

MAGE: Game 5 Recap

Characters locked in room for a while, let out, taken downstairs. Mysterious fellow tries to stake Molly, tosses Molotov, gets chased and shot at.

Chars have left the hotel and return to their respective homes. Cue next day.

Note: The person chars met during game 5 is of no consequence.

MAGE: Game 6

Loc: *Detective Office, S. Division Street*

On scene: *Sam Gray (Josh)*

Allow him to describe the office, note for later.

There is a knock at the door. A man's voice calls from outside, "Hello? You on'a workin' hours right now? I tell ya, I need some right help here, and I just don't know where to go."

The man comes in. He's in his mid-40s, a big, stocky, hulking mass of a man in a flannel jacket and work shirt. He edges up to (the desk, sits down in a chair, as appl.) and starts telling his story.

Bill: I think my boy's gotten himself into something... I don't know... a cult, I think. Just, without talking to us at all, I couldn't get him on the phone all of a sudden, and he moved out of his apartment... Took everything with him, though we found this: *hands Sam the brochure*. Do you know anything about this "Keeper of Time" business? I mean, I know this is the big city and all, but I thought Grand Rapids was supposed to be a good town, and I just don't know what to think now...

Do you think you can find him? Bring him back to his mom and me? I've got a picture if that'll help... *hands over photo*. I just wish I could find something closer, you know... he just never came home much, that is.

Ad-lib Bill. *He's runs a building contracting firm near Ionia. He can be reached on his cellphone at 616-457-7601. His son, Justin Jay Shane (JJ) is a sophomore (2nd year, age 20) at Grand Valley. He sounds both broken up and businesslike. He stresses that he wants to know all about this cult his son is in, and get him back.*

