Strength: 2
Dexterity: 3
Stamina: 2
Charisma: 3
Manipulation: 2
Appearance (cute): 4
Perception: 3
Intelligence: 3
Wits: 3

Alertness: 2
Awareness: 2
Brawl: 1
Dodge: 1
Streetwise (Paris): 4
Crafts: 1
Drive: 1
Melee: 1
Performance: 2

Abilities

Technology: 1
Academics: 1
Computer: 2
Enigmas: 2
Occult: 2
Science: 2

Advantages

Willpower: 4

Spheres

Spirit: 1

Life: 2
Prime: 1

Health	0 Bruised	-1 Hurt	-1 Injured	-2 Wounded	-2 Mauled	-5 Crippled	- Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Son of Ether Convention Members (Clockers)

The Clockers are ruled by a council made up of the most senior and the most inventive. I've listed a few here to give you idea but feel completely free to make more up as you go.

Master of the Clocks

This guy has clocks dangling from every pocket. Wristwatches, stopwatches etc. He is constantly distracted as he reviews the current stream of time. A specialist in time mechanics, his enlightenment sent him a little over the edge from genius to madman.

Attributes

Strength: 1
Dexterity: 1
Stamina: 2
Charisma: 2
Manipulation: 3
Appearance: 2
Perception: 1
Intelligence (timing): 5
Wits: 2

Abilities

Alertness: 1
Expression: 1
Subterfuge: 2
Drive: 2
Technology (time devices): 4
Academics: 2
Computer (embedded systems): 4
Cosmology: 1
Enigmas: 3
Occult: 2
Science (time): 4

Advantages

Willpower: 5

Spheres

Time: 4

Prime: 1

Health	0 Bruised	-1 Hurt	-1 Injured	-2 Wounded	-2 Mauled	-5 Crippled	- Incapacitated
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game

By Mark Cunningham

Big Great Coffee Machine Inventor

Try my coffee. It's exceptional. If you want I have muffins too. I know their all red – having' worked out that glitch yet."

He is proud of his machine and wants everyone to know it. Its about 10 feet tall, chugs and splutters and follows him around on small trolley wheels. At the front is nozzle and a tray door. It produces the most excellent coffee though the muffins leave a lot to be desired. He lives for his inventions and this latest one is his masterpiece.

Attributes				Abilities			
Strength:	2	Alertness:	2	Academics:	2		
Dexterity:	2	Athletics:	1	Computer:	2		
Stamina:	3	Awareness:	3	Investigation:	2		
Charisma:	4	Brawl:	3	Medicine:	1		
Manipulation:	2	Dodge:	2	Science:	3		
Appearance:	1	Crafts (fluids):	4				
Perception:	2	Drive:	2				
Intelligence (timing):	4	Performance (lecturing):	2				
Wits:	3	Technology:	2				
				Advantages			
Arete: 5				Willpower: 5			
				Spheres			
Prime: 3				Matter: 3			
Correspondence: 1							
Health	0	-1	-1	-2	-2	-5	-
	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Mr. Mechanio/Red Knight

He's wearing what looks like an old style diving suit in red iron. It seems to also be part of his face. His movement isn't restricted at all and he'll proudly show off his new innovations.

The suit allows him to move about because he suffers from a paralysing disorder.

Attributes				Abilities			
Strength (mechanically enhanced):	4	Brawl:	3	Linguistics (English):	2		
Dexterity (mechanically enhanced):	4	Dodge:	3	Medicine (paralysing disorders):	4		
Stamina (mechanically enhanced):	4	Subterfuge:	1	Occult:	2		
Charisma:	2	Crafts (mechanical machines):	5	Science (cybernetics):	4		
Manipulation:	3	Drive:	3				
Appearance:	1	Firearms (built into his "armour"):	2				
Perception (insightful):	4	Melee:	1				
Intelligence:	3	Technology:	3				
Wits:	3	Computer (programming):	4				
				Advantages			
Arete: 6				Willpower: 9			
				Spheres			
Correspondence: 2				Matter: 4			
Entropy: 2				Mind: 2			
Life: 4				Prime: 1			
Health	0	-1	-1	-2	-2	-5	-
	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Grunts (Extras)

Extras of the setting. They don't really have much personality but they get in the way (or help).

Nephandi Cops

Big, broad, powerful Fomori masquerading as Parisian police. They may even have an attack dog with them. They're not really very powerful but are just used to give the players a chance to try out their characters.

Attributes				Abilities			
Strength:	4	Alertness:	4	Melee:	3		
Dexterity:	4	Athletics:	2	Stealth:	3		
Stamina (not really human):	1	Awareness:	1	Survival:	1		
Charisma:	1	Brawl:	3	Investigation:	1		
Manipulation:	1	Dodge:	3	Law:	1		
Appearance:	2/-1	Streetwise:	1				
Perception:	4	Subterfuge:	2				
Intelligence:	2	Drive:	1				
Wits:	2	Firearms:	3				
				Advantages			
Willpower: 4				Powers			
				One has the power to spit acid: Causes aggravated damage. Dexterity + Melee to hit. Strength for Damage.			
				The other has long extendable claws and they do aggravated damage.			
				Both automatically heal a wound a turn.			
Health	0	-1	-1	-2	-2	-5	-
	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□



Banshee in Paris: An Adventure for Mage the Ascension™ Roleplaying Game

By Mark Cunningham

Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	0	-1	-1	-2	-2	-5	-
	□	□	□	□	□	□	□

Assorted Fomori

Nephandi come in all shape and forms. Normally they have a human form so they can move about during the day but some don't. Most are not particularly tough but in hoards are phenomenally powerful.

Attributes				Abilities			
Strength:	4	Alertness:	4	Melee:	3		
Dexterity:	4	Athletics:	2	Stealth:	3		
Stamina (not really human):	1	Awareness:	1	Survival:	1		
Charisma:	1	Brawl:	3	Investigation:	1		
Manipulation:	1	Dodge:	3	Law:	1		
Appearance:	2/-1	Streetwise:	1				
Perception:	4	Subterfuge:	2				
Intelligence:	2	Drive:	1				
Wits:	2	Firearms:	3				
				Advantages			
Willpower: 4				Powers			

Most Fomori can have one main power or a collection of lesser ones. Here is a suggested list:

- Spit Acid: Hurl acid from their mouth – causes aggravated damage.
- Claws: Brawl attacks do aggravated damage.
- Super-strength: Strength is 5
- Earth Control: Has the power to manipulate "earth". Imagine Matter 5 but only limited to earth with the ability to move through it.
- Automatic healing: Heal 1 – 4 levels of damage per turn
- Natural Armour: Can soak lethal and aggravated damage naturally.

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Assorted Euthanatos/Hallow One Grunts

When the Catacombs are attacked, they'll be several Euthanatos or Hallow Ones around to help find back but they'll probably be a little wounded already.

Attributes				Abilities			
Strength:	2	Alertness:	2	Stealth:	2		
Dexterity:	3	Athletics:	2	Survival:	1		
Stamina:	3	Awareness:	2	Computer:	2		
Charisma:	2	Brawl:	3	Investigation:	2		
Manipulation:	2	Dodge:	2	Medicine:	1		
Appearance:	2	Streetwise:	2	Occult:	3		
Perception:	3	Drive:	2	Science:	1		
Intelligence:	3	Firearms:	3				
Wits:	3	Melee:	2				
Arete: 3				Willpower: 5			
				Spheres			
Entropy:	3	Matter:	2				
Forces:	1	Prime:	2				
Life:	2						

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Health	0	-1	-1	-2	-2	-5	-
Bruised	□	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□



Jeremy Bachel – Player Character Sheet – Page 1

Name	Jeremy Bachel	Nature	Child
Concept	Delusional Questing Knight	Demeanour	Visionary
Tradition	-	Essence	Questing
Personality			

To the Good Fight, to Honour and to the pursuit of the Quest. You are a valiant knight, gifted by God, in your mission here. Sometimes you doubt the people around you but in your heart you know you are true.

The wizards say you are like them but they are not. They use magic while your powers come directly from God to aid you in the Good Fight. Your manservant Mr. Korma always agrees.

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	□	□	□	□	□	□	□

Attributes

Strength	00000
Dexterity	00000
Stamina	00000
Charisma	00000
Manipulation	00000
Appearance	00000
Perception	00000
Intelligence	00000
Wits	00000

Abilities

Alertness	00000
Athletics	00000
Awareness	00000
Brawl	00000
Dodge	00000
Expression	00000
Leadership	00000
Etiquette	00000
Melee	00000
Performance	00000
Survival	00000
Academics	00000
Enigmas	00000
Medicine	00000

Backgrounds

Arcane	00000
Talisman (mystical sword)	00000
Avatar	00000
Resources (inheritance)	00000
Destiny	00000
Dream	00000

Advantages

Quintessence	6
Paradox	0
Arete	0000000000
Willpower	0000000000

Spheres

Forces	00000
Life	00000
Prime	00000



Jeremy Bachel – Player Character Sheet – Page 2

Background

Your enlightenment seemed to have knocked a screw loose in your head and rather than become a mage you believe your our a Knight gifted by God. It happened quite young in your life and the amount of expensive doctors your misguided parents sent you to, could not convince you otherwise.

Mr. Korma, your ever-suffering manservant, has been with you since your parents died and has managed your income and resources very efficiently. You've come to Paris to aid the Wizards there. Your old cousin, Lorien, is here.

Common Rotes

Circle of Protection (Energy Shield) (F2)

By swinging your sword in a complicated manoeuvre around yourself you can create an area of protection against different types of energy (light, heat, sound etc.)

Light the Way (F3)

By asking your sword, it can glow with a dull light to shine the way in utter darkness.

Bless (Heal Self) (L2)

By focusing on the sword the power of God fills it and takes away your minor wounds.

Bestow (Improve Self) (L3)

Like Bless but allows improvement of physical attributes.

Bless Others (Heal Other) (L3)

Can heal wounds in others with a touch of the scabbard of the sword.

Strike (Rip the Man Body) (L3)

Attempting to strike at a foe with all your effort can focus the wrath of God into your enemy.

Combat

Weapon	Damage	Difficulty
Magical Sword (Talismans)	Str + 4 L	Normal



Mr. Korda – Player Character Sheet – Page 1

Name	Mr. Korda	Nature	Conformist
Concept	Knight's manservant	Demeanour	Autocrat
Tradition	Euthanatos	Essence	Primordial
		Personality	

A reserved and always serious scholar. You made an oath to help and protect Jeremy Bachel and so you act as his manservant, advisor and occasionally anonymous protector. You consider Jeremy a truly innocent soul and one whose purity should be maintained in this dark world. You'll do what Jeremy's honour cannot.

	0	-1	-1	-2	-2	-5	-
Health	Bruised []	Hurt []	Injured []	Wounded []	Mauled []	Crippled []	Incapacitated []

Attributes

Strength	00000
Dexterity	00000
Stamina	00000
Charisma	00000
Manipulation (subtle)	00000
Appearance	00000
Perception	00000
Intelligence (academic)	00000
Wits (quick)	00000

Abilities

Awareness	00000
Brawl	00000
Dodge	00000
Streetwise	00000
Subterfuge	00000
Etiquette	00000
Melee	00000
Technology	00000
Academics	00000
Computer	00000
Enigmas	00000
Investigation	00000
Law	00000
Linguistics (French, English, Germany and Latin)	00000
Medicine	00000
Occult	00000
Science	00000

Backgrounds

Arcane	00000
Avatar	00000
Resources	00000
Destiny	00000
Dream	00000

Advantages

Quintessence	10
Paradox	0
Arete	0000000000
Willpower	0000000000

Spheres

Entropy	00000
Mind	00000



Mr. Korda – Player Character Sheet – Page 2

Background

From a wealthy Indian family, you studied in many European Universities. These experiences in so many different cultures gave you an insight into what is wasted and what is cherished in life

The death of fiancé changed you in a profound way. Through death you began to understand the circle of life and death that cause all the suffering and joy in the world and so were approached by the Euthanatos.

Years later, you came across Jeremy. A mad young European who believed himself to be an honourable knight. At first you laughed at him but then he saved your life with his thorough innocence and so your life was bonded to him. You realised his purity and now strive to serve and protect it and complete what his purity cannot.

Common Rotes

Luck (E2)

You have always been lucky. The flip of a coin, a deal of a deck etc always goes your way. It's a matter of how you approach it.

Truth (M3/E2)

Innocence is hard to find in the world. By watching the way someone presents him/herself you can tell the extent of how much truth he or she tell.

Project/Convince (M2/3)

By talking with people you can often convince them of rational explanations of Jeremy's actions. It's a skill and ability you've had years to develop.

Analyse (M3)

Years of study and gentle application have thought you a lot about people. How they try to hide their dark secrets so hard that they fail to cover them all. You can perceive how people think just by spending a little while talking to them.



Lorien Bachel – Player Character Sheet – Page 1

Name	Lorien Bachel	Nature	Traditionalist
Concept	Old conservative Order of Hermes	Demeanour	Conformist
Tradition	Order of Hermes	Essence	Static

Personality

The world has grown up too fast around you. You're an old man who no longer understands the world he sees. Technology in all its forms is an enigma you cannot breach. You can just about stomach the metro because you remember what it was like so long ago. The world has changed and your nothappy about it – it worked fine the way it was.

To top of it all off Jeremy, your very young cousin, is now living in Paris. He is the only other magical member of your extended family and also a bit nuts, acting more like a marauder then a mage. In fact he doesn't even claim to be a mage, imagine!

	0	-1	-1	-2	-2	-5	-
Health	Bruised []	Hurt []	Injured []	Wounded []	Mauled []	Crippled []	Incapacitated []

Attributes

Strength	00000
Dexterity	00000
Stamina	00000
Charisma	00000
Manipulation	00000
Appearance	00000
Perception (insightful)	00000
Intelligence (logical)	00000
Wits	00000

Abilities

Awareness (prime):	00000
Expression:	00000
Leadership:	00000
Subterfuge:	00000
Crafts:	00000
Etiquette:	00000
Melee:	00000
Performance (lecturing):	00000
Academics:	00000
Enigmas:	00000
Investigation:	00000
Linguistics (Latin):	00000
Medicine:	00000
Occult:	00000

Backgrounds

Arcane:	00000
Library (apartment):	00000
Sanctum (apartment):	00000
Avatar:	00000
Node (apartment):	00000
Resources:	00000

Advantages

Quintessence	20
Paradox	0
Arete	0000000000
Willpower	0000000000

Spheres

Prime: 000000



Lorien Bachel – Player Character Sheet – Page 2

Background

A true Order of Hermes scholar. You've spent your entire life in cased in books and libraries and prefer the antique ways to the modern flashing-lights methodology. You've spent your life in Paris and in your twilight years you have finally mastered the sphere of Prime.

But in recent months, things have been shook up a bit. The arrival of Jeremy in Paris has meant you've had to leave the libraries several times. When Maxime gives Jeremy something to do, he nearly always asks yourself to go along "to keep eye on your cousin".

Many times over Jeremy's life you've had to defend him against other members of the family who want to lock him up in some institution where the men in white coats can probe him and it is not a fate you would let anyone suffer.

You are a good man and will try to do the right thing, particularly if you get to complain about it for the next eternity.

Common Rotes

Sense Prime (P1)

Years of study and experience with quintessence and prime has thought you an incredible sense of their presence. You can nearly smell it when you try.

Enchant Weapon/Life (P2/3)

Using Quintessence you can enchant weapons and living beings. Over the years this has been quite useful to the Order.

Holy Strike (P2)

Using Quintessence you can create weapons or blasts of prime with a simple waving of your hands.

Paradox Ward (P5)

Being a master of Prime, you've often been asked in grand rituals to help prevent the effects of paradox. By investing a point of Quintessence in any effect you can negate one point of paradox.



Ivan Vach – Player Character – Page 1

Name	Ivan Vach	Nature	Deviant
Concept	Ex-circus performer	Demeanour	Bon Vivant
Tradition	Adopted Order of Hermes	Essence	Dynamic

Personality

Damn the Order of Hermes, they're beginning to get on your nerves. It was all right in the beginning, you learnt lots of stuff that made a lot of sense but in the last few months you've only become frustrated with them.

So now they decide to give you some "field" work to gain some active experience. This is a far cry from your old life

	0	-1	-1	-2	-2	-5	-
Health	Bruised	Hurt	Injured	Wounded	Mauled	Crippled	Incapacitated
	[]	[]	[]	[]	[]	[]	[]

Attributes

Strength: ØØØØØ
Dexterity (performance tricks): ØØØØØ
Stamina: ØØØØØ
Charisma: ØØØØØ
Manipulation: ØØØØØ
Appearance: ØØØØØ
Perception: ØØØØØ
Intelligence: ØØØØØ
Wits: ØØØØØ

Backgrounds

Mentor: ØØØØØ
Avatar: ØØØØØ
Resources: ØØØØØ
Contacts: ØØØØØ
Allies: ØØØØØ
Dream: ØØØØØ

Advantages

Quintessence 5
Paradox 0
Arete ØØØØØØØØØØ
Willpower ØØØØØØØØØØ

Abilities

Alertness: ØØØØØ
Athletics: ØØØØØ
Awareness: ØØØØØ
Brawl: ØØØØØ
Dodge: ØØØØØ
Expression: ØØØØØ
Streetwise (streets of Paris): ØØØØØ
Subterfuge: ØØØØØ
Drive: ØØØØØ
Firearms: ØØØØØ
Melee: ØØØØØ
Performance (physical feats): ØØØØØ
Stealth: ØØØØØ
Technology: ØØØØØ
Academics: ØØØØØ
Computer: ØØØØØ
Occult: ØØØØØ
Science: ØØØØØ

Spheres

Correspondence: ØØØØØ
Time: ØØØØØ



Ivan Vach – Player Character – Page 2

Background

You grew up in a circus and when you were old enough, left to make your own fortunes. You had some performance skills that you used to earn a few bob on the streets of Paris. That's when one of the Order of Hermes saw you.

He talked to you, said you were a Mage and can do magic. It seemed like bullshit but you went a long with him and he got you enlisted in this grand old style college. At the first it opened your eyes. You could do magic. What once was just a trick pulled off by discipline became the effect of will over reality.

Then they started to try and teach you about rituals and ancient tomes. You want to do your own stuff, not this old crap that isn't very useful. Other students and teachers have noticed your rebellious spirit and so your relationship with the Order is starting to become tenuous.

Common Rotes

Slow/Speed Up Time (T3)

At first you thought it was just a trick of your mind but you've realised you can actually control the flow of time or at least your perception of it. You can do physical tricks that would be impossible for a normal artist or slight of hand that no other con man could pick up on.

Farseeing (Scrying) (C2)

This was the first rote that really made you understand that what you did was magic. You can see far a field with this rote with just a little concentration and focus.

Perfect Sense (Landscape of the Mind) (C1)

You were always able to pull off tricks easily because you had a perfect awareness of the world around you. This you learnt was magic.

Quick Jump (The Seven-League Stride) (C3)

Like an excellent stage magician, whoosh and you seem to be somewhere else. Another of the most useful rotes the Order has though you.

