

MAGE CHRONICLES™

Volume 3

The End Is Nigh

The fate of the world hangs by a thread. Samuel Haight, arch-enemy of Garou and Verbena, has learned a secret that could trigger the end. Meanwhile, San Francisco teeters on destruction.

Only a gifted girl can save it, and the Marauders and Technocracy both want her. Can the mages save us all?

Free Will or Fate?

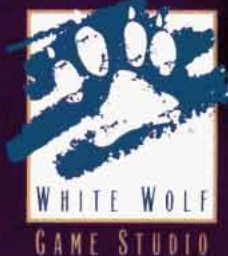
Mage Chronicles Volume 3 features **Coom of Fate** and **The Chaos Factor**, two of the earliest sourcebooks released for **Mage: The Ascension** that have long been out of print. Now they're back under an all-new cover.

Mage Chronicles Volume 3 Features
• Two of the original Mage supplements made available again in one volume
• Two complete stories for Mage, with crossover application to other Storyteller games

• Information on locales across the World of Darkness – San Francisco, Mexico City and Jordan

MAGE

The Ascension®



GAMES FOR MATURE MINDS

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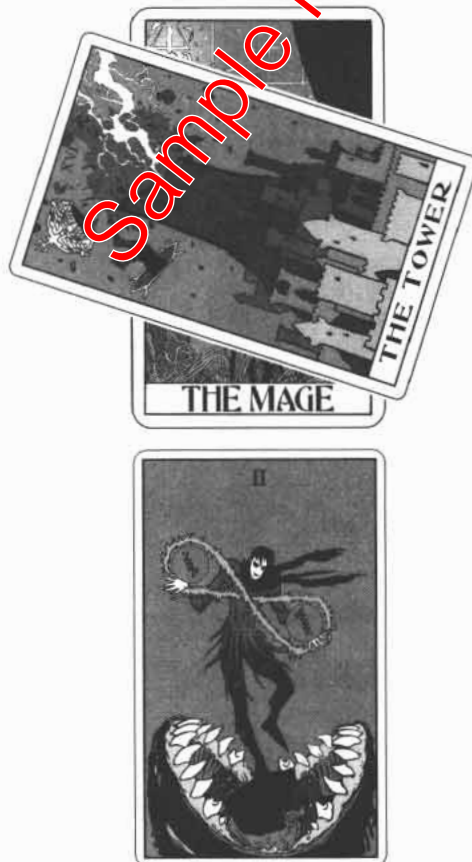
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Boom of Fate

Choices Made and Futures Followed

There's a divinity that shapes our ends,
Rough-hew them how we will.
— William Shakespeare, *Hamlet* (Act V, Scene II)



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William "Taxi Driver" Hale; his word-processor
runneth over.

Rebecca "Chin Na" Shaeffer, for feeding the cute
Canadian guys to Ken's fish.

Travis "Rat Salad" Williams, for having so much fun
with Brian's squeaky toy.

Renee "Globetrotter" Lily, for keeping Rob contented
in her absence.

Ben "Blue Meanie" Monk, for passing on Gramann's
Chinese car to Lyndi.

Wes "Silent Strider" Harris, wherever he may roam.

Daniel "I'm Waitin', Punk" Landers, for cutting loose
the Batmobile.

Steve "Grand Master of Flowers" Weick, for his martial-
arts goob-fest.

Chris "Modem Master" Hind, for running the Ontario
marathon (Never use Wordstar!).

Darryl "Swing Shift" Midgette, for really outdoing
himself.

Mike "Why Me?" Krause, for his wet warehouse wel-
come.



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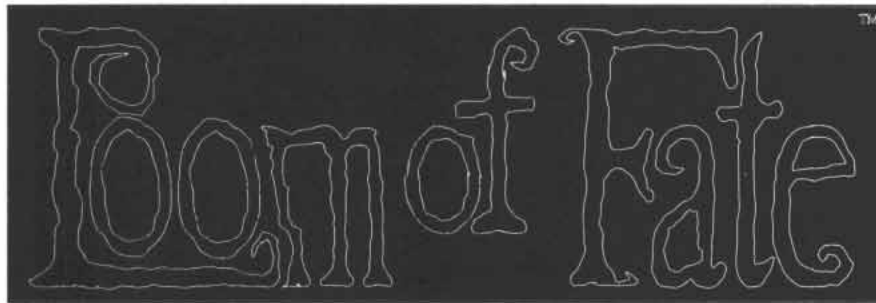


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Introduction: Once and Future Things

Another Voice, when I am sleeping, cries
"The flower should open with the morning skies"
And a retreating whisper as I wake —
"The flower that once has blown for ever dies."
— The *Fiḥr al-Bayyāt* of Omar Khayyám, verse XXVIII

Loom of Fate is a complete four-chapter story for **Mage: The Ascension**. Set in San Francisco, it entwines player mages in a web of usury and tragedy, where free will threatens to unravel the very fabric of reality. This supplement details plots, characters and settings, thus enabling your troupe to tell an earthshaking story. Appendix One compiles all character descriptions for ease of reference. Appendix Two contains guidelines for running a Tarot-like card-reading.

This plot encourages character interaction and problem-solving rather than violent confrontation. Therefore, any number of player characters of any level of enlightenment may take part. They may represent diverse Traditions, though students of the Spheres of Time and Spirit are most appropriate.

This adventure expands on "All Hallow's Eve," the scenario given in the back of the Mage rulebook, but differs in several ways from the first story. If you have already run "All Hallow's Eve," you may wish to modify the details given in this book to conform to the original story. If not, run **Loom of Fate** as it stands, incorporating any elements of "All Hallow's Eve" that you want.

Variations on a Theme

As Storyteller, you may use **Loom of Fate** in a number of ways. First of all, this story could be told with no modifications. The scenes included should provide enough roleplaying, mystery and action to last several gaming sessions. Second, you might modify the existing scenes or add others to suit your troupe's style of play. If you feel particularly ambitious, you could even change the setting from San Francisco to elsewhere.

Loom of Fate could also become the first chapter in a continuing chronicle. The Bay Area is integral to the Technocracy's American operations, and warlike players could wage a long and dangerous guerrilla campaign against the Technomancers. Though this "Fighting the Technocracy" concept seems the most obvious of many options, other plot threads offer possibilities.

At this moment, several players are reading these words; stop immediately or risk ruining your own enjoyment. Storytellers — and we know who you are (••Correspondence, •••Mind) — please continue.